Knights of the Old Republic



Version 1.3 by SpazzWave

It is four thousand years before the battle of Yavin 4 and the rise of the Galactic Empire. The Sith, who once thought vanquished, have returned as an empire fighting against the republic for control of the galaxy. Soon, the Endar Spire cruise carrying Jedi Knight Bastila Shan and an amnesiac Darth Revan will be attacked by Darth Malak and his soldiers.

Alternatively, you can choose to enter 5 years after these events, in a galaxy where the Jedi Order is now scattered and in ruins after an attack by the Sith, leaving the Republic defenseless. Either way, take these **1000 CP points** and have a good trip.

Locations

You can choose any location for free. You decide if you start at the date of KotOR 1 or 2.



Endar Spire / Start of the First Game
The Endar Spire is a republic cruiser caught between a battle against the Sith Empire above the orbit of the planet Taris. You start as a Republic Soldier right next to a functional escape pod pointing right at Taris.

Taris
Taris is a sharply divided ecumenopolis. The rich live in the Upper City, while the Lower City is run by swoop gangs. The lowest levels of Taris are overrun by terrible monsters called rakghouls. To make matters worse, the Sith have seized control and imposed a planet-wide quarantine. You start at an abandoned apartment in the Upper City, and an escape pod just fell near your house. If for some insane reason you want to start at the second game here, you can start at the Promised Land with the Tarisian survivors.

Dantooine
Dantoine is a peaceful, beautiful world located in the Raioballo sector of the outer rim. It is known for its agriculture, rivers and rich flora and fauna. The Jedi Order has an enclave there. You start at a little home inside the main settlement.

Tatooine
Tatooine is a desert planet in the Tatoo system full of vicious animals and natives. It is inhabited by poor locals who farm moisture for a living, big game hunters and Sand People. You start at a little home inside Anchorhead.

Kashyyyk
Kashyyyk is a lush, mid-rim planet known for their gigantic trees that reach hundreds of meters. The Wookiees of Kashyyyk make their home high among the wroshyr branches. You start with a small room at the Czerka outpost.

Manaan
Manaan is an aquatic planet in the Pyrshak system. It is home to the Selkath, an amphibious species. The planet is completely covered in water and is the only known source of the medicinal substance Kolto in the galaxy. You can start with a small room in either the Republic or the Sith Empire embassies.

Korriban
Korriban is a desert, dangerous planet located in the Horuset System. It is the original homeworld of the Sith species and it is a sacred place for the Sith Empire, housing the tombs of ancient dark lords of the Sith. You start with a small room at the outpost next to the Sith Academy.

Peragus Mining Station/ Start of the Second Game
The Peragus Mining Facility is the only supplier of shipping-grade engine fuel to the Kwymar sector. The facility has recently been sabotaged by a HK-50 hunting the Jedi Exile. You start right next to Atton Rand

Telos IV
Telos IV, often called simply Telos, is the fourth world within the Telos system, located in the Outer Rim's Kwymar sector. Situated on the strategically important Hydian Way hyperlane, on the edge of Galactic Republic-controlled space, the Telosian military and economic power bases are considered vital to the survival of the Republic. You start with a small apartment at the Citadel Station.

Nar Shaddaa
Nar Shaddaa was the largest moon of Nal Hutta, located within the Y'Toub system of Hutt Space on the borderline between the Mid Rim and Outer Rim Territories. More commonly known as the Smugglers' Moon, Nar Shadda is a filthy ecumenopolis filled with pollution and crime. You start with a small apartment near a certain plot-relevant landing pad.

Onderon
Onderon is a special world where dense jungles meet sprawling cities carved from ancient stone. Its capital, Iziz, towers over the surrounding forests with fortified walls and grand architecture. You start with a small home in the capital.

Dantooine
This Dantooine isn’t the same you know. The attack of the Sith Empire destroyed the Jedi Enclave and the main outpost on the planet, though now the survivors are rebuilding from the devastation the planet suffered. You start at a small house in the main outpost.

Races



There are thousands of species all across the Star Wars galaxy, and you can choose to be any of them as long as they don't have powerful abilities for **free or are bigger than a Hutt.**
There are certain species with powerful abilities that cost 100 CP. These are:
Gen'dai (High-Speed Regeneration, Amorphous Form)
Hutts (Longevity, Greater Size)
Sith Purebloods (Immunity to Dark Side Corruption, greater affinity to the Force)
Anzats (Superhuman Attributes, Longevity, Vampirism)
Neti (Amorphous Form, Shapeshifting)
Besalisk (Greater Strength, Four Arms)
Clawdites (Shapeshifting Into Anyone)
Falleen (Pheromones, Longevity)
Zeltrons (Emotion Sense, Pheromones)
Iktotchi (Telepathy, Precognition)

Yinchorri (Immunity to Mental Effects, Superhuman Attributes)
Dashades (Immunity to the Force, doesn't appear in lifeform sensors)
Givins (Superhuman Intelligence, ability to survive in the vacuum of space)
Barabel (Immunity to Blasters, Superhuman Abilities)
Gand (Blaster-Resistant Exoskeleton, ability to survive in the vacuum of space)
Gotals (Superhuman Senses)
Angels (Flying, Hypnotism)
Sakiyans (Superhuman Attributes, Superhuman Senses)
Yoda Species (Longevity, greater affinity to the Force)
Energy Vampires (Vampirism)
Shi'ido (Shapeshifting into Anyone, Longevity)
Trandonshans (Regeneration, Superhuman Strength)
Parwans (Flying, Electromagnetic Attacks)
Abyssins (High-Speed Regeneration, Longevity)

For 200 CP, you can be a Space Dragon (Greater Size, Flying, Breath Attack, Regeneration, Longevity, Traveling through Hyperspace).

No, you cannot buy a Celestial option with this, you fucking nerd.

Origins

Choose one. You will get a discount on the perks of your respective origin.



Soldier

The Soldier is a warrior and a tactician. They thrive in situations where strength and endurance matters. Many start as Republic recruits or mercenary enlistees, but others find themselves drawn to battle wherever conflict rages, from private security contracts to frontier wars.

Scoundrel

The Scoundrel is a survivor. Whether bluffing a customs officer with a straight face, or spinning a story so outrageous it must be true, quick wit is his best weapon. Many start in the criminal underworld, but others simply drift between odd jobs, smuggling runs, and “freelance procurement.”

Scout

The Scout is an explorer, a tracker, and a master of observation. Equipped with keen senses, steady nerves, and the adaptability to survive any environment, many begin as wilderness guides, planetary surveyors, or independent pathfinders, while others drift between exploration contracts, smuggling reconnaissance missions, and freelance intelligence work.

Paths

Choose your path. You will get a discount on the perks of your respective path. Force powers have reduced costs according to your alignment, light side for Jedi or dark side for Sith



Jedi Weapon Master

Jedi Guardians are warriors who focus on martial ability and physical power. They favor combat, martial arts, and aggressive tactics, relying on the Force to enhance their speed, strength, and endurance. They are the frontline defenders of the Jedi Order.

Jedi Master

Jedi Consulars are seekers of knowledge and wielders of the Force in its purest form. Jedi Consulars focus on diplomacy, insight, and mastery of the Force's deeper mysteries, often preferring to resolve conflicts without drawing a weapon.

Jedi Watchman

Jedi Sentinels favor the mastery of all skills and its synergies with the Force. They are adaptable and excel at investigations, uncovering secrets and hunting enemies of the Jedi Order. They serve as the Order's troubleshooters.

Sith Marauder

Sith Marauders are warriors who channel their anger and hatred into raw, destructive power. Fueled by the Dark Side, they thrive on unleashing assaults and cleaving through their enemies. They leave only destruction in their wake.

Sith Assassin

Sith Assassins are the hidden knives of the Sith. Using stealth and precision strikes they eliminate their targets before they can react. Silent, patient and lethal, the dark side cloaks them from enemies eyes.

Sith Lord

Sith Lords are commanders of the Dark Side whose will bends the galaxy to their vision. Masters of manipulation, strategy, and raw Force power, they dominate allies and enemies alike, shaping events to serve their ambitions. Many Sith Lords are Force users of extreme power, always leaving their mark on the galaxy.



Attributes

These maximized attributes represent the ultimate level of natural ability a Star Wars humanoid can have. Each option costs 200 CP. You have one discount here.

[Strength]
Your physical power exceeds most mortals. You can lift heavy machinery, smash plasteel doors, and deliver powerful blows in melee combat. You could fistfight a Wookie.

[Dexterity]
Your reflexes and agility are exceptional. You dodge blaster fire, perform precise acrobatics, and strike accurately in combat. You are noticeably faster than most opponents and react to incoming attacks before they fully register.

[Endurance]
Your endurance and resilience are formidable. You recover from injuries and fatigue faster than normal, resist poisons and harsh conditions, and can keep fighting after taking serious damage. You can survive harsh climates unaided and fight despite crippling injuries.

[Intelligence]
You learn quickly, understand complex systems, and excel at problem-solving. Technical tasks are extremely easy for you and you rapidly learn new languages.

[Wisdom]
You have heightened awareness, intuition and are capable of easily detecting lies and intentions. You are highly attuned to the force and can sense nearby dangers and hidden threats. If you are a Force user, your Force powers have increased efficiency.

[Charisma]
Your presence and personality are compelling. People are more likely to listen to you, follow orders, or be persuaded by your arguments. You can sway small groups and people are naturally drawn to you.

Skills

Each skill costs 100 CP. You may choose four skills for free, receiving a skill boost to it as well as making it easier to improve and learn anything related to it. A second purchase increases your skill level to the maximum possible for a human.

[Computer Use]
Computer Use allows you to slice terminals using disposable logic rams called computer spikes. You can interact with standard computer systems, open doors, access logs, disable alarms, turrets or explode a terminal.

Master Computer Use: You can hack high-level military systems, reprogram droids, manipulate turrets IFF and hack multiple things at the same time.

[Demolition]
Demolition allows you to set, recover and safely disarm mines and explosives.You also have the ability to identify and craft mines and grenades.

Master Demolition: You can build high yield grenades and mines. Your explosives can now be remote-detonated and you have an intuition to where to place them for maximum structural damage.

[Stealth]
Stealth allows you to reduce your noise, hide and avoid detection. You can also detect security measures and can intuitively perceive enemy patrol patterns.

Master Stealth: You can evade advanced security measures. You're a ghost, capable of infiltrating the most secure facilities and leaving without a trace.

[Awareness]
Awareness allows you to spot hidden enemies, traps and environmental clues.

Master Awareness: You can spot invisible enemies, secret compartments and ambushes. You can quickly understand terrain, obstacles, battlefields and advantageous positions. You also understand social situations very well.

[Persuade]
Persuade allows you to convince people and handle social situations.

Master Persuade: You can inspire loyalty, obedience or fear in a person. Your arguments are hard to resist and you can defuse even the most heated of situations. People are far more inclined to agree with you, even against their interests.

[Repair]
Repair allows you to fix disabled mechanical devices like droids and create new objects using scrap parts.

Master Repair: You can build advanced weapons, weapon upgrades, armors, armor upgrades, droids and droid upgrades. You can restore anything to brand-new. You can dismantle any object to its constituent parts without any loss and will intuitively learn the schematic of any object, weapon or material you come in contact with.

[Security]
Security allows you to pick electronic locks, bypass magnetic seals, and disable access restrictions.

Master Security: You can disable any lock, mechanical or digital, with extreme speed. You can bypass security systems without triggering alarms and improvise lockpicking methods from scavenging materials.

[Treat Injury]
Treat Injury allows you to treat injuries and stabilize individuals using medcaps. You can also craft medpacs, implants and stimulants, and you will intuitively learn the schematic of any implant, substance or medical material you come in contact with.

Master Treat Injury: You can keep mortally wounded individuals alive long enough to treat them fully. You can perform complex surgeries and install implants without a full medbay. You can craft highly advanced medpacs, implants and stimulants.

Lightsaber Forms

Each option costs 100 CP. You have one option for free. This purchase gives you the level of skill of a Jedi Knight in the lightsaber form you bought.

[Form I] Shii-Cho
The oldest and most basic form, focused on simplicity and fundamentals. This is a defensive style that is ideal when heavily outnumbered.

[Form II] Makashi
A refined, elegant dueling style built for single combat. This was a form developed to fight other Force Users.

[Form III] Soresu
A defensive form designed to survive against overwhelming attacks. This was a form developed by the Jedi specifically to counter blaster weapons.

[Form IV] Ataru
A highly acrobatic, aggressive form emphasizing speed and mobility. This is a form best used against a single opponent and is especially weak against blaster fire.

[Form V] Shien/Djem-so
A form that channels raw power into defensive counters. It is most effective when facing blaster-wielding opponents or when outnumbered and least effective against a single foe.

[Form VI] Niman
A hybrid form that integrates lightsaber combat with Force powers. This is a form strong in all situations, but has no dramatic strengths.

[Form VII] Juyo
A highly aggressive, intense, and risky form. This is a very precarious fighting style that is best used against single powerful opponents.

Perks

[Force Null] +400 CP
What a strange decision to choose. You are not Force-sensitive in this jump nor can use any type of Force power. Any power you bought here will be disabled during the duration of the Jump. Additionally, any Lightsaber that you try to use here will slide from your hands. This is a drawback and will be removed at the end of the Jump.

[Intuition] Free
You will intuitively know if you have changed the opinion someone has of you. You also know about your force alignment and the force alignment of your allies.

[Soundtrack] Free
You have a mental soundtrack of all KOTOR games in your head. It automatically plays during dramatic moments. Can be toggled off.

[How Can Magic Come from Germs?] Free
You possess a useful amount of midi-chlorians, equal to the amount of an average Jedi or Sith. For 100 CP, this increases to above average. For 200 CP, this increases to exceptional.

[Craft Master] 100 CP
You are able to instantly craft anything you know the recipe or schematic as long as you have all the materials at any type of crafting table. Anything you deconstruct at a crafting table will be deconstructed instantly. Also, any crafting table you use will be connected to any storage of materials you have, including your Warehouse.

[Inventory] 100 CP
You have a pocket space that can store 20 items. These items cannot be bigger than 2 meters in any dimension.

[Force Awareness] 100 CP
You have a highly advanced awareness that makes you sensitive to disturbances in the Force. You can also sense items with force characteristics such as Holocrons and Lightsaber Crystals. This sense can be extended for kilometers.

[Matukai] 100 CP
You learned how to focus your spirit and Force ability into unarmed blows, turning your hands into dangerous weapons. A normal man with this would be able to punch craters into the ground while men with greater strength or greater Force talent might even dent durasteel with their blows.

[Two Weapon Fighting] 100 CP
You have mastered the art of fighting with a weapon in each hand, whether lightsabers, vibroblades, or blaster pistols. You are also ambidextrous.

[Adaptive Combat] 100 CP
You've learned that no single tactic is sufficient. In combat, the most adaptive one wins. You can swap your strengths for weaknesses and vice versa, exchanging attributes such as speed of attacks over precision of them or your defense over your agility of movement and vice-versa.

[Blaster Wizard] 100 CP
Either from talent or experience you have great ability in calculating trajectories, angles, distance and timing. Not only does this make you one of the most able sharpshooters in the galaxy, it also helps with interfering with the Jedi ability to deflect your blaster shots.

[Scoundrel's Talent] 100 CP
Whether it's pazaak, sabacc, dejarik, or the countless gambling dens scattered across the Outer Rim, you reign supreme in games of chance. You have a high amount of luck in any type of game, you can read faces and are a superb cheater. This also lets you play Pazaak in your head intuitively, protecting your mind against nosey Jedi.

[Brilliance of a Conqueror] 200 CP
They called Revan many things: a warrior, a conqueror, a savior, a monster. But above all, a master of war. You have that same brilliance. Strategy, tactics and logistics flow to you as natural as breathing. From directing a squad to commanding a fleet across the stars, you anticipate enemy movements and create victories.

[Lightsaber Forger] 100 CP
Lightsaber creation is an art. No two sabers are alike, because no two beings are alike. Only Force-sensitives can create a lightsaber, for it requires attunement to the Force. The process is delicate: crystals must be set with precision, lenses aligned to a fraction of a degree, and the entire assembly bonded through the current of the Force. To those without the Force, the weapon is inert. To the attuned, it is alive. Not only are you a master at lightsaber creation, being able to modify your lightsaber into a double-blade or whip, you are also the owner of a singular gift: the ability to install and attune multiple crystals to a lightsaber, combining their qualities in unique ways.

Post-jump this perk affects anything that has a mystical core such as a wand or a staff.

[Je’daii] 200 CP
It is said that in the ancient **Je'daii Order** their philosophy of balance acknowledged that there was always darkness in light, and light in darkness. And so it was impossible to be free of either. You have sought this understanding and taken the first step in a unique path. You have an internal balance that shields your mind and spirit from outside influences and all manners of temptation. No emotion can sway your thoughts. Your mind is free.

[Master’s Protection] 400 CP
By an application of force bonds you extend any defensive ability you have to your allies. The energy you channel flows outwards, weaving a connection between you and them.

[Hard Work] 400 CP
The history of this galaxy is made by great Force users and their actions. And while you haven’t placed your mark in the galaxy, it is good to know that you have the potential to do it in the first place. You have the ability to increase your own potential in the Force and other energies as long as you keep training and using all of your abilities. Someone set on discovering the limits of the Force will grow from a normal man to one of the greatest, if not the greatest, Force users in history.

Soldier Perks

[Weapon Specialist] 100 CP, free for Soldier
You are fully trained in the use of all blaster rifles, pistols, and melee weapons. There's no tool of combat you cannot wield effectively.

[Improvised Weapons] 200 CP
When your blaster stops working, you need to improvise. Good thing you are adept at using your environment and improvising weapons from scraps and other things, such as battlefield debris and trash.

[Heavy Armor Conditioning] 400 CP
You are trained to wear and fight effectively in the heaviest armor issued to soldiers and mercenaries, turning a hindrance into a tactical advantage. Heavy armors you wear have no weight for you nor hinder your movements.

[Power Attack] 600 CP
Your mastery of both physical and blaster combat allows you to unleash concussive shockwaves from a single, well-timed strike. Each attack carries raw damage and kinetic energy capable of pushing, staggering, or toppling multiple enemies.

Scoundrel Perks

[Quick Draw] 100 CP, free for Scoundrel
Your reflexes and training allow you to draw and fire a weapon faster than most can react, giving you a decisive edge in combat. You can draw a weapon in a fraction of a second.

[Scoundrel's Luck] 200 CP
Scoundrels have a knack for getting in trouble, but to compensate, they also possess an incredible instinct for survival. You excel at reading situations and adjusting your tactics. Nothing catches you off guard for long.

[Sneak Attack] 400 CP
You excel at striking from positions of advantage, setting traps, and turning the environment itself into a weapon. After all, ambushes are not luck, just the product of careful planning.

[Critical Attack] 600 CP
You've learned how to fight dirty and fight smart, fighting on your own terms. A jab to the throat puts an end to a fight and a blaster bolt through a droid joint stops it no matter the plating. When you attack your enemies weak points you drive force into them, no matter if they are nerves, pressure points or circuits, stunning them and leaving them immobilized.

Scout Perks

[Trailblazer] 100 CP, Free for Scout
You have trained your body to move fluidly through any rough environment, scaling walls, leaping rooftops, and navigating obstacles with grace.

[Danger Instinct] 200 CP
Your senses and intuition are finely tuned, allowing you to detect threats before they become imminent. This sixth sense always keeps you one step ahead.

[Cyber Scout] 400 CP
Your body has an extreme adaptability to implants. Your body does not reject voluntary implants, they do not require any maintenance and your healing process does not recognize them as foreign. Any process of augmentation or de-augmentation will always succeed no matter the conditions and they will happen 10x as fast. All upgrades you do to implants are fiat-backed. Your implants regenerate with you if you want to. Your implants improve themselves if you jump to a universe with a higher tech level or if the tech level of your jump increases.

[Flurry of Attacks] 600 CP
You have learned how to synchronize body and mind into one. In an instant, you can unleash a barrage of strikes with overwhelming speed, be it melee strikes, blaster shots or a combination of both. Most enemies will barely have time to react before they are overwhelmed by your attacks.

Jedi Weapon Master

[Force Leap] 100 CP, free for Weapon Master
You can channel the Force to propel yourself across vast distances with a single bound. You are launched in an almost perfect horizontal angle, projecting all your inertia on a single strike. This lethal attack can change the tide of any combat.

[Defender's Will] 200 CP
Your mastery of the force allows you to endure a prolonged conflict with pure will. You can channel the Force into endurance, fighting for hours without fatigue and resisting the debilitations of your body. Nor pain or fatigue will touch you as long as you have inner strength.

[Boosted Strikes] 400 CP
You learned how to channel the Force through you so it directly improves your attacks. Every strike can be enhanced with greater strength at the cost of your energy. And as the force flows through you your attacks will cut deeper, move faster and hit harder.

[Master of Forms] 600 CP
Through relentless training you have transcended single-style combat. You gain a free purchase of all seven lightsaber forms for free and can switch seamlessly between them with complete mastery: Shii-Cho, Makashi, Soresu, Ataru, Shien, Niman, and Juyo. Each transition flows naturally, and you will instinctively adapt to each situation no matter how complex it becomes.

Jedi Master

[Enlightened Perception] 100 CP, free for Jedi Master
Your awareness has expanded beyond the limits of the physical senses, refined through discipline and meditation. You now perceive with the force, being able to read the tension in a warrior stance or the tremor in a diplomat voice. You can sense a lifeform even if they are concealed by the force.

[Force Affinity] 200 CP
Through deep meditation you learned to strengthen your connection to the Force. The force flows stronger and purer through you, amplifying your recovery to the point you could sustain abilities others would exhaust themselves to maintain.

[Force Harmony] 400 CP
You are a living center of balance. You radiate an aura of calm and serenity that weakens the influence of the dark side around you. Your allies feel their anger dissipate and Sith struggle to maintain control of their powers.

[Telekinetic Mastery] 600 CP
The apex of control is refinement, and you have refined your telekinetic abilities to mastery. You are capable of controlling many things at the same time telekinetically, from lightsabers to objects. Even your smallest gestures can unleash a barrage of projectiles at your enemies. This gives you Force Telekinesis and Throw Lightsaber for free.

Jedi Watchman

[Reading the Pulse] 100 CP, free for Jedi Watchman
Through your attunement to the Force, you have developed an instinctive awareness of disturbance, corruption, and the subtle whispers of the Dark Side. Your senses detect the faintest traces of malevolent influence in a person, place, or situation, allowing you to anticipate danger before it manifests..

[Guardian in the Shadows] 200 CP
You are a one-person intelligence agency, being a master of surveillance, infiltration and counterintelligence. You can disappear without a trace and uncover any plot before they hatch. Those plotting in the shadows fear you.

[Phantom Lure] 400 CP
Through subtle manipulations of the Force you can create convincing illusions. Footsteps in the shadows or muffled whispers in the next room, all of them your doing. These illusions can be placed anywhere within nearby range and even force-sensitives will feel a tug of curiosity or suspicion at your illusions.

[Force Bulwark] 600 CP
You have achieved a deep attunement to the Force few can boast of, and this creates a force field that is constantly stabilizing and immunizing your body against any type of negative effect. Your body cannot be moved forcibly or negatively affected by supernatural forces. You cannot be stunned, paralyzed, freezed, blinded, put on fire, or any similar effect.

Sith Marauder

[Fear Aura] 100 CP, Free for Sith Marauder
The Dark Side thrives on fear, and you have become its instrument. Your presence emanates malice, causing fear and terror in the hearts of your enemies. Those who resist will find their resolve eroded and their judgement clouded.

[Channel the Fury] 200 CP
Your anger is a circuit, strengthening your speed as it burns inside you. Every wound, every insult, every failure becomes a fuel inside you. The more your anger grows, the faster you become.

[Dark Side Fortitude] 400 CP
The Dark Side is a crucible, forging away your weakness in exchange for strength. You have learned how to feed on your own suffering, getting stronger the more pain and damage you suffer. Poisons turn into a stimulant, and bleeding turns into stamina.

[Blood Poison] 600 CP
Pain and anger might satisfy you temporarily, but there is nothing greater than the taste of success. Any successful strike against an enemy poisons them with the Dark Side, festering the wound you made. This corruption seeps beyond the flesh, creeping into their spirit and gnawing at their focus.

Sith Lord

[Face Mask] 100 CP, free for Sith Lord
You wield lies, half-truths, and misdirection as effortlessly as breathing. You are capable of weave complex schemes, infiltrate groups and turn people against each other.

[Puppet Master] 200 CP
Your deep influence is a scary thing, for you possess the ability to implant deep suggestions in the minds of others. Those affected by it believe they are acting of their own free will.

[Storm of the Sith] 400 CP
After many years of training you achieved something unique: a complete mastery of Force Lightning. No longer do you send uncontrollable surges of energy, as each bolt flies according to your will, stronger, striking multiple targets, and extending to longer ranges. This gives you a free purchase of Force Lightning.

[Dark Nexus] 600 CP
Your presence has been transmuted by the Dark Side, distorting the very fabric of the Force. Nearby Force-sensitives will find their connections to the Force weaker while yours become stronger. Your aura radiates palpable corruption. Post-jump this will affect any energy field that you also have.

Sith Assassin

[Predator’s Patience] 100 CP, Free for Sith Assassin
The galaxy's greatest hunters know that victory often belongs not to the swiftest, but to the one who waits. You can remain motionless for hours, without mental or bodily fatigue. Through the force, you can read the rhythm of your prey and know the exact moment to strike.

[Mask of Many Faces] 200 CP
The greatest assassins are ready to discard their identities at a moment's time. You have gone even further. You have developed the ability to change your own body, changing your voice, mannerisms and physical appearance. With the Force you can become anyone.

[Perfect Stealth] 400 CP
There is a difference between hiding and vanishing. You can do both. You bend the force around you, masking sound, presence and your killer intent. You can pass within arms reach of a guard without raising suspicion and striking a Jedi without being detected.

[One Strike, One Death] 600 CP
The hardest thing about assassination is that you only have one chance. Every strike must count. When you ambush someone, you focus your spirit and the Force in one single hit, bypassing the defenses of the target. Your enemies will never see the second strike, because they will not survive the first one.

Light Side Force Powers

Light Side users gain three powers below 400 CP for free and one discount per price tier except above 600 CP. Any power you buy with CP will not corrupt your alignment.



[Force Valor] 100 CP
Empowered by your presence, your own attributes and those of your allies increase.

[Stun] 100 CP
With a focused blast of the Force, you slam into the target's mind, shattering its control and leaving stunned and disoriented. If the target resists, he is slowed instead.

[Stun Droid] 100 CP
You use the Force to send a violent surge of energy through a droid, affecting its internal mechanisms. Its systems are disrupted, stunning the droid. If the droid resists, he is slowed instead.

[Force Aura] 200 CP
This power empowers you and your allies, lifting their courage, focus and power.

[Force Barrier] 200 CP
By bending the Force in a lattice you create a powerful barrier that shields you from physical damage.

[Heal] 200 CP
With training one can learn how to draw from the Force and heal the injured. By attuning to its currents, you can heal the wounded, mending injuries and restoring vigor and stamina.

[Inspire Followers] 200 CP
Through the Force you create a current of strength between you and your allies. You inspire bravery, morale and their fortitude and effectiveness are enhanced.

[Revitalize] 400 CP
The Force binds all things, even the fragile line between life and death. With your touch, those that are fallen or are unconscious can have their spark of life reignited. Those dead for more than a day cannot return to life.

[Force Enlightenment] 400 CP
Through study, trial and focus, your essence has become attuned to the Force. Its energies now resonate with your spirit. Your Force powers and abilities can be wielded with less effort.

[Shatterpoint] 600 CP
All things are composed of smaller things, even the Force. Just as a crystal has fractures, a life has turning points, a battle has moments of decisions and the Force has seams. You are capable of seeing these elements, from physical objects to the future itself. In objects you can see its weak points. In people, you can see their old wounds. In fate, you can see when a single action can change everything.

[Force Sever] 600 CP
You have learned a secret technique of the Jedi Order that lets you sever the connection between someone and the Force. Striking at the bond all Force Sensitives share you leave them defenseless and vulnerable forever. This ability can only be used once per day. Post-Jump, this has infinite uses and can be used to affect any supernatural connection with a force field or energy.

Dark Side Force Powers

Dark Side users gain three powers below 400 CP for free and one discount per price tier except above 600 CP. Any power you buy with CP will not corrupt your alignment.



[Fear] 100 CP
The Dark Side of the Force feeds on fear, and you have learned to wield as a weapon. You can emanate an aura that makes even the bravest hesitate or flee before your power. Only the strongest of will can resist this.

[Force Scream] 100 CP
You can unleash a violent wave of Force energy as a scream, damaging your enemies and weakening them.

[Force Lightning] 200 CP
The signature ability among Sith. You channel hatred into pure energized fury, sending soaring bolts of lightning at your enemies.

[Slow] 100 CP
The Dark Side can bend even time itself, or more specifically, the perception of it. You can weigh down the minds of your enemies with the Force, sapping the speed of their bodies and minds.

[Dun Moch] 200 CP
To the Sith, even words can be lethal. A taunt can unravel an enemy mind before their flesh feels the sting of a lightsaber. They call it Dun Moch, an elegant yet vulgar art. Using the force, your words directly attack the spirit of your enemies, eroding them. Only the strongest of will can resist such words.

[Choke] 400 CP
A signature ability of the Sith, you use the Force to choke your enemies. An advanced application of this ability triggers spasms in your enemies lungs.

[Crush] 600 CP
One of the most violent applications of Force abilities, you exert all of your spirit to crush your enemies from all angles, bypassing their defenses.

[Drain Life] 800 CP
There is a silence in the Force, a void where life should sing. It's a dark hunger that devours life itself. Those who feel it know terror. You have learned how to create a field of hunger, feeding upon the life force of others. This consumption heals and sustains yourself, filling your needs such as sleep, hunger and Force energy.

[Suffering of the Cursed] 800 CP
There is only one truth in life: life is suffering. No one knows how you reach this enlightenment. Maybe it was betrayal, maybe it was long years of battle or maybe it was forced upon you by the Force but the fact is that you have learned to draw strength upon the truth of life and reconstruct your body from death. This is a constant draw upon your will, and the more you die, the more will it draws upon. If you yield, you will die. This ability cannot restore yourself from disintegration.

Neutral Force Powers

You gain three powers below 400 CP for free. You can discount one 400 CP power.



[Mind Trick] 100 CP
The mind is a fragile thing, and through the Force, you have learned to bend it to your will. With a few words and a guiding thought, you can sway the thoughts of others, making them believe whatever you order them.

[Beast Trick] 100 CP
All creatures are bound to the currents of the Force, and you have learned to reach into their minds. With calm words, a gesture, or a subtle flow of energy, you can sway beasts to your will, turning predators into allies.

[Force Telekinesis] 100 CP
Among the first skills taught to any Force User is the ability to manipulate the world around them, pushing and pulling objects and enemies alike.

[Force Jump] 100 CP
Among the first skills taught to any Force user is the ability to jump higher, channeling the Force into your body to leap far beyond mortal limits.

[Throw Lightsaber] 100 CP
Guided by the Force, the wielder hurls the lightsaber through the air with telekinesis to cut his opponent before returning to its wielder hand.

[Force Body] 200 CP
A rare technique, you draw upon your very lifeforce, sacrificing vitality into raw Force energy and feeding other Force powers.

[Breath Control] 200 CP
A rare technique, by sinking deep into the currents of the Force, the user suppresses their body's needs, slowing heartbeat and breath. In this state, the need for air becomes faint, allowing the user to survive when others would die.

[Force Sight] 200 CP
Through the Force the user focuses inside itself and opens a sense beyond sight, perceiving the living currents of energy that binds all things. Walls, darkness and invisibility means little in front of this ability.

[Projectile Deflection] 200 CP
Without a lightsaber, a Force user is vulnerable to projectiles. But through attunement to the Force, they become a living shield. Every blaster bolt, grenade or thrown weapon can be intercepted and deflected with your hands before it can strike. This protective current flows through your hands continuously, leaving you untouchable by projectiles.

[Burst of Speed] 200 CP
With the Force, you can shape even your own speed. By channeling the Force into every fiber of your being you can move faster than the eye can follow. Reflexes sharpen, the world comes into slow motion and you become a blur of speed.

[Tutaminis] 400 CP
Lightsabers and lightning may strike at you, but you are untouched**.** By wrapping yourself in the currents of the Force you can absorb hostile energies such as fire, plasma, heat, electricity, lasers and even sound waves.

[Psychometry] 400 CP
Through the Force you can attune yourself to objects and feel their past. Every object carries a piece of history, revealing events, emotions, and intentions of previous owners. Even the dead cannot hide their past, as attuning to them you can see their final moments.

[Force Suppression] 400 CP
With the Force, power can be stripped as easily as it can be granted. You learned how to reach inside the Force and affect the connection between the target and its Force abilities he is currently using, disrupting their control.

[Battle Meditation] 800 CP
There is a rare ability in the galaxy called Battle Meditation. It is something that cannot be cultivated, only born with it. And by fate or chance, you have it now. You can connect with an army within the range of 1 AU (150 million kilometers) and perfectly coordinate all of them, no matter the number, with the Force. Each unit will know exactly what the others know and act in perfect harmony, no matter the language or species barrier. For 1000 CP total, this ability improves even further and extends its reach to your enemies' armies, weakening their will, morale and coordination.

Items

You have a 600 CP stipend here. You have eight discounts per 100 CP tier range, six discounts per 200 CP tier range, four per tier 400 CP and two per 600 CP. Discounted 50 and 100 CP items become free. You can import any items. The items can be bought multiple times. These items will fit you no matter your race. The blasters have infinite ammo. All items restore themselves if destroyed after one day. Order of attribute improvement: massively > greatly > improves. Items that massively improve your attributes are powerful enough to turn a normal sapient into the apex of its species, though not powerful enough to reach the maximum limit of a mortal.

[Pazaak Deck] Free
A small basic set of cards of the galaxy most favorite game. In this era, of course. For 100 CP you get all the special cards.

[Dancer Outfit Wardrobe] Free
A wardrobe filled with a collection of outfits most used by slave dancers.

[Box of Tarisian Ale] 50 CP
A box with one of the strongest drinks in the galaxy. One cup is enough to intoxicate the most experienced drinkers who are drinking it for the first time.

[Box of Components] 100 CP
This is a box filled with chemicals, components and spare parts for crafting and creating upgrades. It refills itself after use.

[Box of Explosives] 100 CP
This is a box filled with consumer-grade mines and grenades for area protection or area damage. For 200 CP, they are of every type such as sonic and gas. For 400 CP, they are upgraded to military grade.

[Adrenal Kit] 100 CP
These adrenals can provide temporary boosts to either strength, dexterity or constitution of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack. These shots refill themselves after use.

[Medpac] 100 CP
A medpac contains essential equipment for the treatment of wounds such as dermal regenerators and antibiotics. The effect of this is multiplied by your Treat Injury skill. This refills itself after use.

[Credits Stipend] 100 CP
A stipend of 10.000 credits each month. For 200 CP this number increases to 100.000. You can convert this into any currency, extract it at any bank and it comes with a paper trail.

[Bounty Hunter Essentials] 100 CP
This credential grants you official membership in bounty hunting guilds and the authority to pursue targets across the galaxy. Law enforcement recognizes it, aiding you in apprehensions, while fellow hunters view it as a mark of legitimacy and potential cooperation. Integrated within is a compact tracking system, maintaining updated records of all active bounties, including key details and predictive data to help pinpoint your quarry's next likely location.

[Kolto Tanks] 200 CP
Kolto tanks are portable, self-contained medical units used to store and dispense Kolto or to be used by patients as chambers for rapid healing. Commonly used by medics, field surgeons, and starship infirmaries, these tanks allow for rapid treatment of any physical injury, deformity and life threatening wounds, no matter the species, biology or composition of the life-form. It refills itself after use.

[Star Map] 200 CP
An ancient artefact made by a long dead civilization, this will show you the planetary coordinates and the hyperspace routes around you in a radius of 1.000 light years. It will also locate hidden caches of treasures and lost artifacts, though this option can only be used every one year.

[Beskar Box] 400 CP
This is a box filled with ingots of Mandalorian Iron, one of the strongest and most valuable metals in the galaxy. Refills itself when used.

[Basilisk War Droid] 400 CP
Measuring several meters in height, this is a semi-sentient combat Droid and space vehicle armed with an array of weapons in and on their armored frame, including laser and pulse-wave cannons, shockwave generator rods, and shatter-missile launch tubes. Mandalorians love to use these droids for all manners of war, including riding it down the atmosphere of a planet at tremendous speeds.

Items / Spaceships

You can import any ship you have.



[Ebon Hawk] Free
A legendary modified Dynamic-class freighter. Fast, durable, and equipped with hidden compartments, the Ebon Hawk has served smugglers, heroes, and fugitives alike.
Comes with an advanced hyperdrive, concealed cargo holds, defensive turrets and a fully equipped living quarters.

[Retrofit] 100 CP
Instead of obtaining a new ship, you may import a spaceship that you already own and shoehorn in the technology from this era. The spaceship will have the minimum amount of work done to it while maintaining efficiency and all modifications will maintain the same aesthetics as the ship. This will be achieved by installing a hyperdrive module into its existing FTL systems to give it an alternative FTL mode to switch to, adding on hyperspace scanning and communications to its existing arrays and so on, all while using the ship's power and data infrastructure and adding in auxiliary power generation and computing power if the ship needs it.

[Hammerhead-class Cruiser] 200 CP
The mainstay of the Republic Navy. Not available to private citizens, but obtainable through military service or theft (if you're daring enough). Comes with the highest grade of turbolasers, shields and fighter hangars. This comes with an entire crew and a hangar full of fighters. It is 315 meters long.

[Interdictor-class Cruiser] 400 CP
One of the greatest warships ever made. Highly lethal and the main backbone of the Sith Empire. Comes with the highest grade of turbolasers, shields and fighter hangars. Comes with gravity well projectors capable of pulling ships from hyperspace and halting hyperspace travel. This comes with an entire crew and a hangar full of fighters. It is 600 meters long.

Items / Properties

These properties can be placed anywhere.

[Taris Medlab] 400 CP
The Taris Medlab is a medical building that serves as both a treatment center and a cybernetic lab. It has many Kolto tanks and implant chairs for cybernetic implantation, as well as automated crafting tables for medicine and implants. Comes with a highly trained medical crew that can teach anyone to be a medic and will improve themselves post-jump according to the level of healing in the jump, no matter if it's technological or mystical.

[Taris Dueling Ring] 400 CP
Once the pride of Taris, the Dueling Ring is an underground combat arena where fighters from across the galaxy test their skill for fame and fortune. Many will seek to fight here and you will be very rich with their wins… or losses.This duelling ring is perfect to test your abilities, as it is indestructible and no one will die in it unless you choose to.

[Telos IV HK-50 Assembly Facility] 400 CP
This HK-50 Factory is a fully automated production facility capable of manufacturing HK-series assassin droids of any quantity. It comes with assembly lines, programming stations, and maintenance bays, allowing for rapid construction of killer robots. All droids coming from this facility are loyal to you. You can update or add any droid schematic to the facility.



[Telos IV Czerka Orbital Station] 600 CP
High above the scarred surface of Telos IV orbits Citadel Station, an immense orbital station that covers 1/4th of the planet's surface. The station is filled with residential modules, docking bays and Czerka executive offices and labs. The station is filled with all manners of crew and droids working tirelessly to maintain it. You are considered president of the station and CEO of the Czerka offices. All employees, crew and droids will follow your orders.

[Dantooine Crystal Cave] 400 CP
Hidden deep within the grasslands of Dantooine lies a cavern whose walls shimmer with countless crystals. These crystals are Kyber crystals, of many colors and many formats, humming a serene sound. This cave not only will offer you many of these crystals, but it will also harmonize these crystals with anyone who seeks to use them. Connection with the Force will be amplified inside the cave.

[Peragus II Mining Facility] 600 CP
A near-abandoned mining complex, rich in valuable resources from the Peragus asteroid field and industrial machinery. It will extract billions of tons of fuel and ores native to the Star Wars universe and sell them automatically if you want to. It comes with a crew.

[Nar Shaddaa Crime District] 600 CP
The crime districts of Nar Shaddaa are a labyrinthine vertical maze of neon lights, floating platforms, and towering spires. This district is filled with the deadliest gangs and the most cunning smugglers. This district is filled with many criminal and

mercenary networks, and all of them will accept working for you for a price. They also pay a small percentage of tribute to you.

[Dantooine Jedi Enclave] 600 CP
Nestled in the grasslands of Dantooine, this Jedi Enclave is a sanctuary for Force-Sensitives. It has many training halls, libraries, Jedi instructors, holocrons and Padawans. The jedi who fill these halls will accept your orders as long as you are connected to the Light Side.

[Korriban Sith Academy] 600 CP
The red deserts of Korriban hide ancient Sith tombs filled with relics and dark knowledge. And next to them is the Sith Academy. The Academy trains acolytes in combat, manipulation and dark side techniques while weeding out the weak. The academy has many training halls, libraries, Sith instructors, holocrons and Padawans. The Sith will follow your orders if you are stronger than them and connected to the Dark Side.

[Star Forge] 800 CP
The Star Forge is an immense, ancient space station and shipyard, constructed using Rakatan technologies that draw matter directly from a star. It is unmatched by any Republic or Sith shipyard and can rapidly build any type of object or ship in large quantities as long as you feed it the schematics. Jumpers can use any form of supernatural energy to power up the station, including the Light Side. In addition, the supernatural force used to power the station will not have a corrupting effect on its users.



Items / Weapons

Pistols

[Republic Blaster Pistol] Free
A normal, lightweight blaster common to the galaxy. This weapon is fully upgradeable with weapon mods.

[Systech Static Blaster] 100 CP
This unusual weapon was originally developed for use against veermok, a ferocious primate on Naboo that happens to be resistant to blaster fire. Much of the weapon's damage is electrical in nature, allowing it to bypass blaster resistance. This weapon is fully upgradeable with weapon mods.

[Micro-Pulse Blaster] 100 CP
Built of durable thoranium, this blaster is able to fire more intense pulses of energy than lesser pistols are capable of. The result is the potency of an advanced blaster rifle in a one-handed weapon. This weapon is fully upgradeable with weapon mods.

[Sith Disruptor Pistol] 100 CP
These pistols are illegal in many planetary systems, being regarded as too powerful a weapon to be owned by civilians. Disruptors reduce solid matter to its constituent molecules. Unlike typical blasters, disruptors ignore most types of personal energy shields and personal armor. This weapon will penetrate the defenses of your enemies. This weapon is fully upgradeable with weapon mods.

[Systech Aural Blaster] 100 CP
Though inferior in damage potential to traditional blasters, this sonic blaster's advanced design makes it a viable weapon, especially in long combats when its deafening capabilities can accumulate. This damages the dexterity of your organic enemies. This weapon is fully upgradeable with weapon mods.

[Aratech Droid Oxidizer] 100 CP
The Aratech Ion Blaster is designed to be capable against all types of opponents, replacing the need to carry a second anti-droid side arm. This weapon does increased damage against droids. This weapon is fully upgradeable with weapon mods.

[Elite Watchman Blaster] 200 CP

When fully upgraded, these survival pistols can match the best heavy blaster in performance. Their stun capabilities make them an excellent off-hand weapon. This weapon is fully upgradeable with weapon mods.

[Dashade Sonic Blaster]200 CP
The Dashade are a secretive and vicious species made infamous by their renowned assassins. Their weapons of choice are best known for the extreme pain they inflict. This weapon damages the dexterity and constitution of your organic enemies. This weapon is fully upgradeable with weapon mods.

[Mandalorian Disintegrator] 200 CP
Not surprisingly, the most deadly disruptor pistol available is of Mandalorian design. Use of this ruthless weapon is a major violation of Republic code, as it ignores personal shields and personal armor. This weapon will penetrate the defenses of your enemies. This weapon is fully upgradeable with weapon mods.

[Freedon Nadd Blaster] 200 CP
A vile weapon that once belonged to Freedon Nadd, this blaster has killed more Jedi than any lightsaber. This Blaster Pistol flows with the energy of the Dark Side, greatly increasing the amount of damage it does.

Rifles

[Republic Blaster Rifle] Free
Blaster carbine rifles are inelegant, but effective weapons. They are commonly used by unskilled thugs and mercenaries.

[War Bowcaster] 100 CP
The bowcaster is an invention of the Wookiees of Kashyyyk. Also called a laser crossbow, it actually uses a magnetic accelerator to hurl an explosive energy quarrel at its target. This weapon is fully upgradeable with weapon mods.

[Verpine Droid Disruptor] 100 CP
While they may have borrowed liberally from designs the Bothans initiated, the Verpine say you can't argue with results. These weapons are simply devastating against droids. This weapon does increased damage against droids. This weapon is fully upgradeable with weapon mods.

[Sonic Rifle] 100 CP
More powerful than the pistol, the sonic rifle fires a blast of sound that causes a great deal of sensory overload in addition to damage, disorienting the victim. This weapon damages the dexterity of your organic enemies. This weapon is fully upgradeable with weapon mods.

[Verpine Droid Disintegrator] 200 CP
This weapon is simply the most powerful anti-droid rifle available. This weapon does increased damage against droids. This weapon is fully upgradeable with weapon mods.

[Onderon Repeating Carbine] 200 CP
These weapons were employed by the elite troops of Iziz during the Battle of Onderon. The power of these carbines, combined with their high rate of fire, was believed to play a considerable role in the rout of the Mandalorian forces.

[Mandalorian Heavy Repeater] 200 CP
With this weapon, the Mandalorians again demonstrate a complete lack of subtlety. The only thing better than a big blaster, apparently, is one that shoots faster.
Sonic Disruptor
Combining both sonic and disruptor attacks, this rifle tears through enemy defenses. This weapon will penetrate the defenses of your enemies. This weapon will damage the dexterity of your enemies. This weapon will stun your enemies. This weapon is fully upgradeable with weapon mods.

[Zersium Rifle] 400 CP
This rifle is made in part of Zersium, a rare mineral that aids in energy dissipation. This characteristic allows the rifle to utilize more powerful energy bursts without risking the safety of its wielder. This weapon is fully upgradeable with weapon mods.

[Charric] 400 CP
The Charric is an immensely powerful disruptor rifle. Exceedingly rare, its origin is believed to be somewhere in the Unknown Regions, though what species created it is unknown. The Charric employs maser beams and easily penetrates most armor and shields. As it is such an exotic weapon, it is incompatible with modern upgrades. This weapon will penetrate the defenses of your enemies. This weapon will knock down your enemies.

Melee Weapons

[Short Sword] Free
Disregarded by most modern warriors, a good short sword can still serve well in combat if the user is skilled. This weapon is fully upgradable with weapon mods.

[Rodian Death Blade] 100 CP
A more advanced version of the Rodian blade, this savage weapon leaves its victim writhing in pain. Its design is unsuitable for weapon upgrades. This weapon will damage the constitution and strength of your enemies.

[Double-Bladed Sword] 100 CP
A difficult weapon to master, the double-bladed sword has a grip in the center with two long blades emerging from either end. The double-bladed sword is capable of inflicting more damage - but is also less precise - than the single-bladed variant. This weapon is fully upgradeable with mods.

[Zabrak Vibroblade] 100 CP
Though believed to have been constructed by the Zabrak, this vibroblade is rarely used by them. The Zabrak feel their combat skills are sufficient to make this weapon's fine balance irrelevant. This weapon is extremely lightweight. This weapon is fully upgradeable with weapon mods.

[Naga Sadow's Poison Blade] 200 CP
The mere presence of Dark Lord Naga Sadow would come to imbue his personal weapons with the taint he carried, poisoned as his spirit was. This weapon is extremely precise. This weapon also does poison damage.

[Gand Discharger] 200 CP
The pinnacle of Gand technology, the discharger can both paralyze and slay opponents with ease. These potent items are extremely rare as they are highly coveted by the few Gand who have earned them. This weapon will stun your enemies

[Shyarn] 200 CP
This primitive looking weapon hails from the Cerean species, who employ it in traditional honor duels. It is crafted with ancient techniques and rare metals. Shyarn are magnetically attracted to each other, often locking together during parries. This strange property results in duels that are amazing and deadly dances of survival. This weapon is extremely light and sharp.

[Sith Tremor Sword] 200 CP
Traced to the Bladeborn, a Sith offshoot dedicated to sword mastery, these cortosis-laced weapons were given to "masterblades" who survived no less than ten lightsaber-wielding warriors in combat. This weapon also does sonic damage. This weapon is fully upgradeable with weapon mods.

[Zhaboka] 200 CP
This variant of the double-bladed sword originated on Iridonia, the homeworld of the Zabrak. A ceremonial weapon, the Zhaboka (double-headed fighting pike) began as a simple wooden stick but has since been refined to be a formidable weapon. This weapon is fully upgradeable with mods.

[Baragwin Assault Blade] 200 CP
This advanced vibrosword is a miracle of miniaturization technology. Not only does it deliver increased functionality over a normal vibrosword, it also has capacitors which discharge upon contact with a target. This weapon is fully upgradeable with mods.

[Arg'garok Battle Axe] 200 CP
The impressive Arg'garok is the most prized Gamorrean weapon. These huge axes are designed to be wielded by those with a low center of gravity and tremendous strength, making them awkward for most non-Gamorreans to use. This weapon stuns your enemies. This weapon does increased damage at the cost of precision.

[Ajunta Pall's Blade] 200 CP
Held by the Dark Jedi even before he fell to the dark side, this may be one of the few truly personal items owned by Ajunta Pall, and remains as thoroughly corrupted as he, being capable of burning whatever it touches.

[Yusanis' Brand] 200 CP
Yusanis was the most famous of Echani warriors, fighting against oppression and villainy until encountering Darth Revan. Discovering that Revan had killed an Echani senator, Yusanis attempted to tell authorities but fell to the powers of the Sith Lord despite his own impressive abilities and the cortosis weave inherent in all Echani vibroblades. This weapon is fully upgradeable with weapon mods.

[Freyyr's Double Warblade] 200 CP
Carved upon this mighty warblade is a symbol of the Wookiee chieftain Freyyr. How this weapon found its way off of the Wookiee homeworld of Kashyyyk is unknown. This weapon does extreme damage. Not upgradeable.

[Freedon Nadd's Double Blade] 400 CP
This blade is rumored to have belonged to the infamous Freedon Nadd. Even if it wasn't used by that Sith lord, it has picked up the cold taint of the Dark Side from the

Dxun moon. This weapon is extremely precise. This weapon greatly increases your **Constitution**. This weapon also does cold damage.

Items / Lightsaber Crystals

A lightsaber can only use one crystal and a double-blade two unless [Lightsaber Forger] is bought.

[Crystal Color] Free
You can choose this option to choose what the color of your lightsaber is at all times. You can deactivate this to have the original color of the crystal any time.

[Your Lightsaber] Free
This is your lightsaber built with your own hands. It can be short, big or be a double-blade. Double-blades can accept two crystals. This lightsaber is fully upgradeable.

[Crystal, Ruusan] 100 CP
Ruusan crystals come from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aid a Jedi in focusing the Force, lightly increasing their wisdom and force of personality.

[Crystal, Nextor] 100 CP
This crystal is mined in the mountains of planet M'haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage on contact with vitals.

[Crystal, Firkrann] 100 CP
This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids.

[Crystal, Jenruax] 100 CP
The refined form of Opila, this crystal has been cleansed of all impurities. When used in lightsaber construction it produces a blade of unerring quickness that easily deflects blaster bolts.

[Crystal, Phond] 200 CP
The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam that does increased damage.

[Crystal, Bondar] 200 CP
This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on impact, potentially stunning an opponent.

[Crystal, Velmorite] 200 CP
Found only on the planet Velmor, these crystals produce a very fine beam that is easy to wield skillfully. This improves your dexterity.

[Crystal, Kasha] 200 CP
This crystal is traditionally used by the Cereans as a meditation tool. When used as a lightsaber crystal, it helps clear the wielder's mind of distractions, even during tense combat. This improves your wisdom.

[Crystal, Stygium] 200 CP
The stygium mineral can be used to create cloaking effects that foil enemy sensors. In its pure crystal form, it is suitable for a lightsaber. This greatly improves your stealth skills.

[Crystal, Damind] 200 CP
Found in the desert world of Daminia, this crystal can be used in lightsaber construction to produce a clearly defined beam of subtly wider width and length. This greatly improves your precision with the blade.

[Crystal, Pontite] 200 CP
Pontite is one of the rarest forms of Adegan crystal. It radiates a powerful aura that cools both skin and tempers. This massively causes cold damage.

[Crystal, Solari] 200 CP
There are many famous lightsaber crystals spoken of in the history of the Jedi Order. An artifact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. This crystal causes massive damage against the Dark Side.

[Barab Ore Ingot] 200 CP
The ore from Barab I actually lies on the planet's surface, meaning it is exposed to high doses of radiation and torrential downpours daily. This ore can be found in concentrated ingots that actually store and magnify the radiation. This massively causes fire damage.

[Ankarres Sapphire] 200 CP
This crystal possesses legendary healing powers and numerous other effects. It is one of the most potent crystals that can be used in lightsaber creation. This crystal improves your dexterity, strength and gives a great level of regeneration.

[Krayt Dragon Pearl] 400 CP
Forged in the belly of a beast, the Krayt Dragon Pearl is one of the rarest and most coveted treasures a Force-sensitive can claim. This perfect crystalline orb is made in the stomach of a Krayt Dragon and only the strongest can kill such a beast and claim it for his lightsaber. This orb massively increases your precision with the lightsaber.

[Crystal, Kaiburr] 400 CP
Perhaps the most powerful crystal that can be used in a lightsaber, the Kaiburr gem bestows insight and fortitude upon its owner. This greatly improves constitution, wisdom and regeneration.

[Crystal, Qixoni] 400 CP
Qixoni crystals were formed on a planet that was destroyed millenia ago when its star went supernova. They are exceedingly rare and also quite powerful. They greatly improve your regeneration of Force energy.

[Crystal, Hurrikaine] 400 CP
The very rare Hurrikaine crystal is best known for its unparalleled beauty. When used in a lightsaber, the dark gemstone creates a devastating beam that can partially penetrate any defenses. This creates an unstoppable disintegration saber not unlike a disruptor weapon.

[The Mantle of the Force] 400 CP
The Mantle of the Force is not an ordinary gem. Forged from pieces found in the ruins of Exar Kun temples, it resonates with the purest currents of the Force. It radically alters the flow of energy that passes through it. When combined with other crystals, the Mantle warps their properties, enhancing them.

In combat, attacks are parried before they arrive, strikes land with incredible precision and Force powers flow with less effort. This massively improves your Force affinity. **Take the [Marked by the Force] without gaining CP. If used to multiply another Crystal beyond massively, take [Ancient Artifact] without gaining CP.**

[Heart of the Guardian] 400 CP
Though its origins are lost, the Heart of the Guardian is said to have shaped the founding of the Jedi Guardian Order. Jedi whisper that it will appear in the galaxy's darkest hour to bring salvation, while the Sith claim it as a key to ultimate dominion. The Heart takes the form of a brilliantly shaped lightsaber crystal of unknown composition, so enigmatic that some wonder if it is even truly a crystal, as it seems almost alive at times. When near other lightsaber crystals, its resonance enhances their properties threefold. Channeling energy through the Heart produces a beam of unparalleled clarity and color, greatly amplifying the power of its wielder's blade. This massively increases the power of your Lightsaber. **Take the [Marked by the Force] without gaining CP. If used to multiply another Crystal beyond massively, take [Ancient Artifact] without gaining CP.**

[Bound Crystal] 600 CP
This very rare crystal was born to be used by you, and only you. Its true nature is a mirror, which reflects your current self and power. It grows with you, no matter your level of power, and it improves your physical and mental attributes according to your Force nature. Its beam can purge either the Light Side or the Dark Side, according to the nature of the owner. In the rare case of a neutral nature, it can purge both. Take the **[Marked by the Force] without gaining CP.**

Items / Implants

An implant bought with CP doesn't need maintenance or is rejected by the healing and regeneration of the body. Any upgrades made to the implants are fiat-backed.

[Limb Substitution] Free
For free, you can exchange any limb of yours for a basic cybernetic one. They are unhackable, reliable and have synthetic skin with full sensory range.

[Organ Substitution] Free
For free, you can exchange any organ of yours for a basic cybernetic one. They are unhackable and reliable.

[Fashionware] Free
You can change skin tone, hair color, eye color, hair, nails and create any tattoo you want to.

[Enhanced Eyes] 100 CP
These eyes come with infrared, high-definition and ultraviolet systems, letting the user see more than what a normal eye is capable of.

[Cyber Montrals] 100 CP
These synthetic small montrals are structured with sensors made for the purpose of

giving the user echolocation and enhanced hearing.

[Multitool Hand] 100 CP
A versatile implant for engineers and operatives, this hand combines and shapes itself a wide range of tools into one, functional, hand. Comes with many mechanical and repairing tools.

[Blaster Hand] 100 CP
This cybernetic hand shifts into a compact energy blaster. The implant draws power from a high density cell and can fire single shots or stun shots. The hand retains full dexterity while keeping weapon functionality.

[Slicer Data Carrier] 100 CP
This implant integrates a high capacity information storage with a computer, giving the user a digital archive and letting him carry large amounts of information.

[Vacuum Package] 100 CP
This implant integrates various life-supporting systems in the user, making him able to survive vacuum ambients indefinitely. This does nothing for the user needing to breathe, however.

[Hemostasis Implant] 100 CP
This implant integrates directly with the user circulatory system, automatically sealing injuries as they occur and preventing blood loss.

[Math Co-Processor] 100 CP
This advanced co-processor improves the user's mathematical abilities. It also gives the user the utilities of a clock, chronometer and an alarm.

[Magnetic Hand] 100 CP
The user’s entire hands are replaced with a magnetic system, letting the user attract any magnetic object to his hands from a long distance. Users frequently use this to imitate Jedi.

[Harmonic Resonators] 100 CP
A lattice of harmonic nodes embedded in the skull and spine lets the user feel electromagnetic and magnetic fluctuations, letting the user feel electricity and magnetic fields. Some users have religious experiences about how they sense the force field that ‘’connects all life’’.

[Reflex Package] 100 CP
This implant boosts the regular energy impulses of the nervous system, sharpening the performance of dexterous action. Inactive users may suffer the odd lingering twitch.

[Pheromone Package] 100 CP
This implant allows the user to subtly secrete synthetic pheromones that generally stimulate a pleasant behavior response in a wide range of species. This will improve your charisma.

[Cardio Package] 100 CP
This implant micromanages the cardiovascular system, effectively increasing the user's constitution faster and further than hard work and exercise might. This will improve your constitution.

[Strength Package] 100 CP
This implant effectively increases the user's strength without the need for additional muscle mass through a combination of autonomic regulatory center management and small doses of adrenal stimulants. This will improve your strength

[Response Package] 100 CP
This implant boosts the regular energy impulses of the nervous system, sharpening the performance of dexterous action. Inactive users may suffer the odd lingering twitch. This will improve your dexterity.

[Skills Package] 100 CP
This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This will improve your skills.

[Health Package] 100 CP
This advanced implant package employs nano-technology to speed healing. This will improve your constitution and give you regeneration.

[Lornan Implant] 100 CP
This implant regulates electrical current, protecting the user's body from energy surges.

[Retinal Combat Implant] 100 CP
This ocular implant greatly increases visual acuity, allowing the user to better track enemy movement in combat. General awareness will improve as well.

[Bio-Antidote System] 100 CP
This implant maintains an ever-circulating stream of antitoxins in the user, increasing relevant antidotes for specific poisons introduced. Side effects include dry mouth.

[Durability Implant] 100 CP
This implant regulates current through the body, both improving stamina and providing resistance to energy-related attacks.

[Numbness System] 100 CP
By converting all pain into benign brain signals, this implant system greatly increases one's durability. It has no direct negative side effects, as its user is still fully aware of his body's current state of health.

[Memory Package] 100 CP
This implant stimulates the brain, effectively increasing the user's capacity for intelligent thought, all at a price cheaper than a trip to the libraries of Coruscant. This improves your intelligence.

[Visage Implant] 100 CP
A cybernetic faceplate connected to a biofeedback system. Once installed, it lets the user shape his own facial physical features. Thanks to the bonding with the user's neural patterns, it gradually shapes itself into the idealized face of the user. This increases charisma.

[Adrenal Implant] 200 CP
A subdermal implant connected to the adrenal glands and key hormonal pathways, designed to release controlled chemical surges on command. With a simple thought, the implant triggers temporary boosts to physical performance without the hassle of stimulants or injectors. This is the implant equivalent of the Adrenal Kit.

[Holo-Disguise] 200 CP
A holo-emitter installed in the chest projects a full-scale photorealistic disguise over the user. It changes movement, posture and voice to 10 user-defined presets.

[Borg Exocortex] 200 CP
The latest in neurothread technology, this implant lets the user connect to any computer system with a small, controllable by the user, synthetic fiber cable. This greatly improves the slicer abilities of the user and lets him access digital information with this mind.

[Metabolic Regulator] 200 CP
A compact device woven into the hypothalamus and adrenal systems, fine-tuning every metabolic process in the body, ensuring that food, energy and hormones are used with maximum efficiency. This greatly reduces the need for food, accelerates healing and improves temperature regulation.

[Data Link] 200 CP
Data-links are devices that once connected to a system they transmit information wirelessly. With the use of data-links and a brain implant the user can wirelessly control any technology with his mind. An experienced user will connect his data-links to his spaceship or his droids, giving him a form of machine telepathy between himself and his tech.

[Spaceship Immersion Interface] 200 CP
This implant was made with the purpose of blurring the line between the pilot and the ship. Sensors are perceived as if they were the user’s eyes while the ship is controlled as if they were the user’s limbs. The user gains an intuitive awareness of flying the ship through space or shooting its guns through a battle.

[Stealth Generator] 200 CP
This implant is an integrated, concealed Stealth Generator, giving the user the ability to become invisible.

[Dual Hemisphere Processor] 200 CP
Advancements in synthetic neural processing pathways permit both of your brain hemispheres to run independently. With this you can think two thoughts at the same time, multitasking with greater efficiency.

[Magnetic Skeleton] 200 CP
An advancement of the magnetic hand, the user's skeleton is entirely replaced by highly powerful magnetic systems controlled by the user's mind, letting the user intuitively attract distant metallic objects from any part of his body or even scale metallic walls and walk on metallic floors without gravity.

[Probability Engine] 200 CP
This microprocessor connected to your frontal lobe gives you the ability to rapidly calculate probabilities in real-time.

[Hyperspace Eyesight] 200 CP
An improvement to the math co-processor, this implant fuses mathematical calculators with navicomputer systems and the optic nerves, turning the user into a living astrogation computer. The user can perceive star charts, navigate with the stars and calculate the most efficient hyperspace routes as fast as a supercomputer, even if they are thousands of years old. Astrogation becomes instinctive.

[High-Frequency Optics] 200 CP
With the ingenious use of sophisticated sensors and a visual-neural overlay the user is capable of seeing through walls. Perfect for reconnaissance.

[Cybernetic Eyeband] 200 CP
A sleek, wraparound band of cybernetics that replaces the eyes entirely with an eyeband. The eyeband connects directly to the optic nerves, projecting a seamless field of artificial vision. It offers panoramic sight, high definition vision, 20x zoom, night vision, infrared, ultraviolet, flare compensation and built-in HUD integration. The implant adapts to the optic nerves, making the user adapted to the new eyesight.

[Physical Boost Package] 200 CP
This device improves all physical attributes, making it one of the most valuable implants of its type.

[Mental Boost Package] 200 CP
This device improves all mental attributes, making it one of the most valuable implants of its type.

[Power Implant] 200 CP
This improved variant of the Strength Package employs substantially higher doses of stimulants, greatly improving your strength.

[Alacrity Implant] 200 CP
The Alacrity Implant enhances the user's nervous system, significantly improving reaction times. This greatly improves your dexterity.

[Insight Implant] 200 CP
By stimulating less used neural networks in the brain, this implant allows the user to see solutions they may not have otherwise considered. This greatly improves your wisdom.

[Skills Implant] 200 CP
This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This greatly improves your skills.

[Appendage System] 200 CP
This neural-linked implant integrates eight retractable appendages and dexterity cores into your back, giving the user eight new omnidextrous limbs. Constructed from reinforced durasteel and powered by an internal energy core, these limbs provide numerous uses to the creative owner.

[Neuron Lattice] 200 CP
A cerebral implant that does more than stimulate thought, it restructures the brain with a lattice of synthetic neurons, effectively creating a second architecture of cognition. The user’s intelligence expands beyond natural limits. This greatly increases your intelligence.

[Cortosis Skin] 400 CP
This implant integrates cortosis fibers directly in the dermal layer, protecting the user against lightsaber attacks and energy blasts.

[Repulsorfield Cyberarm] 400 CP
This cybernetic arm uses an ingenious application of repulsorfields to generate immense amounts of inertia, blowing shields and forcefields apart with its immense strength. This massively increases your unarmed damage.

[Physical Boost Implant] 400 CP
This device improves all physical attributes, making it one of the most valuable implants of its type. This greatly improves your physical attributes such as strength, dexterity and constitution.

[Mental Boost Implant] 400 CP
This device improves all mental attributes, making it one of the most valuable implants of its type. This greatly improves your mental attributes such as intelligence, wisdom and charisma.

[Reaction System] 400 CP
This system supplants the user's normal nervous system, enhancing it artificially. It allows the impulses to travel faster and farther along the system, improving reaction time, while also improving fine motor control, increasing accuracy. This massively improves your dexterity.

[Skills System] 400 CP
This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This massively improves your skills.

[Neuron Lattice System] 400 CP
An improved version of a neuron lattice, improving even beyond what was thought it was possible. This massively increases your intelligence.

[Cardio Power System] 400 CP
This implant increases the cardio-vascular recovery rate and pain tolerance of the wearer, giving them almost supernatural stamina. This massively improves your constitution.

[Physical Boost Package] 600 CP
This device improves all physical attributes, making it one of the most valuable implants of its type. This massively improves all your physical attributes.

[Mental Boost Package] 600 CP
This device improves all mental attributes, making it one of the most valuable of implants of its type. This massively improves all your mental attributes.

Items / Armor

Headgear

[Rakatan Band] 100 CP
This simple device improves the wearer's ability to perceive the reality of their surroundings. The origin behind the item's name is unknown, but rumor has it that these bands were constructed as a defense against an ancient species of alien deceivers, who made absurd claims of dominance concerning their role in the galaxy. It is said this species of lying primitives went so far as to take credit for almost every major event in galactic history since the discovery of the hyperdrive. This improves your **Wisdom**.

[Neural Band] 100 CP
Developed after the Exar Kun war, this item bolsters the willpower of the user by electrically reinforcing established mental patterns. Republic troops called it "Little Shocky". This improves your willpower.

[Interface Band] 100 CP
This item provides a mental interface to a store of information on electronic systems common to security, demolitions, and general computing functions. This improves your **Security, Demolitions** and **Computer Use**.

[Spacer's Sensor] 100 CP
These visors are often used by smugglers and others who desire better combat skills yet are too focused on other endeavors to learn them normally. This improves your **Dexterity** and precision with guns.

[Regal Visor] 100 CP
This attractive headgear includes a voice enhancement module that regulates tone and volume of the wearer's speech. It is employed in diplomatic situations where the slightest error could offend. This improves your **Charisma** and **Persuasion**.

[Matukai Meditation Band] 100 CP
This potent device helps shield one's mind from dark thoughts and influences. An improved version of the standard meditation band, this item provides unparalleled protection from the ravaging power of the dark side. It does not protect one from the evil within. This improves your **Wisdom,** willpower and and greatly improves your resistance against the Dark Side.

[Bindo's Band] 200 CP
It is unknown whether this simple band was ever owned by the reclusive Jedi, but it is likely that Jolee would have appreciated its ability to help one walk the line between the light and dark sides of the Force. This greatly improves your **Charisma** and improves your resistance against the Light Side and the Dark Side.

[Das'skar Hunting Mask] 100 CP
Nikto bounty hunters often employ these masks to help them track down prey. Das'skar Hunting Masks were created by Hutts to improve the performance of their minions. This improves your **Dexterity, Awareness** and **Stealth** skills.

[Force Shield] 200 CP
This helmet shields the wearer's mind and body from the Force. It is so potent and successful at its goal that Force sensitives are severely disoriented when they wear it.

[Medical Interface Visor] 200 CP
Similar in functionality to the Bio-Stabilizer series of medical equipment, this visor is designed to assist in the care and treatment of injured individuals. By providing constant data and analysis on the condition of the patient, this visor greatly increases the chance of survival of even the most critically injured of patients. This massively improves your **Treat Injury** skill.

[Stealth Field Reinforcement] 200 CP
A very powerful item designed to both regulate stealth field emissions and improve the user's perception of the field while using Stealth Generators. This massively improves your **Stealth** skill.

[Rebreather Mask] 200 CP
A solid improvement of the standard Breath Mask, the Rebreather also adds vigor-enhancing airborne stimulants to the regulated oxygen stream. This improves your **Constitution**, regeneration and gives you immunity to poison.

[Force Focusing Visor] 200 CP
Through means unknown, this visor helps the wearer clear their mind of distractions. It is especially potent when worn by a Force sensitive. This greatly improves your **Wisdom**, improves your charisma and greatly increases the regeneration of Force energy.

[Bothan Sensory Visor] 200 CP
Bothans treat information like any other resource, and invest a great deal in devices that help collect it. These Bothan visors are considered to be among the best in the galaxy. This greatly improves your **Awareness, Demolitions and Security skills.** This massively increases your ability to evade attacks against your vitals.

[Absorption Visor] 200 CP
A high-tech, combat-oriented modification of simple sonic nullifiers, this device provides immunity to both sonic and ion attacks.

[GenoHaradan Visor] 200 CP
These visors hone a Genoharadan agent's senses, making them virtually impossible to catch unaware. The enhanced awareness also increases the agent's effectiveness in combat and in setting delicate, complex explosives.This greatly improves your **Awareness, Demolition** and reflexes.

[Medical Interface Visor] 200 CP
Similar in functionality to the Bio-Stabilizer series of medical equipment, this visor is designed to assist in the care and treatment of injured individuals. By providing constant data and analysis on the condition of the patient, this visor greatly increases the chance of survival of even the most critically injured of patients. This amplifies your **Treat Injury** skill beyond measure.

[Stabilizer Mask] 400 CP
This mask uses micro-bursts of electricity to regulate the user's mental patterns. It effectively fortifies both mind and body against attack. This provides immunity to mental attacks and improves your resistance against all dangers.

[Sith Mask] 400 CP
This mask blocks outside mental influence and other sensory noise, allowing the user to focus their abilities inward with no distraction. This improves your regeneration of Force energy, your precision with the lightsaber and makes you immune to mind attacks.

[Circlet of Saresh] 400 CP
The wealthy Saresh family of Taris were infamous for their arrogance and cruelty, though many have shown strong Force affinity over the past century. Guun Han Saresh, heir to the fortune, was accepted into the Jedi Order, and to celebrate, his father commissioned the **Circlet of Saresh**. Crafted to ensure only a true servant of the Light could wear it, the circlet guarded against the family’s typical pride. Guun Han possessed it when he vanished shortly after the Great Hunt. The Circlet massively enhances the wearer’s **Wisdom.**

[Advanced Agent Interface] 400 CP
A visor with an integrated computer and electronics analysis system, the Advanced Agent Interface uses a superior artificial intelligence routine to assist the wearer in all manner of covert and computer-oriented tasks. It can also be used to connect to a secure computer via physical cables, enabling the AI to act on its own to breach that system. This amplifies your **Awareness, Computer Use, Demolitions, Repair** and **Security** skills beyond measure.

[Revan's Mask] 400 CP
Revan was many things. Jedi, conqueror, Sith and hero. His true face is only known to a few, forever shadowed by his mask. After taking a vow to defeat the Mandalorians, he placed this mask upon his face and waged a war no one expected. When he defeated Mandalore, he claimed his mask and broke apart the Mandalorians, forever in disarray until the mask was found. This mask is not only a powerful focus, increasing your Force abilities, but also letting you take on the identity of Revan. Any action you do while wearing this mask will have a mythological presence, resonating far more than it should be possible and creating a lasting impression on the memory of anyone who sees you.

Handgear

[Accuracy Gloves] 100 CP
These gloves are flexible, but very stiff. Though a bit awkward when first put on, they effectively steady one's hands, improving accuracy with ranged weapons. This greatly improves your precision with guns.

[Insulated Gloves] 100 CP
These thick gloves are typically used by workers at metal processing plants. They greatly improve your resistance against cold and fire.

[Gamorrean Power Gauntlets] 100 CP
These heavy gloves are brutally effective in unarmed combat. They increase your **Strength**, physical damage and cause stun on unarmed attacks.

[Infiltrator Gloves] 100 CP
These gloves are equipped with an advanced artificial intelligence unit that the wearer can use to tap into nearby computer systems through cables or wireless transmission. The system also stabilizes the wearer's hands for fine detail work. This improves your **Dexterity** and greatly improves your **Computer Use** and **Security** skills.

[Ossluk's Gloves] 100 CP
These gloves are believed to have belonged to the great Gand Warrior Ossluk Noslee. Most Gand are not identified by name - that Ossluk earned two is testimony to his accomplishments. This improves your **Constitution, Strength** and **Dexterity.**

[Jal Shey Meditation Gloves] 100 CP
The Jal Shey uses these gloves during meditation. How they function is unknown, but they seem effective in increasing one's awareness of their surroundings. This improves your **Dexterity, Wisdom** and **Awareness** skill.

[Automation Gloves] 200 CP
A sophisticated computer controls the movements of these gloves. While difficult to become accustomed to, they greatly increase the wearer's precision. This greatly improves your **Dexterity, Demolitions** and improves your **Repair** skills.

[GenoHaradan Power Gloves] 200 CP
Modeled on the Eriadu designs, these gloves use bursts of repulsor-lift energy to assist movement, effectively giving the wearer tremendous strength. This greatly improves your **Strength**.

[Disruption Gloves] 200 CP
These gloves, intended to be used while unarmed, are designed to penetrate enemy shields and defenses. This will cause your unarmed attacks to penetrate the defenses of your enemies.

[Lightning Gloves] 200 CP
High charges of electricity pulse through these gloves when they strike an object, making them powerful in unarmed combat. This greatly improves your resistance to electricity. This makes your unarmed attacks have electrical damage.

[Bothan Precision Gloves] 200 CP
For obvious reasons, these multi-purpose gloves are highly sought after by demolition experts. This improves your fortitude, dexterity, resistance against slashing damage and massively increases your resistance against fire and Demolition skill.

[Advanced Stabilizer Gloves] 200 CP
These gloves contain an advanced fire control and trajectory analysis system which links to held ranged weapons. This allows the user greater accuracy when aiming their own weapons, and also gives warning when incoming fire would likely hit the wearer. This greatly improves your dexterity and massively increases your ability to evade and deflect blaster fire.

[Marka Ragnos' Gauntlets] 200 CP
Ancient but still intact, these gloves appear to be made of black scales; they pulse with a dark power. They greatly improve your precision with a lightsaber.

[Karakan Gauntlets] 400 CP
These heavy gauntlets, created by the isolationist Karakan, are almost a complete medical computer in themselves. They constantly monitor and adjust the nervous impulses, blood pressure, and tension through the wearers hands. The resulting increase in stability and overall system integrity have many benefits. This improves your **Dexterity** and greatly increases your resistance against all dangers.

[Kubaz Scoundrel Gloves] 400 CP
The Kubaz species is most renowned for their interest in culture, but they also have a penchant for less refined matters, such as smuggling and espionage. As they are not capable of interstellar travel themselves, their items are very rare finds. This massively increases your **Dexterity, Computer Use** and **Security** skills.

[Improved Automation Gloves] 400 CP
A sophisticated computer controls the movements of these gloves. While difficult to become accustomed to, they greatly increase the wearer's precision. This massively improves your **Dexterity, Demolitions** and greatly improves your **Repair** skill.

[Dominator Gauntlets] 400 CP
A working proto-type of a huge technological advancement in power gauntlets, the Dominators give the user unparalleled strength and power. This massively improves your **Strength.**

Shields

[Telos Mining Shield] Free
When equipped and activated, these safety energy shields project a safety shield around Telos miners, protecting them from temperature extremes, accidental thermal detonations, and laser and plasma burns. The small power source can burn out when repeatedly stressed, requiring replacement of the entire unit.

[Energy Shield] 100 CP
When equipped and activated, these items project an energy shield around the wearer. The small power source can burn out when repeatedly stressed, requiring replacement of the entire unit.

[Verpine Prototype Shield] 200 CP
Though manufactured by the Verpine, these forearm shields are based on highly modified Arkanian designs. They are must-have items for the professional soldier, though they have to be replaced when the maximum number of activations are expended. This greatly protects against energy, sonic, cold and heat damage. This refills itself after one hour if expended.

[Mandalorian Melee Shield] 200 CP
Mandalorians don't fear melee combat, but anything that absorbs physical damage brings them a step closer to victory, and these forearm shields are a favorite. The units are discarded once their maximum activations have been expended. This greatly protects against physical damage and refills itself after one hour if expended.

[Mandalorian Power Shield] 200 CP
An improvement by the Mandalorians on their basic forearm shield, this variant proved decisive in several battles with the Republic. The units are discarded once their maximum number of activations have been expended. This massively protects against energy and physical damage and refills itself after one hour if expended.

[Ceremonial Shield] 400 CP
This is a ceremonial warding shield made to contain the dark spirit of Freedon Nadd by Master Arca. It's obvious it didn't succeed as well as intended, but it definitely has some protective qualities. This massively increases your resistance against all dangers. This greatly increases your resistance against the Dark Side.

Belts

[Safety Harness] Free
This Telos mining safety harness is designed to aid a miner in setting and removing demolition charges within asteroid mining claims. This increases your **Demolitions** skill.

[Strength Enhancer] 100 CP
This belt injects a steady but slow stream of stimulants into the wearer's bloodstream. This increases your Strength.

[Systech Cardio-Regulator] 100 CP
Systech improved upon the standard Cardio-Regulator design by including an intelligent computer system that customizes its parameters based upon its wearer. This increases your Constitution.

[Czerka Utility Belt] 100 CP
This utility belt comes with a variety of tools to assist the wearer with many tasks. It was originally developed by Czerka corporation for their own maintenance staff and quickly found use throughout the Republic. This improves your **Demolitions, Repair, Security** and greatly increases your **Treat Injury skill.**

[Hyper Adrenaline Amplifier] 100 CP
This ingenuously designed belt monitors adrenaline in the wearers' blood stream. When elevated, the device injects a massive dose of additional adrenaline, greatly enhancing reaction time. This improves your **Dexterity** and greatly increases your reflexes.

[Electrical Capacitance Shield] 100 CP
This shielding device, worn around the waist, absorbs and stores electrical energy directed at the user, which is then released slowly over a period of time, dissipating harmlessly. The manner of release generates vibrations along the inside edge of the shield, giving it the less than complimentary nickname, 'The Tingler'. This makes you immune to electricity.

[Thermal Shield Generator] 100 CP
This generator forms a magnetic shield around the wearer which, while ineffective against most modern weaponry, does allow for the ablation of directed heat attacks, generally in the form of fire. This makes you immune to fire.

[Jal Shey Belt] 200 CP
This belt is an improvement upon the earlier efforts by the Jal Shey to protect their minds from the dark side. This increases **Wisdom** and massively increases your resistance against the Force.

[Aratech Cardio-Regulator] 200 CP
With its improved performance and lack of negative side-effects, the Aratech Cardio-Regular is a favorite with more experienced mercenaries. This greatly improves your **Constitution** and improves your **Strength.**

[Nerve Amplifier Belt] 200 CP
This belt monitors the brain, emitting energy waves to reinforce established patterns and block any outside influence. It's extremely effective, if mildly uncomfortable. This makes you immune to mind attacks.

[CNS Strength Enhancer] 200 CP
An experimental system that amplifies power signals along the length of the central nervous system, this generator, attached to a belt, provides greater impulses to all muscles, as well as a resistance to all sorts of perturbations of the user's system. This improves your **Strength**. This greatly increases your resistance against all dangers.

[Qel-Droma Belt] 200 CP
The Qel-Droma family has produced many powerful Force sensitives. Some, such as Cay Qel-Droma, have been shining examples of the strength of the Force. Others, like Cay's brother Ulic, have fallen prey to the temptations of the dark side. This improves your **Charisma** and **Wisdom**. This greatly increases your resistance against the Light Side and the Dark Side.

[Adrenaline Stimulator] 400 CP
This belt endows the wearer with hyper-sensitivity to their surroundings and dynamically improves reflexes and reaction time. This improves your **Dexterity**. This massively increases your resistance against all dangers.

[Jal Shey Mentor Belt] 400 CP
This belt is an improvement upon the earlier efforts by the Jal Shey to protect their minds from the dark side. This improves your **Wisdom.** This amplifies your resistance against the Force beyond measure.

Stealth Field

[Stealth Field Generator] Free
This device creates a camouflage field that hides the user. Is the most basic version in the market

[Exchange Shadow Caster] 100 CP
This unit was developed by the Exchange as an escape tool for their members on worlds where the authorities outnumber the Exchange population. It refines the Stealth Mode field to better camouflage the user. This item improves the **Dexterity**, **Awareness** and greatly increases your **Stealth**.

[GenoHaradan Stealth Unit] 200 CP
The assassins of the GenoHaradan work in absolute secrecy, thanks to items such as this highly advanced stealth unit. This amplifies your Stealth beyond measure.

[Baragwin Stealth Unit] 400 CP
Similar in concept to the Baragwin Shadow Armor, the Baragwin Stealth Unit is a quantum leap in advancement over standard stealth units. It provides much greater camouflage, as well as enhancing the mobility and situational awareness of the wearer to potential threats. This greatly increases your **Dexterity, Awareness** and amplifies your **Stealth** beyond measure.

Light Armor

[Light Combat Suit] Free
The lightest form of armor available, the light combat suit is very inexpensive and still notably superior to normal civilian garb.

[Light Exoskeleton] 100 CP
A relatively new type of power-assisted armor, this suit mimics the major muscle movements of the wearer with mechanical impulses, resulting in greater strength and faster reaction times. Improves your Strength and Dexterity.

[Mandalorian Combat Suit] 100 CP
Even the basic combat attire of the Mandalorians provides a formidable defense. The mesh of this armor absorbs some of the impact of physical blows despite its light weight. Gives you resistance against slashing, piercing and bludgeoning.

[Ubese Environmental Suit] 100 CP
Ubese is the name given to a species believed to exist in the Mid Rim. The very few who actually claim to have encountered the Ubese attribute these advanced environmental suits to the enigmatic species. Though less useful against conventional weapons, this suit is ideal defense against blasters, flames, and cryoban grenades. Gives you resistance against cold, energy, fire, and electricity.

[Republic Mod Armor] 100 CP
The Republic has prospered militarily by keeping its troops well supplied with modular armor, ensuring they are always prepared for a variety of battle conditions. This is fully upgradeable with armor mods.

[Echani Shield Suit] 100 CP
The Echani combined their talents for energy shield design with their armorcrafting skills to develop this innovative combat suit. It provides capable defense that is augmented with a low strength energy shield. Greatly improves your resistance against electricity and energy.

[Massassi Ceremonial Armor] 200 CP
Long-term domination by the Sith has erased the memory of the Massassi rituals for which this armor was designed, but it retains its effectiveness on the battlefield regardless. This armor protects your vitals and stops any type of bleeding.

[Baragwin Shadow Armor] 200 CP
A specialty of the Baragwin, this modifiable suit has advanced adaptive camouflage technology that, when combined with a stealth generator, allows it to blend in nearly seamlessly with the background when viewed from any direction. It is generally only sold to respected governments, but a number have found their way into more disreputable distribution channels. Greatly increases your **Stealth**. Gives you extreme resistance to damage for its class.

[Ulic Qel Droma's Mesh Suit] 200 CP
After killing his brother during the Exar Kun war, Ulic Qel Droma abandoned this armor and all the trappings of his service to the dark side. It's a powerful, if tainted, item. Gives you extreme resistance to damage for its class. Massively improves your resistance to cold and fire.

Medium Armor

[Military Suit] Free
This standard issue suit provides good protection, but can be heavier and more restrictive than some of its counterparts. Even so, many mercenaries swear the tradeoffs are worth it.

[Powered Light Battle Armor] 100 CP
This is an early attempt at power-assisted armor. Dampening fields block the noise of servomotors, unintentionally shielding against external extremes in sonic frequencies as well. This armor improves your strength.

[Verpine Fiber Ultramesh] 200 CP
This Verpine combat suit is the most protective standard medium armor available, surpassing the defensive capabilities of most heavy armor.

[Environmental Bastion Armor] 200 CP
A modified environmental suit, this armor gives the wearer complete protection from the elements as well as superior combat protection. With additional enhancements, it can be converted into a completely contained environmental system and shield the wearer from outside radiation as well. Gives you immunity to cold, fire, sonic damage and is fully upgradeable with mods.

[Heavy Exoskeleton] 200 CP
A heavy and durable suit, this mechanical exoskeleton provides much greater strength and endurance, and vastly improved armor protection to the wearer than lighter models. With additional enhancements, this capability can be expanded even further, rivaling some light armored vehicles for protection. Improves your **Constitution, Strength** and is fully upgradeable with armor mods.

[Jamoh Hogra's Battle Armor] 400 CP
Jamoh Hogra was a Zabrak mercenary who feared for his life after a raid on a Sith dreadnaught. He spent a fortune on his personal armor, only to be killed while in the bath. Gives you extreme resistance to damage for its class and it protects your vitals.

Heavy Armor

[Battle Armor] Free
This isn't the heaviest of armor, but it comes close. Designed for heavy militias, it has the protection needed to keep a soldier alive during ranged combat with massive weapons.

[Powered Battle Armor] 100 CP
The micro-hydraulics of this armor provides the operator with both protection and strength enhancement. It is rarely owned by anyone other than professional mercenaries and soldiers. This armor improves your strength.

[Corellian Powersuit] 200 CP
Essentially an improved version of powered battle armor, the powersuit employs a system of servomotors to enhance the wearer's strength. This greatly improves your strength.

[Calo Nord's Battle Armor] 400 CP
Commissioned by Calo Nord, this armor was based on heavily modified Mandalorian designs. The maker was killed to appease Nord's ego, ensuring his suit would forever be unique. This armor gives you immunity to mental attacks and protects your vitals.

[Mandalorian Heavy Armor] 400 CP
This armor is reserved for respected veteran Mandalorians. Immensely sturdy, stabilizers diffuse energy throughout the frame, shielding the wearer from disorienting impacts. Gives you extreme resistance to damage for its class.

[Pure Beskar Armor] 600 CP
Worn only by the most legendary or respected of the Mandalorians, this armor is a heavy set of the most pure beskar iron, an almost indestructible metal. This armor shrugs off blaster shots and even lightsabers, though it does not nullify perfectly kinetic force. Any one who wears this would be a monster on the battlefield. Gives you extreme resistance to damage for its class.

Robes

[Padawan Robe] Free
Members of the Jedi Order typically wear plain or unassuming garments.

[Gray Jedi Robe] 100 CP
Gray Jedi are those who, though having completed the teachings of the Jedi, operate independently and outside of the Jedi Council. They are typically seen as misguided, though they have not necessarily succumbed to the dark side. This robe improves your regeneration of Force energy.

[Matukai Adept Robe] 200 CP
Matukai adepts are masters at guiding their bodies with the Force. They are capable of astounding physical feats. This robe improves your **Constitution, Dexterity** and **Strength.**

[Jedi Master Robe] 200 CP
Members of the Order typically wear plain or unassuming garments, but Jedi Masters also know the importance of adequate protection when great challenges must be surmounted.This robe improves your regeneration of Force energy greatly.

[Baran Do Sage Robe] 200 CP
Baran Do Sages are the most elite of their order, able to see into the future, the past, and across the entire galaxy. This robe greatly improves your **Wisdom** and resistance against the Force.

[Ossus Keeper Robe] 200 CP
The Keepers of the Hall of Knowledge in the Great Jedi Library maintained the protected archives and acted as references to those who desired a more interactive solution to their problems. This robe greatly improves your **Wisdom** and **Intelligence.**

[Arca Jeth's Robe] 400 CP
Arca Jeth was a powerful Arkanian Jedi Master who was killed in the Great Sith War. His spirit helped provide guidance to Ulic Qel-Droma. This robe massively increases your regeneration of Force energy.

[Jolee's Robe] 400 CP
Jolee Bindo remained outside of the Jedi Order in his pursuit of knowledge. These powerful, yet unassuming robes were believed to have been owned by him, though his current whereabouts is unknown. This robe massively increases your **Charisma**.

[Crado's Robe] 400 CP
Crado was a Jedi who fell to the power of the dark side through the mighty Exar Kun. Crado betrayed his beloved Sylvar and was ultimately obliterated when the Cron Cluster was destroyed. This massively amplifies your **Strength.**

[Darth Malak's Robe] 400 CP
It is believed that Darth Malak, the fallen former apprentice of Darth Revan, once possessed this garment. Malak and Revan are credited with starting the Jedi Civil War, which led to the collapse of the Jedi Order. Greatly improves your **Strength** and your regeneration.

[Nomi's Robe] 400 CP
Nomi displayed incredible affinity for the Force, but only reluctantly pursued Jedi training following the death of her husband, Andur. She became one of the greatest Jedi of the time, training under Master Thon. This robe massively improves your **Wisdom** and regeneration of Force energy.

[Darth Revan's Robe] 400 CP
Created by the mystical technology of the Star Forge, these robes focus the dark side energies of the wearer, fueling their power. The Sith Lord Darth Revan was wearing similar robes when captured by the Jedi, who viewed the garments as an abomination and destroyed them. However the Jedi Council, not being familiar with the origins of the robes, were unaware that the Star Forge would be capable of producing an item of such terrible power a second time. This robe massively improves your **Strength** and gives you regeneration.

[Star Forge Robe] 400 CP
Created by the mystical technology of the Star Forge, these robes focus the inherent Force abilities of the wearer, fueling their power. Although the Star Forge itself is an artifact of the dark side, these robes were customised using an analysis of the Jedi they were created for, resulting in a powerful light side item that the Jedi can safely use against their enemies without fear of taint or corruption. This robe massively improves your **Wisdom** and greatly increases your resistance against all dangers.

Items / Holocrons

All holocrons will teach themselves fully to you. Only the knowledge is fiat-backed, not the abilities you learn from them.



[Holocron of Pain] 200 CP
This Holocron hums with raw anguish. It contains the teachings and philosophies of Darth Sion, the Lord of Pain, who turned his suffering into immortality. Within lies the secret of turning pain into power.

[Holocron of Hunger] 200 CP
This holocron emanates emptiness and void. It contains the teachings and philosophies of Darth Nihilus, the Lord of Hunger, who devoured even the Force itself. Within lies the secrets of consuming the life force of others.

[Holocron of Betrayal] 200 CP
This holocron carries a quiet presence, flowing between the Dark Side and the Light side. It contains the teachings and philosophies of Darth Traya, who questioned the will of the Force itself. Within lies comprehension and how to live without the Force.

[Holocron of Cunning] 200 CP
This holocron carries an indomitable presence, containing both the Light Side and the Dark Side. It contains the teachings and philosophies of Revan, a being who walked the paths of both Light and Dark. Within lie his strategies, teachings and knowledge about how to determine your path in the Force.

[Holocron of Potential] 200 CP
This holocron carries a radiant presence of wisdom. It contains the teachings and philosophies of Nomi Sunrider, a powerful Jedi capable of unmatched compassion. Within lies the secrets of battle meditation and on how to sever someone from the Force.

[Holocron of the Ancients] 400 CP
Unlike other holocrons, this one folds inside itself with apathy and disgust, echoing ancient songs. It contains the teachings and philosophies of the Rakata, a once Infinite Empire who conquered the galaxy. Within lies the secrets of their civilization.

Scenarios

Both scenarios can be taken at the same time. Taking a scenario will force your starting time and location to match the scenario. Each scenario run takes 10 years and after one ends you are sent to an alternate timeline to start the other, staying 20 years in total in this jump. Canon companions can be selected from either timeline version or be a merger of both versions after the jump ends

The Legend Reborn



In the orbit above Taris a Jedi battle fleet engages the forces of Darth Malak in a desperate effort to halt his galactic domination. You wake up there in the Endar Spire as a new soldier ready to battle. What you don't know yet is that you are Revan, memory wiped by the Jedi masters with the purpose of helping defeat Malak. You will need to find the five Star Maps to reach the Star Forge and defeat Malak.

Rewards:
Through your adventure, you will find out that despite forgetting your past, what matters is your own choices now and how they make who you are. This reflects now in your new ability to harmonize both the Light Side and the Dark Side of the force, wielding both without conflict between themselves. This ability will work on any powers and abilities you own.

And as reward for defeating Malak, the **Star Forge** is now yours. Its power to fabricate any type of object or ship in large quantities is a dangerous one, but you are the owner of your fate. It is also purged of the Dark Side corruption, accepting any type of supernatural force you have control of.

Echoes of the Force



It's been five years since the actions of Revan at the Star Forge. The Jedi Order has been destroyed and the Republic is on the brink of collapse. Amid the turmoil, the Sith have spread across the galaxy, hunting down and destroying the remaining Jedi Knights. They would have killed you if you weren't rescued by Kreia, a mysterious woman. You will have to discover who is hunting you and what are Kreia plans.

Rewards:
You have defeated the three Sith Lords who were a risk to the galaxy and have become stronger for it. In your journey, it was revealed to you many secrets, including that you are a **Wound in the Force**. You grow stronger from each enemy you kill, steal a fraction of their power and using it to strengthen yourself in all aspects.

While Kreia hasn't achieved her main goal by manipulating you, she decided you were a spiritual successor to her ideals, and as such she has given you the **Prophecies of a Blind Woman.** These prophecies will show you the most important events of the next 10 years of a Jump without you in it. You will be prepared for whatever paths the future sets for you.

Companions

[Recruit Anyone] Free
Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

[Your Padawan] Free
This plucky padawan is a courageous, intelligent and independent girl who is unafraid to challenge tradition. While she is still young she has an incredible drive to learn whatever you can teach her.

[Your Astrodroid] Free
A small astromech droid designed for slicing, repairs and astrogation. Extremely loyal to you, though it only speaks in binary. This is a pet and it doesn't take a Companion slot.

[Your Pet Gizka] Free
This pet gizka is quite a cute guy with big eyes and a mischievous grin. He is extremely loyal, quite energetic and if dead will reappear in the next day as if nothing had happened. Don't worry, he won't reproduce. Caressing him makes your worries go away. This is a pet and it doesn't take a Companion slot.

[Meetra Surik] 100 CP
A former Jedi Knight exiled for disobeying the Council during the Mandalorian Wars, Meetra carries a wound inside herself, one that devours the Force. She is a versatile fighter skilled in combat and Force techniques.

[Revan] 100 CP
Once the savior of the Republic, later its greatest enemy, and finally redeemed hero, Revan is one of the greatest figures to have ever been born in the galaxy. Though memories of his true identity are fractured, his tactical brilliance and deep connection to the Force remain intact. Revan is an exceptional dual-wield user.

[HK-47] 100 CP
A protocol droid in name only, HK-47 is a highly advanced assassination droid specialized in assassination, interrogation and calling organics meatbags. He is lethal with all weapons ever made and his experience spans decades of galactic war and conflict. Truly, a dangerous and unique robot.

[Mission Vao] 100 CP
A young but resourceful street-smart Twi'lek from Taris. Despite her rough upbringing, Mission has a good heart and a fiercely protective bond with her Wookiee friend, Zaalbar.

[Zaalbar] 100 CP
Zaalbar, known to his friends as Big Z, is a towering Wookie warrior. Exiled from Kashyyyk for a crime he refuses to speak of, Zaalbar's loyalty to his friends, especially Mission, is unshakable. His strength, honor and his bowcaster make him a formidable ally.

[Bastila Shan] 100 CP
A gifted Jedi Knight with a talent for Battle Meditation. Proud, disciplined, and headstrong, she is driven by an unspoken desire to prove herself. Despite her seriousness, she is capable of great insight and compassion.

[Kreia] 100 CP
An enigmatic Force-user with her own agenda, Kreia will guide you while challenging your beliefs about the Force and morality. Her wisdom masks a calculating mind. She has a bond with you, sharing any beneficial effect she has at the moment. Don't worry, she isn't interested in betraying you.

[Atton Rand] 100 CP
A roguish pilot with a hidden, darker past as a Jedi hunter during the Jedi Purge. Witty, sarcastic, and fiercely loyal to you once trust is earned. He is quite a marksman with his blaster pistol.

[Visas Marr] 100 CP
A Force-sensitive assassin once bound to the Sith Lord Darth Nihilus, Visas has been freed and is ready to join your cause. She is completely loyal to your objectives, and has the unique ability of seeing through the Force.

[The Handmaiden] 100 CP
Disciplined and loyal, the Handmaiden is a warrior from the Echani tradition. She served along with her five half-sisters under Jedi Master Atris, but has decided to follow you in your journey. She carries herself with the poise of a rigorous warrior.

[Canderous Ordo] 100 CP
A battle-hardened warrior from Clan Ordo, Canderous lives for the thrill of combat. His pragmatic outlook and wealth of war stories make him an invaluable soldier. With his Blaster rifle he is a dangerous man to face.

[Bao-Dur] 100 CP
A quiet, stoic war veteran, he is a tech specialist and once a follower of the Jedi Exile during the Mandalorian Wars. Brilliant and pragmatic, Bao-dur carries the scar of his choices in the war, including his own arm, which he modified into a repulsorfield weapon, capable of breaking shields and force-fields. He wields his arm as a tool and a reminder of his haunted past.

[Mira] 100 CP
Mira is a pragmatic bounty hunter that is defined by her principles. As a child, Mira was taken by the Mandalorians and raised to be a warrior. When the Mandalorians were crushed at Malachor V, Mira lost everything and decided to be a Bounty Hunter. Unlike most in her trade, Mira refuses to kill her targets. She uses traps, tech, and tranquilizers to capture her prey alive, carving out a name for herself as one of the few bounty hunters with a code.

[G0-T0] 100 CP
A droid crime lord masquerading as a human underworld figure. G0-T0 is not a being of flesh and blood but an advanced droid designed for galactic oversight. Originally created as a government intelligence droid tasked with stabilizing the Republic, G0-T0 was forbidden by his core programming to violate laws yet commanded to do the impossible: preserve a collapsing Republic by any means necessary. To reconcile this contradiction, he created an elaborate loophole, assuming the identity of “Goto,” a mysterious and powerful crime lord who operated from the shadows. G0-T0 is a master of planning, optimization and psychology, being the most useful away from combat.

[Jolee Bindo] 100 CP
A self-described grey Jedi who rejects the dogma of the Order, Jolee offers wisdom, humor and a unique perspective on the Force. He is a former Jedi who walked away from both the Jedi Council and the Sith long before the great wars of the Galaxy. He is neither Jedi or Sith, walking his own path.

[Carth Onasi] 100 CP
A decorated Republic war hero, Carth Onasi is as steady as he is stubborn. A veteran of Mandalorians, he is a man defined by tragedy. Yet, he remains fiercely loyal to the Republic and its ideals. He is a principled man and loyal to those he deems worthy of trust.

[Juhani] 100 CP
A Cathar jedi with a history of struggling with the dark side, Juhani was orphaned and enslaved by the Mandalorians but freed by Revan and his Revanchists, who convinced her to become a Jedi. Though gifted in the Force and driven by compassion, she has always wrestled with anger and fear, the scars of her past never fully healed. Perhaps you can help her?

[Commander] 100 CP
This war hero once fell in the battlefield against the enemies of the Republic, but it resurrected through a top-secret cybernetic experiment. Highly resilient and charismatic, He uses his trusty blaster rifle and an experimental vambrace shield that can fabricate a lethal blade against his foes.

[Little Terentatek] 100 CP
This little guy here is an unusually intelligent Terentatek, one of the most dangerous animals to have ever lived in the galaxy. Product of Sith Alchemy, they were made to hunt and feed on Force users, though this one recognizes you as a master. He will grow in size only if you want to. This is a pet and it doesn't take a Companion slot.

[Echani Sisters] 100 CP
The Echani Handmaidens are an elite order of five warriors sworn to protect you with unwavering loyalty. Trained from childhood in Echani unarmed combat, they can read each other without a word. All of them took an oath to live a life of absolute discipline and devotion, and they will follow you in combat, each one bringing her own unique mastery to the battlefield. They count as one companion.

[Mandalorians] 100 CP
Bound by the creed and honed in war, these five Mandalorian warriors answer only to you. Their weapons are deadly, their tactics flawless, and their loyalty absolute. They count as one companion.



Drawbacks

[Alternate Start] +0 CP
Perhaps you want to enter a mod? Or a fanfic? Perhaps you just want to ignore all the plot that was written after the launch of the two games? Have fun.

[Alternate Time] +0CP
Want to start at the Mandalorian Wars? Maybe at the beginning of the Clone Wars? Have fun.

[Credits Are Tight] +100 CP
You start with no credits.

[Influence Lost] +100 CP
For some reason, every one is a critic. All of your companions will criticize your actions and judge out loud, in detail.

[Jedi Skeptic] +100 CP
You find it harder to persuade Jedi or Sith to trust you. They always instinctively doubt your motives.

[Bounty on Your Head] +100 CP
A minor gang wants you dead, occasionally sending hired guns after you. If destroyed, another one will take its place.

[Droid Magnet] +100 CP
For some reason all the droids you meet here are sexually attracted to you and want to smash some bolts together. You will be constantly catcalled in binary.

[Bantha Poodoo] +100 CP
You constantly smell like Bantha shit and many people will be completely repulsed by you. You can only resolve this by using sealed suits.

[Pet Gizkas] +100 CP
Any ship you enter will be infested by gizkas. I heard they taste like Bantha.

[Chronic Sabacc Loser] +100 CP
You have extremely bad luck at all sorts of games. Any bet you do will end with you losing. If you are travelling with allies they will also get this bad luck.

[Blaster Malfunction] +100 CP
Any blaster you use tends to overheat a lot faster.

[Robe Allergy] +100 CP
You have an extreme allergy to any type of robe.

[Force Monologues] +100 CP
You love to say monologues at the most inconvenient times. If you are a Sith, you will be saying ‘’The Power of the Dark Side’’ a lot.

[Strict Meditation Regimen] +100 CP
You are obligated to meditate daily. Failure to do so will affect your physical and mental attributes negatively.

[No Powers] +200 CP
Your out-of-jump powers are disabled.

[No Items] +200 CP
Your out-of-jump items are disabled.

[No Warehouse] +200 CP
Your Warehouse is disabled.

[Bright Light] +200 CP
Any Force-sensitive can sense your presence, making stealth impossible against them.

[Longer Stay] +200 CP
You will stay here for another 10 years. You can only gain 200 CP using this drawback.

[Restricted Arsenal] +200 CP
For the duration of this jump you will only be able to use only one style of weapon such as blaster pistols, blaster rifles, swords, double blades, lightsabers or double lightsabers. This choice is random

[Jawless] +200 CP
A tragic accident has left you without a jaw. Your only option is to use a bulky cybernetic replacement. Many will perceive you as disfigured.

[Tech Jinx] +200 CP
Droids and computers keep malfunctioning around you. It is almost impossible to use a device with this.

[God-Emperor of What?] +200 CP
You are now addicted to Spice for the duration of this Jump.

[Marked by the Force] +200 CP
Both Jedi and Sith can sense your latent potential from a distance, making you a target for good or for worse.

[Jedi Exile] +200 CP, Exclusive to the Light Side
You were expelled from the Order under dishonorable circumstances, and many Jedi will refuse to aid you.

[Hunted by the Exchange] +200 CP
A criminal syndicate, like the Exchange or the Black Sun, has a significant bounty on you, sending skilled assassins and debt collectors.

[The Jedi Code] +200 CP, Exclusive to the Light Side
You are physically and mentally incapable of disobeying the Jedi Code.

[Blindness] +200 CP
You are blind and your only option is to learn how to see with the Force. If you already have this power, it will start greatly impaired and you will need to train it until you can see normally with it.

[Bad Reputation] +200 CP
Your reputation precedes you. For worse.
Merchants charge extra, companions start with low trust, and persuasion attempts are harder.

[Bad Ship Luck] +200 CP
Any ship you buy will constantly suffer malfunctions. Any hyperspace travel you do will go somewhere first before going to your destination, increasing travel time and waste of fuel.

[No Killing Oath] +200 CP, Exclusive to the Light Side
You are prohibited from killing your enemies.

[No Trust] +200 CP, Exclusive to the Dark Side
You've seen enough betrayal to know it's always just around the corner. You trust absolutely no one and this will make it harder for you to find companions in your journey.

[Calo Nord] +400 CP
Calo Nord is hunting you, Jumper, and every time you kill him he will come back six months later with one new thug to help him.

[Planetary Ban] +400 CP
You are banned from entering other planets without disguises or smuggling yourself in.

[Force Scar] +400 CP
You've suffered a devastating Force wound, leaving you fragile and weaker to Force attacks.

[Corrupted by the Dark Side] +400 CP, Exclusive to the Light Side
The Dark Side is constantly tempting you, and you must resist it daily.

[Jedi Master] + 400 CP, Exclusive to the Dark Side
A Jedi Master and his padawan are hunting you, and they will find you no matter where you hide.

[Rakghoul Infection] +400 CP
After a horrible event on the undercity of Taris you have been infected with a mutated strain of the Rakghoul Virus. Every night you turn into an infectious monster who must eat at least 1 kilo of flesh. Anyone scratched by your claws or bite will turn into an uncontrollable monster.

[Force Hunger] 600 CP
You were at the epicenter of a dark, tragic event. Instead of letting it go, you decided to feed on it, turning you into something inhuman. You must kill a person every day in order to feed your hunger, because if not, you will lose parts of yourself until you become something unrecognizable. People are now only prey to you, and you will never know the value of life.

[Sith Oathbreaker] +600 CP, Exclusive to the Dark Side
You once served the Sith and betrayed them, now they want you to pay.
High-ranking Sith Lords actively seek your death.

[Enemy of the Republic] +600 CP
You are officially listed as one of the most dangerous outlaws in the galaxy. Republic forces are ordered to arrest or kill you on sight.

[Mandalorian Hunt] +600 CP
During the Mandalorian Wars, you made a powerful enemy among them. Now, an elite Mandalorian hunting party is hunting you across the galaxy, and they know how to fight Force users.

[Slave Collar] +600 CP
You begin in slavery to a powerful Hutt and you need to escape. You have a bomb inside your neck and you will have no access to any item you have bought here, including implants, until you escape.

[Ancient Artifact] +600 CP
You carry an ancient, dangerous artifact that is like a torch in the Force. Sith and Jedi will hunt you for it.

[Dark Side Corruption] +600 CP, Exclusive to the Dark Side
Your body is weakening and your only option is to learn how to transfer your essence to another body. If you do not develop the technique before the end of the Jump, your jump fails. If you already know the technique, you forget it immediately.

[Rise of the Warriors] 600 CP
The drums of war echo across the stars. The Mandalorians have found their long lost Mandalore mask after Revan defeated Mandalore the Ultimate and claimed it to stop the clans from uniting once again. Now, the Mandalorians invade yet again and find

an exhausted Republic from past conflicts. Systems are falling, and a counter-offensive will be formed around you, forcing you to lead it and defeat Mandalore the Avenger in single-combat.

[True Sith] 600 CP
The True Sith Empire has returned, and the galaxy has no defense for what's coming.

Ending



The galaxy will remember you, or forget you,based on the choices you have made. Countless lives have been shaped by your actions. You have either walked the path of light, embraced the dark, or found a balance only few people have ever done.

Stay: Then take these: **500 CP.**

Go Home: Perhaps you miss your home?

Move On: Then go to your next adventure with everything you have achieved here. It is also your choice to take the Force with you, so it can grow in other universes. You will still have your Force abilities either way.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Many fixes, many changes.
Added the [Lightsaber Forger] Perk, the [Rise of the Warriors] drawback and finally added the Krayt Dragon Pearl, the Heart of the Guardian and the Mantle of the Force crystals. Fused Drain Force and Drain Life into one perk, added Projectile Deflection as a Force power. Added Mandalorians, Bao-Dur, Mira, Zaalbar, G0-T0 and Jolee Bindo as companions. Added Holocrons for Revan and Nomi Sunrider.
V 1.2 - Edited Taris and Nar Shadda. You can now jump to Taris at the date of the second game, starting at the Promised Land. Added some new races. Added some notes to explain some things.
Removed many items and added many ones, including from the first KotOR. Rebalanced and rewrote the descriptions of many items to tell exactly what they do, how they improve the player and if they can be upgraded with weapon mods. Added Carth Onasi and Juhani as a companion. Added the Influence Lost drawback. Added many implants.
V 1.3 - Finally edited the Soldier, Scout, Scoundrel capstones and Flurry, which were the worst parts of this jump. Flurry is now Adaptive Combat.

Yes, you can import companions you purchased here to give them perks.
Yes, you can use the free options in the skill section to buy skill upgrades to the master level.
Yes, the Jedi and Sith paths are distinct from the origins. You are supposed to choose both an origin and a path.
Yes, hyperspace will work in future jumps despite not having a hyperspace dimension there.
Yes, you can choose to take or not take the Force with you to your next jump.
Yes, you can import items you purchased here into other items.
Yes, the bomb in the [Slave Collar] drawback is fiat-backed to kill you
For [Force Hunger] no droids or animals count as people.
If you buy three implants that boost the same attribute only the highest one counts.
If you buy three items that boost the same attribute only the highest one counts.
Items and implants attributes stacks. If you have an item and an implant that boost the same attribute they will add up together.
Maximized attributes represent a 18 in the ability score.
Order of Improvement: Improves [2+], greatly improves [+4], massively improves [+6], amplifies beyond measure [+8]
The Mantle of the Guardian and the Heart of the Guardian multiplies the properties of any Lightsaber crystal by one order. They will improve a greatly [+4] to massively [+6] and a massively [+6] to beyond measure [+8]
Yes, any Origin can be a drop-in if you want to.

The [Force Null] drawback is in the perks as a creative decision.
The Jedi Code you need to follow in the [The Jedi Code] drawback is the one from the prequels.
Reasons for armor prices: If massively increases an attribute: 400 CP. If greatly increases: 200 CP. If increases: 100 CP
The Hyperspace Eyesight also boosts your mathematical capabilities.
The memories of Revan in the KotOR 1 scenario are completely lost and cannot be regained unless you have a perfect memory perk or something similar.
You will gain the memories of the Jedi Exile if you choose the KotOR 2 scenario.