

NSFW Star Wars KOTOR Jump

V1.0 By u/Only-Cellist2989

Four thousand years before the rise of the Galactic Empire, the Republic verges on collapse. DARTH MALAK, last surviving apprentice of the Dark Lord Revan, has unleashed an invincible Sith armada upon an unsuspecting galaxy.

Crushing all resistance, Malak's war of conquest has left the Jedi Order scattered and vulnerable as countless Knights fall in battle, and many more swear allegiance to the new Sith Master.

In the skies above the Outer Rim world of Taris, a Jedi battle fleet engages the forces of Darth Malak in a desperate effort to halt the Sith's galactic domination…

You start the Jump the moment the main character wakes up during the attack on the Endar Spire. This is the heavily modded KOTOR universe with all the joy of LoversLab poured into it. Before we start if you want a **GREAT** Knights of the Old Republic Jump look at what SpazWave made. If you want something more perverted here we go.

You receive **1000 cp** to help you survive and get some ass.

Locations:

You can freely choose where you start, or roll a 1d10 and gain **[+100 CP]**.

1) Endar Spire: Where the story all begins. A Republic ship orbiting Taris is under attack by a Sith boarding party trying to capture Bastila Shan. Get to an escape pod soon as this ship is doomed.

2) Jedi Enclave: Not as cool as the one on Coruscant, but Dantooine is less crowded so that's nice right? Outside is all farms, melodrama, and perverts who love droids.

3) Sith Academy: The red deserts of Korriban keep many forgotten secrets, sadly the Sith Academy wasn't one of them. This is where the Sith have their humanity trained out of them. Nearby is the Valley of Dark Lords, another place of pain and training.

4) Yavin Station: A port of call that was downloadable content (DLC) on Xbox only back in the day. I hope you have a ship as there isn't much here.

5) Anchorhead: The only thing not 99% sand on Tatooine as it's only 90%.

6) Czerka Offices: If you love big trees, you just found paradise as the whole planet Kashyyyk is covered in skyscraper sized tall green bastards.

7) Ahto City: The only piece of dry "land" on the planet Manaan. I hope you can swim Jumper or this isn't going to go great for you.

8) Slave Market: Sleheyron was meant to be a heavily industrialized Hutt-controlled world featuring gas refineries, slave pens, and a gladiator arena where the player would track down a sixth Star Map fragment. Too bad this got cut from the final release.

9) Beach Ruins: Waking up on a beautiful beach ain't bad even with the graveyard of a crashed spacecraft around you. Lehon is the last stronghold of the Rakata.

10) Off Quest: Want to avoid the main quest? Pick any planet not listed above that isn't in the Unknown Regions or outside of the galaxy.

Origin:

Age (above 21) and gender can be chosen freely.

Noob Revan: Yes this origin lets you replace the main character. This does come at a price taking the **Sealed Memories** drawback for zero CP. Your location is reset to Endar Spire if you take this origin as it doesn't make any sense otherwise.

Former NPC: Nope you're not dying on a Star Ship in the middle of nowhere just to protect that bitch Bastila. Noir are you someone standing around the deserts of Tatooine just to sell the MC a health pack. You have a life and shit to do. There is a big beautiful galaxy out there begging someone to go out there and see it.

Religious Warrior: Jedi or Sith it really doesn't matter either way innocent people are going to die because your religious order has beef with another cult of space wizards. Feel free to pick the cult you prefer to have been raised since childhood by Jedi or Sith.

Drop-In: No new memories, you are alone in a cold unforgiving galaxy.

Classes:

There are a total of three base classes and three Jedi classes that can be picked in this jump. These classes grant you abilities and the appropriate skillset that is expected of the said class.

You start as strong as a 1st level spacer of your chosen class. In time you may get stronger and delve deeper into your well of potential. You may pursue your starting class as far as you want or if you find a Master in the force to teach you: you could multi-class into a Jedi class. You have potential to reach the power of 20th level spacer (combined class level). With all that finally out of the way, here are the classes you can start as:

Soldier: A pure combat powerhouse. It gets the most vitality (health) per level, the most combat feats, and high attack bonuses, but receives very few skill points. The only class who can select **Weapon Specializations** other than for Lightsaber

Scout: An explorer most at home on the fringes of space. A flexible hybrid class. It balances good combat feats with solid skills, gets useful free implants, and repairs/explores well.

Scoundrel: A skillful rogue-like utility class. It starts with low health and weak direct combat, but boasts high defense, maximum skill points, and a unique Sneak Attack bonus damage mechanic

That covers the base classes that are available to everyone. Now then the stuff you really came here for the Jedi classes. In order to pick from these classes, you either need to have **Religious Warrior** origin or have taken the **Force Sensitive** perk then find a teacher (Dantooine or Korriban) to do the rest.

Jedi Guardian: A melee tank focused on lightsaber combat, high vitality, and physical feats, though it gets fewer Force powers. They focus on combat training and masterful use of the lightsaber in order to battle against the forces of evil and the dark side. Jedi Guardians gain the Force Jump feat automatically. This feat allows them to instantly close the distance and attack an opponent within 10 metres. The only Jedi class who can select **Weapon Specialization: Lightsaber**.

Jedi Sentinels: Ferret out deceit and injustice, bringing them to light. They strike a balance between the physical and mental disciplines of the Jedi Order. Jedi Sentinels gain the Jedi Immunity feat automatically. This makes them immune to fear. A balanced middle-ground class with steady defense, solid skill progression, and decent Force capabilities.

Jedi Consulars: Seek to bring balance to the universe with mostly words. They focus less on physical combat and more on mental disciplines in order to augment their mastery of the Force. Jedi Consulars gain the Force Focus feat automatically. This feat makes it harder for opponents to resist their Force Powers.

Perks:

Alignment [0 CP, Mandatory]: Like the original game this world has a point value between 0 and 100, representing the extremes of dark side mastery and light side mastery respectively. No matter your origin you start the game at 50, with dark side actions subtracting from that value and light side actions adding to it. All dark side and light side actions have a point value assigned to them. If you don't take a Jedi class you don't have to fear any dark side corruption changing your appearance. On the upside your alignment can decrease/increase the cost of Force powers based on your alignment. If maxed one side or the other you gain a boon from the Force itself. Post Jump you can just turn this off if you don't feel like dealing with this oversimplification of good and evil.

Old School Gamer [Free, Optional]: At the star of the Jump you get to do some character creation. With each of the six physical attributes is at 8, with 30 points to

invest in them. Any attribute can be increased to a maximum of 18 at this time, but beyond 14 there are increased point costs. Yes kids it's time for math!

Attribute	9	10	11	12	13	14	15	16	17	18
Point cost	+1	+1	+1	+1	+1	+1	+2	+2	+3	+3
Total	1	2	3	4	5	6	8	10	13	16

HUD [Free, Optional]: Seeing the world with games HUD overlaid on your vision. Health bar, Force points, static effects (if any), mini map, Inventory, and all that good stuff that comes with a game world. You can toggle off so it doesn't ruin the cut scenes.

None Human [100 CP]: Want to pick a different race ok. Pick from Twi'leks, Wookiees, Cathar, Trandoshans, Togrutas, and Zeltron



Higher Level Start [100 CP Each]: Normal spacers begin their adventure as a 1st level character. With each purchase of this perk, you may increase your starting level by 1. The new level you have gained can be used for your current class or saved for your future Jedi class. Yes, as you are paying for it this is fate-backed that a Master is somewhere out there willing to train you. You can purchase this perk up to 19 times, maxing out at 20th level cap.

Cheating Bastard [200 CP Each]: Did you use console commands or mods? Nevermind doing math isn't for everyone. I get it so let me make this easier on you.

- **Strength:** Strength measures physical power. A high strength adds modifiers to melee damage and chance to hit, which is important for people that use close-combat weapons (vibroblades, lightsabers). At 20 you can even overpower a Wookiee.
- **Dexterity:** Dexterity measures agility and reflexes. A high Dexterity adds modifiers to ranged attack rolls (blasters, grenades) and increases a person's

Defense rating, making them harder to hit. At 20 you can dodge blaster bolts from point blank.

- **Constitution:** Constitution represents health and resiliency. A high Constitution adds modifiers to the vitality points gained at each level up. This is important for everyone, but essential for soldiers and Jedi guardians. At 20 you can survive having your arms, legs cut off and have your body burned on Mustafar.
- **Intelligence:** Intelligence represents knowledge and reasoning. A high intelligence adds modifiers to the number of points a character has to spend on essential skills. At 20 you can explain to the Jedi why forbidding people from having connections only works if everyone is a sociopath.
- **Wisdom:** Wisdom represents willpower and perception. A high Wisdom adds modifiers to Jedi Force Points and Force Power saving throws. The Force Powers of a Jedi with high Wisdom are also much harder to resist. At 20 you are wise enough not to tell the Jedi counsel that even if it's true.
- **Charisma:** Charisma represents personality and the ability to lead. A high Charisma adds modifiers to Force-related feats and powers that are very important to all the Jedi classes. It is also central to any persuasive talker. At 20 you are the embodiment of Rizz in the Star Wars universe.

Force Sensitive [100 CP, Free Noob Revan]: On rare occasions exceptional individuals open doors to strengths they did not know they had and awaken to the Force all around them. Fate will draw you to someone who can train you in the way of the force. In record time you will become a newly trained Jedi with a heightened connection to the Force previously unseen in the orders history. This perk grants 40 additional Force Points to the character's base total.

Loot Drop [200 CP, Discount Noob Revan]: Cutting someone in half with a lightsaber should really damage their armor if they are wearing it at the time. Nope not for you somehow when you go to loot the body all there stuff is in tacked even that blaster you hit with Force Lightning and exploded.

Bitch Breaker [400 CP, Discount Noob Revan]: With just a kiss you turned a bitch Bastila into a normal girl for an hour. What could you do if you had gone down on her? Your lips pressed to another person temporarily removes their bitchy nature and if you use your oral skills on the genitals it lasts for days. Never forget her bad attitude is one dry spell away from acting up again.

Plot Armor [600 CP, Discount Noob Revan]: Your luck is strong bro. First ship battle after waking you one of the only survivors. Need way into a military base and stumble upon someone who has the info you need. Trying to find all the pieces to a map every boss fight you do has a piece near it. Kill your former sub who betrayed you and you get

forgiven for all your war crimes by the Jedi. Your luck is a magic compass of bullshit, but it will not protect you if you bite off more than you can chew.

Wookiee Cock [100 CP, Free Former NPC]: If you're male your genitals are double the length of the norm for your species. If you're female your depth and tightness is doubled so you can take something bigger and make them really feel it. Oh no refractory period because I said so.

Pretty Face [200 CP, Discount Former NPC]: You're a 10 out of 10 by your species standards. Hell if even most aliens are going to give you a double take.

Perfect Lay [400 CP, Discount Former NPC]: Your sexual skills are borderline impossible. You know just how to read your partner(s), what makes them purr, what they secretly need even if they don't know it, how to force your body to last longer than it has any right, and all with the perfect timing so you always finish together. Your so good at fucking every time you make someone climax you earn light side points.

It's Not Rape If [600 CP, Discount Former NPC]: It's not rape if they climax. No it's still rape, but if you make your victime(s) climax during the act you will simply be forgiven. More than that they will start to think that they actually consented after all they did enjoy themselves. Even the very Force agrees with you as you earn a dark side points for rape and then loses them because of this perk. Get it use the Force it is it's own rape joke. Don't forget they have to orgasm or this perk doesn't kick in.

Force Camouflage [100 CP, Free Religious Warrior]: Something is off about you letting you develop Force powers in unexpected ways, as shown by your almost subconscious ability to simply not be seen. This physical manipulation of light and sound allows you to go unnoticed even in a direct line of sight, and is equally effective against droids and living beings. Stealth +6 in game terms.

Walking the Path [200 CP, Discount Religious Warrior]: You are already indoctrinated into your cult's preferred side of the Force if you Jedi light side (+50 alignment) and if your Sith dark side (-50 alignment). This should help when over your orders side and unlocks the Mastery bonus you get for being 100% one side or the other. The scales can still slide the other way, but will take a lot of time and effort. This perk refreshes at the start of each Jump.

Meat Saber [400 CP, Discount Religious Warrior]: You can fuck the dark side right out of someone or into someone if your dark side. Either way the Force ignores this blatant brainwashing (and possibly rape) so you never affect your alignment as it's all the "will of the Force" or something. At least now you can say "I will fuck the evil out of that crazy bitch" and actually mean it.

Point of View [600 CP, Discount Religious Warrior]: Is it really genocide? Killing all the pure-blooded Sith babies. After all they are going to grow up to be Sith one day to murder untold billions right? From a certain point of view we are helping the galaxy prevent murders after all. That's the kind of leaps of logic you're going to be getting from cultists. May as well use it to your advantage. Murder spice dealers in their sleep: it's fine you were cleaning up the community: light side. Torturing a child spy to death: he had information that could stop the war and save millions: light side. As long as you pretend to believe it you will not earn points of the other alignment.

Sense My Ass [100 CP, Free Drop-In]: The problem with all the Jedi and Sith is that they all love to read people's minds. If you are an interdimensional adventurer working for Jumpchain having someone read your thoughts or hell just sense that you weren't shocked by Raven's great reveal may raise eyebrows. So we gotta fix that so we don't have someone getting spoilers on the plot. You're immune to any mind reading or emotional sensing whether it's from the Force, magic, or space Jesus it will all still end in nothing. This doesn't protect from mind control sadly.

Three Seashells [200 CP, Discount Drop-In]: The greatest question to come out of 1990 is how do you use the three Seashells? There are simply things in a setting or even a different world in the same setting you're just not going to know. By that I mean basic knowledge the locals would have, not encryption codes to a Sith base. We're to get something to eat, how to read the train map, how the science fiction toilet actually works, how to drive a basic land speeder, the common language, etc. Stuff normal people know and just don't think about. This refreshes with each world you set foot on.

Wound in the Force [400 CP, Discount Drop-In]: Like the Exile in the next game you cut yourself off from the force to survive something not Malachor V as you just got here. Making you a living black hole in the force whenever you will it. Turning this on will freak out any Jedi in the area, but on the bright side it also makes you completely immune to Force Drain. The likes of Darth Nihilus can't feed their hunger on your void. Just for safety this Perk will always activate automatically if someone tries to use Force Drain on you. This is a hell of an on and off switch.

Force Conduit [600 CP, Discount Drop-In]: I guess you more than healed that wound in the Force. You have received a blessing from the living Force itself. Your channeling raw Force Powers right into your penis or pussy. Fucking someone without Force powers connects them to you and through you the Force. Yes you can fuck them into a Jedi. Any children produced will be very strong in the Force along with being predisposed to be obedient to you. The best part is you can cut off the flow of power whenever you want and turn it back on just as easily. Yes ladies you're just a blow job away from joining the Jedi order.

Feat:

You can purchase or unlock as part of leveling up either way. Purchasing lets you get around the normal prerequisites and gives you all 3 of the tiers of the Feat.

Feat 50 CP	Critical Strike	Improved	Master
Prerequisites	None	Level 4	Level 8
Defense penalty		−5	
Critical Threat range	x2	x3	x4
Granted	Scoundrel		

Feat 50 CP	Flurry	Improved	Master
Prerequisites	None	Level 4	Level 8
Attacks per round		+1	
Defense and attack penalty	−4	−2	−1
Granted	Scout		

Feat 50 CP	Power Attack	Improved	Master
Prerequisites	None	Level 4	Level 8
Attack penalty		−3	
Damage bonus	+5	+8	+10
Granted	Soldier		

Feat 50 CP	Power Blast	Improved	Master
Prerequisites	None	Level 4	Level 8
Attack penalty		−3	
Damage bonus	+5	+8	+10
Granted	Soldier		

Feat 50 CP	Rapid Shot	Improved	Master
Prerequisites	None	Level 4	Level 8
Attacks per round		+1	
Defense and attack penalty	−4	−2	−1
Granted	Scout		

Feat 50 CP	Sniper Shot	Improved	Master
Prerequisites	None	Level 4	Level 8
Defense penalty		−5	
Critical Threat range	x2	x3	x4
Granted	Scoundrel		

Armor Proficiency 50 CP	Light	Medium	Heavy
Allowed armor	Light	Light and Medium	Light, Medium and Heavy
Prerequisites	None	Armor Proficiency: Light	Armor Proficiency: Medium
Granted	Soldier Scout Scoundrel	Soldier Scout	Soldier

Feat 50 CP	Caution	Improved	Master
Prerequisites	None	Level 4	Level 8
Skill bonus	+1	+2	+3
Skills	Demolitions and Stealth		

Feat 50 CP	Conditioning	Improved	Master
Prerequisites	None	Level 4	Level 8
Bonus to all saving throws	+1	+2	+3

Feat 50 CP	Dueling	Improved	Master
Prerequisites	None	Level 4	Level 8
Attack and Defense bonus	+1	+2	+3

Feat 50 CP	Empathy	Improved	Master
Prerequisites	None	Level 4	Level 8
Skill bonus	+1	+2	+3
Skills	Persuade, Awareness and Treat Injury		

Feat 50 CP	Gear Head	Improved	Master
Prerequisites	None	Level 4	Level 8
Skill bonus	+1	+2	+3
Skills	Repair, Security and Computer Use		

Implant 50 CP	Level 1	Level 2	Level 3
Implants allowed	Level 1	Levels 1–2	Levels 1–3
Prerequisites	None	Level 4	Level 8
Granted	Scout	Level 4 Scout	Level 8 Scout

Feat 50 CP	Toughness	Improved	Master
Prerequisites	None	Level 4	Level 8
Vitality bonus per level up	+1		+2
Damage		−2	

Feat 50 CP	Two-Weapon Fighting	Improved	Master
Prerequisites	None	Level 4	Level 8
Dual Wield Penalty	−6 (main hand) / −6 (off hand)	−4 (main hand) / −4 (off hand)	−2 (main hand) / −2 (off hand)

Weapon Proficiency 50 CP	Pistol	Rifle	Heavy	Melee	Lightsaber
Allowed weapons	Blaster pistols	Blaster rifles	Heavy weapons	Melee weapons	Lightsabers
Prerequisites	None				Jedi
Granted	All classes	Soldier Scout Scoundrel Combat Droid	Soldier Combat Droid	All non-droid classes	Jedi

Weapon Focus 50 CP	Pistol	Rifle	Heavy	Melee	Lightsaber
Weapon(s) equipped	Blaster pistol(s)	Blaster rifle	Heavy weapon	Melee weapon(s)	Lightsaber(s)
Prerequisites	Weapon Proficiency				Jedi
Attack bonus	+1				

Feat 100 CP	Force Focus	Improved	Master
Granted	Jedi Consular	Level 6 Jedi Consular	Level 12 Jedi Consular
Force power Difficulty Class	+1	+2	+4

Force Immunity 100 CP	Fear	Stun	Paralysis
Granted	Jedi Sentinel	Level 6 Jedi Sentinel	Level 12 Jedi Sentinel
Immunity to debilitating effect	Fear, Horror and Insanity Plasma Grenades On Hit: Horror	Force Push and Wave Stun Critical Strikes and Sniper Shots Concussion Grenades Flash mines On Hit: Stun	Stasis (Field) CryoBan Grenades On Hit: Paralyze

Feat	Force Jump	Improved	Master
Prerequisites 100 CP	Jedi Guardian Lightsaber	Level 6 Jedi Guardian Lightsaber	Level 12 Jedi Guardian Lightsaber
Attack and damage bonus		+2	+4
Granted	Jedi Guardian	Level 6 Jedi Guardian	Level 12 Jedi Guardian

Feat 100 CP	Jedi Defense	Advanced	Master
Prerequisites	Jedi Lightsaber	Level 4 Jedi Lightsaber	Level 8 Jedi Lightsaber
Blaster Bolt Deflection bonus		+3	+6
Granted	Jedi		

Sense 100 CP	Jedi	Knight	Master
Granted	Jedi	Level 6 Jedi	Level 12 Jedi
Defense bonus	+2	+4	+6

Feat 100 CP	Scoundrel's Luck	Improved	Master
Granted	Scoundrel	Level 6 Scoundrel	Level 12 Scoundrel
Defense bonus	+2	+4	+6

Sneak Attack 200 CP	I	II	III	IV	V	VI	VII	VIII	IX
Level	1	3	5	7	9	11	13	15	17
Damage	1–6	2–12	3–18	4–24	5–30	6–36	7–42	8–48	9–54
Average	3.5	7	10.5	14	17.5	21	24.5	28	31.5

Feat 100 CP	Uncanny Dodge	Uncanny Dodge 2
Granted	Level 4 Scout	Level 7 Scout
Grenade Difficulty Class	−2	−4

Weapon Specialization 100 CP	Pistol	Rifle	Heavy	Melee	Lightsaber
Weapon(s) equipped	Blaster pistol(s)	Blaster rifle	Heavy weapon	Melee weapon(s)	Lightsaber(s)
Prerequisites	Level 4 Soldier				Jedi Guardian
Damage bonus	+2				

Force Powers:

You only purchase or unlock as part of leveling up if you have a Jedi class. Purchasing lets you get around the normal prerequisites and gives you all 3 (if has 3) of the tiers of the Force Powers. All Jedi gain a +500 CP stipend for spending in this section only.

Force orgasm [100 CP]: Make them violently cum even through the pain over and over again! Best use of the Force if you ask me. Light Side Power.

Force Submission [100 CP]: Fuel the target's libido and make them pliant to your touch. Plus the odds of them begging you to fuck them are pretty high. Universal Power.

Force Edge [100 CP]: Painfully prevent their victim from reaching release, which is a horrifyingly effective form of torture when combined with Force Orgasm. This method was evented by legendary torture **No_Statement_1590** a dark master. If you couldn't tell Dark Side Power.

Light side power 200 GP	Cure	Heal
Prerequisites	Character Level 6	Character Level 12
Vitality healed	5 + CHA + WIS + level	10 + CHA + WIS + level
Neutralized		Poison

Light side power 300 GP	Force Aura	Force Shield	Force Armor
Prerequisites	Jedi	Character Level 6	Character Level 12
Defense and saving throws	+2	+4	+6

Light side power 300 GP	Force Valor	Knight Valor	Master Valor
Prerequisites	Jedi	Character Level 9	Character Level 15
Attributes and saving throws	+2	+3	+5
Immunity: Poison	No	Yes	Yes

Light side power 300 GP	Stun	Stasis	Stasis Field
Prerequisites	Jedi	Character Level 9	Character Level 15
Restricted by Armor	No	No	Yes
Target	Enemy	Enemy	Enemies within 10 meters of target
Effect on enemy	Stun	Paralyze	Paralyze
Duration	9 seconds	12 seconds	12 seconds
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		

Light side power 300 GP	Stun Droid	Disable Droid	Destroy Droid
Prerequisites	Jedi	Character Level 6	Character Level 12
Target	Droid	Droids within 5 meters of target	Droids within 6 meters of target
Damage (electrical)	attacker level	attacker level	1-6 for each attacker level
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		
Save	Fortitude	Reflex	Reflex

Universal power 100 GP	Affect Mind	Dominate Mind
Prerequisites	Jedi	Character Level 6

Universal power 300 GP	Burst of Speed	Knight Speed	Master Speed
Prerequisites	Jedi	Character Level 9	Character Level 15
Defense	+2	+4	+4
Attacks per round		+1	+2

Universal power 200 CP	Energy Resistance	Improved Energy Resistance
Prerequisites	Jedi	Character Level 9
Target	Jedi	Party
Immunity: Poison	No	Yes

Universal power 300 CP	Force Push	Force Whirlwind	Force Wave
Prerequisites	Jedi	Character Level 9	Character Level 15
Damage (bludgeoning)	Attacker level	1/3 Attacker level every 2 s	1.5 * Attacker level
Duration	3 seconds	12 seconds	6 seconds
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		

Universal power 200 CP	Force Resistance	Force Immunity
Prerequisites	Character Level 9	Character Level 15
Opposed roll	d20 + attacker level	
Difficulty class	10 + defender level	15 + defender level

Universal power 200 CP	Force Suppression	Force Breach
Prerequisites	Character Level 9	Character Level 15
Force powers cancelled	Force Aura and Force Shield Force Valor and Knight Valor Burst of Speed and Knight Speed Energy Resistance Force Resistance	+ Force Armor + Master Valor + Master Speed + Improved Energy Resistance + Force Immunity

Universal power 200 CP	Throw Lightsaber	Advanced Throw Lightsaber
Prerequisites	Jedi	Character Level 9
Targets	One	Up to three
Damage (energy)	1-6 for every two attacker levels	

Dark side power 200 CP	Drain Life	Death Field
Prerequisites	Character Level 9	Character Level 18
Target	Enemy	Enemies within 10 meters of target
Vitality drained and healed	1-4 for each attacker level, to a maximum of 10 levels (10-40 points)	
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers	

Dark side power 300 CP	Fear	Horror	Insanity
Prerequisites	Jedi	Character Level 6	Character Level 12
Target	Enemy	Enemies within 5 meters of target	Enemies within 10 meters of target
Duration	6 seconds	12 seconds	12 seconds
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		

Dark side power	Shock	Force Lightning	Force Storm
Prerequisites	Jedi	Character Level 9	Character Level 18
Target	Single enemy	Enemies up to 16 meters in front	Enemies within 10 meters of target
Damage (electrical)	1-6 for each attacker level, to a maximum of 10 levels (10-60 points)		
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		

Dark side power	Slow	Affliction	Plague
Prerequisites	Jedi	Character Level 6	Character Level 12
Restricted by Armor	No	No	Yes
Effect on target	-2 Defense, Reflex saves, attack	-1 attributes every ~~3~~ 6 seconds	-1 attributes every (6) second(s)
Duration	30 seconds	~~21~~ 36 seconds	~~12~~ 72 seconds
Difficulty Class	5 + level + WIS + CHA	20	100
Save	Will	Fortitude	Fortitude

Dark side power	Wound	Choke	Kill
Prerequisites	Jedi	Character Level 9	Character Level 12
Damage (bludgeoning)	2/3 attacker level every 2 s	2/3 attacker level every 2 s	1/6 maximum Vitality every 2 s
Duration	6 seconds		
Effect		-4 Con, Dex + Strength for 24 s	
Save	Fortitude		
Save successful	no effect	no effect	Damage = attacker level
Difficulty Class	5 + attacker level + attacker Wisdom and Charisma modifiers		

Items:

All backgrounds gain a +500 CP stipend for spending in this section only. Additionally, you may select two 50 CP items, two 100 CP items, two 200 CP items, two 400 CP items and two 600 or more CP items to be discounted for you as well. 50 & 100 CP items that are discounted become free. Each item can be purchased only a single time, unless otherwise noted. You may import an item from a past Jump into an item purchased here if similar (sword into a Lightsaber fine, a German 80 cm railway gun into a blaster pistol not so much).

Ebon Hawk [100 CP]: I know you can just steal it like in the game, but if you want to keep it you're spending some CP. Otherwise somehow you lose right before the end of the Jump. On the bright side as you did pay for it I am throwing in it never runs out of fuel, self repairs/maintenance, automatically updates its star charts after every planet stop, and if stolen/destroyed reappears in your warehouse 24 hours later.

Cardio Power System [200 CP]:



- Feats Required: Implant Level 3
- Constitution: +4

This implant increases the cardio-vascular recovery rate and pain tolerance of the wearer, giving them almost supernatural stamina.

Advanced Bio-Stabilizer Implant [100 CP]:



- Feats Required: Implant Level 3
- Immunity: Mind-Affecting, Poison

This detailed micro-computer analyzes the contents of the user's circulatory system, as well as surges and drops in nerve transmission rates. It attempts to stabilize the user's system, and remove undesirable elements from it.

Advanced Alacrity Implant [200 CP]:



- Feats Required: Implant Level 3
- Dexterity: +5

By fine-tuning the user's nervous system, this implant allows vastly improved reaction times and coordination over unmodified individuals. The success of this implant, though not in wide distribution due to its cost, has prompted some at rival Bavakar Medical Research Labs to call for it to be banned.

Advanced Agent Interface [100 CP]:



- Feats Required: Armor Proficiency - Light
- Skills: Awareness +7, Computer Use +7, Demolitions +7, Repair +7, Security +7

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.

Circlet of Saresh [200 CP]:



- Wisdom: +5
- Restricted to: Light Side
- Restricted: not useable by Wookiees

The wealthy Saresh family of Taris were once known as much for their arrogance and cruelty as for their vast riches and political power. But over the last century many of the family have shown a strong affinity to the Force, and been taken in by the Jedi for training. Foremost among these was Guun Han Saresh, heir to the family fortune. To celebrate Guun Han's acceptance into the Order, his father commissioned the crafting of a powerful headband: the Circlet of Saresh. To prevent this spectacular gift from leading his son down the path of arrogance and pride - an all too real possibility given the Saresh family history - the circlet was fashioned so that only one who is a true servant of the light can use it. The circlet was in Gunn Han's possession when he disappeared shortly after the time of the Great Hunt.

Vacuum Mask [100 CP]:



- Feats Required: Armor Proficiency - Medium
- Immunity: Mind-Affecting, Poison
- Restricted: not useable by Wookiees

Intersystem travel is commonplace, but the inherent dangers should not be forgotten, especially in times of war. Many consider these to be essential equipment for spacefarers.

Sith Mask [100 CP]:



- Feats Required: Armor Proficiency - Heavy
- Immunity: Mind-Affecting
- Bonus Feat: Weapon Focus: Lightsaber
- Regeneration Force Points: 1

This mask blocks outside mental influence and other sensory noise, allowing the user to focus their abilities inward with no distraction.

Dominator Gauntlets [200 CP]:



- Strength: +5

A working proto-type of a huge technological advancement in power gauntlets, the Dominators give the user unparalleled strength and power.

Verpine Bond Gauntlets [100 CP]:



- Skills: Demolitions +6

Tensor-mesh stiffens the forearm for steady handling of volatile materials. The insect-like Verpine don't personally use these items, claiming they merely mimic their own exoskeletons. The user must have basic knowledge of Demolitions (paid points into the skill) to benefit from this item.

Advanced Stabilizer Gloves [100 CP]:



- Dexterity: +3
- Blaster Bolt Deflection: +5

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.

Marka Ragnos' Gauntlets [100 CP]:



- Feats Required: Jedi Defense
- Restricted to: Dark Side
- Bonus Feat: Weapon Focus: Lightsaber
- Bonus Feat: Weapon Specialization: Lightsaber

Ancient but still intact, these gloves appear to be made of black scales; they pulse with a dark power.

Verpine Prototype Shield [100 CP]:



- Uses: 5/5
- Deflection: Energy, Sonic, Cold, Heat, ~~Electrical 70pts~~ 120pts total
- Duration: 200 seconds, or max damage taken
- Charges: Using this item consumes one charge. This item is automatically discarded after all available charges are consumed. Items that have charges do not stack in inventory.

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.

Electrical Capacitance Shield [100 CP]:



- Damage Immunity: 100% vs. Electrical

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'.

Thermal Shield Generator [100 CP]:



- Damage Immunity: 100% vs. Fire

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.

GenoHaradan Stealth Unit [100 CP]:



- Skills: Stealth +8

The assassins of the GenoHaradan work in absolute secrecy, thanks to items such as this highly advanced stealth unit.

Baragwin Stealth Unit [100 CP]:



- Skills: Awareness +4, Stealth +10
- Dexterity: +3

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.

CNS Strength Enhancer [100 CP]:



- Saves: All +2
- Strength: +2

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.

Dark Jedi Robe [Free]:



- Defense Bonus: 1
- ~~Max Dexterity Bonus: +8~~

These are simple robes, kept modest not by a desire to appear humble, but to offer the greatest freedom of movement during battle.

Jedi Master Robe [100 CP]:



- Defense Bonus: 3
- ~~Max Dexterity Bonus: +8~~

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.

Darth Revan's Robes [400 CP]:



- Defense Bonus: 5
- Restricted to: Dark Side
- Strength: +4
- Regeneration: 1

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.

Star Forge Robes [400 CP]:



- Defense Bonus: 5
- Saves: All +2
- Restricted to: Light Side
- Wisdom: +5

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.

Baragwin Shadow Armor [300 CP]: Comes with the upgradeables.



- Defense Bonus: 7
- Max Dexterity Bonus: +4
- Skills: Stealth +4

Special: Upgradeable, Armor

- Defense Bonus: 9
- Max Dexterity Bonus: +4
- Skills: Stealth +8

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.

Heavy Exoskeleton [300 CP]: Comes with the upgradeables.



- Defense Bonus: 9
- Max Dexterity Bonus: +2
- Constitution: +1
- Strength: +2

Special: Upgradeable, Armor

- Defense Bonus: 13
- Max Dexterity Bonus: +2
- Constitution: +3
- Strength: +3

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.

Cassus Fett's Battle Armor [300 CP]: Comes with the upgradeables.



- Defense Bonus: 10
- Max Dexterity Bonus: +0
- Damage Resistance: Resist 10/- vs. Cold, Fire, Sonic

Special: Upgradeable, Armor

- Defense Bonus: 14
- Max Dexterity Bonus: +0
- Damage Resistance: Resist 10/- vs. Cold, Fire, Sonic
- Strength: +1

The armor of Cassus Fett, the most wanted man in known space. Famous for killing the captain of a flagship Republic frigate at the Battle of Jaga's Cluster, he is presumed dead.

Cassus Fett's Heavy Pistol [100 CP]: Comes with the upgradeables max two purchases.



- Damage: Energy, 4-11 (1d8,+3)
- Range: 23m
- Critical Threat: 20-20,x2
- On Hit: Stun 25% chance, 6 seconds, DC 10
- Attack Modifier: +3

Special: Upgradeable, Ranged

- Damage: Energy, 6-19 (1d8+2d4,+3)
- Range: 23m
- Critical Threat: 19-20,x2
- On Hit: Stun 25% chance, 6 seconds, DC 10
- Attack Modifier: +5

Cassus Fett was rarely seen without this adaptable blaster. Famous for killing the captain of a flagship Republic frigate at the Battle of Jaga's Cluster, he is presumed dead.

Baragwin Disruptor-X Weapon [100 CP]: Comes with the upgradeables.



- Damage: Physical, 2-12 (1d6 + 1d6 bludgeoning)
- Range: 28m
- Critical Threat: 20-20,x2
- Attack Modifier: +1

Special: Upgradeable, Ranged

- Damage: Physical, 5-26 (1d6 + 2d6+2d4 bludgeoning) (+1d6)
- Range: 28m
- Critical Threat: 19-20,x2
- Attack Modifier: +2

Using the same 'shaped-energy' concept as in his Ion-X Weapon, Suvam Tan has modified a Baragwin disruptor weapon as well, giving comparable levels of concussive force to the blast that the Ion-X Weapon delivers. Upgrades to this weapon could potentially greatly increase both the impact force and the penetration of its charges.

Baragwin Heavy Repeating Blaster [100 CP]: Comes with the upgradeables.



- Damage: Energy, 3-22 (1d10 + 2d6)
- Range: 28m
- Critical Threat: 20-20,x2

Special: Upgradeable, Ranged

- Damage: Energy, 3-22 (1d10 + 2d6)
- Damage Bonus: +4-24 Fire (4d6)
- Range: 28m
- Critical Threat: 20-20,x2
- Attack Modifier: +3

A heavier version of the Baragwin Assault Gun, this weapon features similar improvements over its more common version. The incredible amounts of energy contained in the beam can be upgraded even further to produce a blast capable of setting even durasteel on fire for brief periods.

Malak's Lightsaber [100 CP]: He is going to be upset and confused. Comes with a free red crystal. Max two purchases even if he only had one.



- Damage: Energy, 2-16 (2d8)
- Damage Bonus: +5 Universal
- Critical Threat: 17-20,x2
- Attack Modifier: +5

Traditionally associated with the Jedi, the lightsaber is a devastating weapon difficult to master. Properties can vary with the type of focusing crystal used in construction.

Heart of the Guardian [100 CP]:



Though its origins have been lost, the legendary artifact known as the Heart of the Guardian was rumored to have been instrumental in the founding of the guardian order of Jedi. Nothing further is mentioned in any Jedi archive, but both Sith and Jedi whisper their own legends. According to the Jedi, the Heart will appear in a time of greatest turmoil and deliver the galaxy into salvation. The Sith, however, believe it to be an object of their heritage, which will bring the galaxy under their dominion.

The Heart of the Guardian appears to be a magnificently shaped lightsaber crystal of unknown composition. Analysis by Suvam Tan has yielded inconclusive results, not being able to identify what mineral it's made of. Suvam has even begun to wonder if it is a normal crystal at all, for at times it almost seems as if it were alive.

All known lightsaber crystals seem to have a strange resonance with the Heart of the Guardian, their properties being altered or enhanced when in close proximity to it. Additionally, energy focused through the Heart results in a beam of unique clarity and color.

Mantle of the Force [100 CP]:



The Mantle of the Force is an item assembled by Suvam Tan from pieces found in the ruins of Exar Kun's temples on the fourth moon orbiting Yavin. It appears to be the remains of an even older artifact of unknown origin. It is not known if it was used by Exar Kun, or just uncovered when his temples were destroyed. Nor is it known what the original properties of the item were, but given the current abilities, in its original state it must have been fearsome indeed.

The Mantle is a crystalline lattice, resembling a lightsaber crystal in many ways, but having the additional property of being able to radically alter the flow of energy that passes through it. When combined with other crystals, the Mantle warps their properties, often enhancing them to incredible levels.

Additionally, the Mantle seems to almost act as a focusing tool for Force-sensitive individuals, leading to the idea that the original artifact may once have been a powerful tool of the Sith, or perhaps something they took with them when the dark Jedi originally split from the Order.

Sapith Crystal [50 CP]: You may purchase as many as you like.



This crystallized material was excreted once every 11 years by the ancient Volice worm of Lwhekk, now extinct. It produces a more intense lightsaber beam, granting better control.

Crystal	Heart of the Guardian	Mantle of the Force
Attack Modifier: +2 Damage: Energy, 3	Attack Modifier: +3 Damage: Energy, 4	Attack Modifier: +3 Damage: Energy, 4

Opila Crystal [50 CP]: You may purchase as many as you like.



Found in the asteroid fields of the Fyrth system, this crystal can be used in lightsaber construction to produce an intense beam that seems extraordinarily quick to the cut.

Crystal	Heart of the Guardian	Mantle of the Force
Damage: Energy, 3 Massive Criticals: +2-12	Attack Modifier: +2 Damage: Energy, 3 Massive Criticals: +2-12	Attack Modifier: +2 Damage: Energy, 3 Massive Criticals: +2-12

Jenruax Crystal [50 CP]: You may purchase as many as you like.



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.

Crystal	Heart of the Guardian	Mantle of the Force
Blaster Bolt Deflection: +5 Damage: Energy, 2	Blaster Bolt Deflection: +7 Damage: Energy, 2	Dexterity: +1 Blaster Bolt Deflection: +5 Damage: Energy, 2

Upari Crystal [50 CP]: You may purchase as many as you like.



Strangely, this crystal is usually encountered scattered in the orbit of primarily forest worlds. It is brittle but versatile, and a Master Jedi can get it to produce many effects.

Crystal	Heart of the Guardian	Mantle of the Force
Attack Modifier: +3 Damage: Energy, 1-8	Attack Modifier: +4 Damage: Energy, 2-12	Attack Modifier: +2 Blaster Bolt Deflection: +8 Damage: Energy, 1-6

Krayt Dragon Pearl [50 CP]: You may purchase as many as you like.



Taken from the gullet of a krayt dragon, this crystalline "pearl" appears to have refractory qualities that might allow it to function as a lightsaber crystal once properly adapted.

Crystal	Heart of the Guardian	Mantle of the Force
Attack Modifier: +3 Damage: Energy, 2	Attack Modifier: +3 Damage: Energy, 1-8	Attack Modifier: +4 Blaster Bolt Deflection: +3

Foray-class blockade runners [400 CP]: A small Republic Frigate armed with Dual turbolaser turrets and Anti-starfighter medium laser cannons. It comes with a small crew to fly it for you. It never runs out of fuel, self repairs/maintenance, automatically updates its star charts after every planet stop, and if stolen/destroyed reappears in your warehouse 24 hours later.

Hammerhead-class cruiser [600 CP]: The same brand of big head as the Endar Spire. It comes with a crew to fly it for you. It never runs out of fuel, self repairs/maintenance, automatically updates its star charts after every planet stop, and if stolen/destroyed reappears in your warehouse 24 hours later.

Interdictor-class cruiser [600 CP]: The same type of totally not an Imperial Star Destroyer just like the Leviathan. Comes with a lot of guns and star fighters. It comes with a large crew to fly it for you. It never runs out of fuel, self repairs/maintenance, automatically updates its star charts after every planet stop, and if stolen/destroyed reappears in your warehouse 24 hours later.

Slut Forge [800 CP]: Looks like the Rakatan built a second Star Forge at first, but after closer inspection it's something weirder. It still draws energy and matter out of a star like the original only this makes a droid army if you can call it that. Rather than for conquest this is more for some kind of breeding program. Don't get me wrong the droids are still armed to the teeth and ready for battle, but it looks like that is more of a secondary thing. Their primary purpose is to fuck people silly and have babies. How does a sex droid even have a baby? Artificial womb, synthetic skin, techno-organic parts, milk production, and porn downloaded from across the galaxy to program it. Maybe the Rakatan were having a population crisis before their empire collapsed. These droids can handle combat, sexual performance, childcare, and some minor protocol roles. Like the Star Forged tech if the droids are damaged they will begin automatically repairing/healing themselves over time. As they were partly made with the Force you can even use *Cure* or *Heal* to fix them up faster. Any made during your time here will count as followers.



Star Forge [800 CP]: Still want the actual Star Forge I see not a fan of fucking sex droids. To each their own I guess. The other less known sister to the Slut Forge is powered by the dark side and fueled by drinking stars to make fleets of ships. As you pay CP it can be fueled by the light side if you want. It has onboard droids to repair,

maintain, and protect it like its sister, sadly its droids aren't fuckable (unless you are very brave).

Companions:

Normal rules apply to max 8 companions.

Party [50/100/200 CP]: Import or create some new party member(s) gaining a free origin (can't pick Noob Revan) 600 CP to spend as they like, and they may take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Locals [Free]: If you can convince them of their own free will, without mind control. Then you can take as many people with you as you like. They don't gain any CP, you don't get a favorable meeting, or anything like that.

Cannon [100 CP Each]: Each cannon party character is aged up to 18 if they aren't already. Fate makes it so you meet them in the most favorable possible way from the point of view of having them join you on your chain.

Drawbacks:

Just Porn [+0 CP]: Forget Not Safe For Work this is now full on porn. Everyone in this galaxy isn't a 20th level slutty whore. The world is still Star Wars with the plot still in effect, just everyone can't stop fucking in between all the light saber fighting.

Extended Stay [+100 CP]: Ok sure additional ten years drawback can be taken multiple times if you like. The maximum amount is 10 times.

Sealed Memories [+100 CP]: All your out of memories were wiped by the Jedi council and I do mean everything in and outside of this Jump. The council gave you a set of fake memories to keep you from having to relearn to walk, eat, and not poo yourself. Years worth of backstory to fit the class you picked. You can unlock the memories in Jump, if you find out who you really are from someone else. What a shocking twist!

The Second Game [+200 CP]: You're getting to fight the Sith Triumvirate Darth Traya, Darth Nihilus, and Darth Sion. They will start hunting you down a few days after you arrive.

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

No Powers [+400 CP]: Your out-of-jump powers are disabled.

No Items [+400 CP]: Your out-of-jump items are disabled.

Ending:

Is it over?

Stay: Staying in this galaxy? It is Star Wars after all.

Go Home: Probably a good idea after all this. This place does have War in the name.

Continue: Sounds like fun. Maybe Star Trek next?

Notes:

- Midi-chlorians are stupid fucking idea and not manchend one time in KOTOR so as far as I give a shit they don't apply here.
- The Hentia is from konoshige and apulaz_(crossbow_pussycat)
- Damn my English is bad……I really wish I could still bribe my wife to correct my work, but her job is kicking her ass so no.
- Skills are part of class leveling so use math see chart below.

Intelligence	Soldier		Scout		Scoundrel	
8-9	4		8		12	
10-11	4		12		16	
12-13	8		16		20	
14-15	12		20		24	
16-17	16		24		28	
18	20		28		32	
Points	Soldier		Scout		Scoundrel	
	Skill	Rank	Skill	Rank	Skill	Rank
4	Treat Injury	4	Computer Use	4	Demolitions	4
8	Awareness	4	Demolitions	4	Stealth	4
12	Demolitions	4	Repair	4	Security	4
16	Repair	2	Awareness	4	Awareness	4
20	Security	2	Treat Injury	4	Treat Injury	2
24			Security	2	Repair	2
28			Stealth	2	Computer Use	2
32					Persuade	4