STAR WARS BOUNTY HUNTER

A Jumpchain CYOA by WoL_Anon

Ver. 1.4

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

STAR WARS

BOUNTY HUNTER

The Galactic Republic is in peril. In the aftermath of the Battle of Naboo, disorder and corruption run rampant throughout the galaxy.

Seizing upon this chaos is a mysterious and deadly cult known as the BANDO GORA, whose vicious attacks have nearly crippled the galaxy's most powerful industries.

Darth Sidious, recognizing this development as a threat to his own sinister plan, has summoned his new apprentice to discuss the matter….

You arrive here 32 years before the Battle of Yavin (32 BBY), after the Battle of Naboo. You will be staying here until the end of the year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

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

[Free] Human

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

[Free] Clantaani

A species of long-eared humanoids. They typically possess blue, orange, or pink colourations.

Longo Two-Guns is an example of a Clantaani.

[Free] Dug

Originating from the planet Malastare, these strange creatures walk around on their hands, and use their feet as most humanoids would use their hands.

Examples of this species are Sebulba and Sebolto.

[Free] Gran

This humanoid species can most easily be identified by their three eyes, each of which extend slightly out of their head.

The senator for Malastare, Ask Aak, is a Gran.

[Free] Mordageen

This humanoid species has pink coloured skin, and four fingers on each hand.

Bendix Fust is a member of this species.

[Free] Muttani

This hairless humanoids possess a sickly appearance and sharp teeth. They are known for their strange body odour.

Meeko Ghintee is an example of a Muttani.

[Free] Twi'lek

One of the most common species in the galaxy, Twi'leks can be identified by their 'lekku', strange prehensile appendages that grow from their heads.

Examples of Twi'leks are Aayla Secura and Connus Trell.

[200cp] Clawdite

This reptilian humanoid species is also referred as changelings. This is due to their unique shapechanging ability, which allows them to adopt the appearance of any humanoid sharing roughly the same body size.

You possess a level of control over this ability on par with Zam Wesell, perhaps the most iconic member of this species.

[200cp] Hutt

A large, slug-like species. Hutts possess a very long-life span, which could last over 1,000 years if tragedy does not befall them.

As a species, the Hutts have dominated organised crime in the galaxy for centuries. As a result, you are likely to be given a large amount of outward respect in many parts of the galaxy, as well as plenty of suspicion. Criminals may be more hesitant to act against you, for fear of drawing the ire of the various Hutt clans.

[200cp] Toydarian

Another strange species, Toydarians can easily be identified by their webbed feet, snouts, and wings, which grant them the ability to fly.

Toydarians also possess the unusual ability to resist mental manipulations from the Force, such as the Jedi Mind Trick. Post-jump, this form will gain the same kind of resistance to similar kinds of mind-altering powers.

[Free] Other

None of these options appeal to you? With this option, you can choose to be any sapient species present in the Expanded Universe/Legends Star Wars continuity, so long as it doesn't provide advantages beyond those of free species explicitly offered here.

[Free] Import

Or, maybe you already have something you are comfortable with? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Bounty Hunter

You make your living by hunting down the galaxy's most wanted, and either killing them or taking them in.

If you are taking a background in this setting, you already have a solid reputation in this field. You can expect to receive an invitation to a special hunt from a man named Tyranus very soon.

Scum

You are a part of the galaxy's underworld, though likely only a very small part right now. Whether you wish to act as an information broker or a hired thug, or pursue grander ambitions will be up to you.

Bando Gora

You have been initiated into the Bando Gora cult. Fortunately, unless you take a certain drawback, your mind is still your own, and you can expect it to remain that way. At least until you choose to disobey, that is. Perhaps a coup is in order? It wouldn't be the first, after all.

-Location-

You can begin anywhere in the known galaxy, as long as it makes sense and does not provide you with advantages you have not paid for. For those looking for some additional direction, here are some ideas.

Outland Transit Station

A space station located in the Outer Rim, and owned by a Toydarian named Rozatta. Should events proceed as expected, it will be destroyed by Montross. You will probably want to leave before that time.

Coruscant

The heart of the Republic. This city-covered planet is home to the Galactic Senate Building, the Jedi Temple, and a seedy underbelly. To say a lot goes on here would be a gross understatement.

Desolation Alley

Located on the moon Oovo IV, this is a Republic maximum security prison. Should things go as they normally would, bounty hunter Jango Fett will break in to this prison in order to capture Bendix Fust for a bounty.

Malastare

A forest planet found in the Mid Rim. It is the homeworld of the Dug species, though presently it is represented by Gran in the senate. Dug King Sebolto will meet his end here unless events go off course.

Tatooine

Located in the Outer Rim, this seemingly unimportant planet has played a significant role in the fate of the galaxy, and will continue to do so in the future. Currently, Jabba and Gardulla, two Hutts, are feuding for control over the planet.

Kohlma

This small moon of Bogden serves as the base of operation for the Bando Gora. If events proceed as usual, it is where Jango Fett will agree to serve as the template for a clone army, an army that will greatly shape the course of the galaxy in the years to come.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Bounty Hunter Perks

[100cp, Free for Bounty Hunters] Acrobatics

Even if you are decked out in sturdy Mandalorian armour, not getting hit is almost always the superior defensive option.

To that end, you have learned how to dodge roll, as well as perform forward, backward, and sideways flip jumps, and can even pull off these feats when decked out in heavy armour.

[100cp, Free for Bounty Hunters] Lock-On

Of course, you'll want to be able to hit your enemies in a fight, and this perk will help you with just that.

You now benefit from a moderate buff to your aim when using any kind of gun, as well as when throwing grenades. Unless a helmet is deliberately designed to obscure your vision, you'll find your aim is just as good with it on than without it.

[200cp, Discounted for Bounty Hunters] Pathfinder

Navigation is not a skill one would initially think of when one thinks of a bounty hunter, but when your mark tries to escape, they'll often have the good sense to block the straight path after them.

Fortunately, you are now skilled at finding unconventional paths to your destination, such as by travelling through vents or finding an aerial route with a jetpack.

Don't let them get away!

[200cp, Discounted for Bounty Hunters] Jetpack Jumper

Just as important as finding the correct route is being able to make your way along it. To that end, you've become skilled at judging distances, as well as timing and spacing your jumps to get across platforms effectively. You are also skilled in the use of the kinds of jetpacks present in this setting, and can quickly learn how to use the jetpacks of other settings as well.

Thanks to this perk, avoiding the fate of a certain Dug will be a cinch!

[400cp, Discounted for Bounty Hunters] Superb Sniper

You are extremely skilled when it comes to the use of sniper rifles. Not only is your aim excellent, but you are also able to remained composed as you line up your shots.

With talent like this, you can provide effective sniper support as your allies infiltrate an enemy compound, and even make precise shots on small, moving targets.

[400cp, Discounted for Bounty Hunters] Wanted: Dead or Alive

You have acquired a strange power that seems like it is ripped right out of a video game.

Now, when you have killed or bound a target, you can teleport them to an appropriate location by coming into physical contact with them. The location must be some kind of storage or jail, and must be relatively close by. The exact range limit varies by circumstance, but if you were in a city, then outside the city would be too far, for example. You must teleport the entire target at once, and there must be sufficient space for them at the target location.

Strangely, no one other than you will consider the use of this power to be anything out of the ordinary unless you go out of your way to alert them to the unusualness of this power. When teleporting a target to a location that belongs to someone else, you can cause those responsible for that location to understand that you sent the target there; very helpful when claiming credit for a bounty.

[600cp, Discounted for Bounty Hunters] True Mandalorian

You are a master of battle, and are well-trained in hand-to-hand combat, as well as in the use of many kinds of weapons present in the Star Wars setting, including blasters, flamethrowers, whipcords, toxic darts, grenades, and missiles. This does not include lightsabers, but does include pretty much any weapon that Jango Fett has ever used.

Just as importantly, you are extremely resourceful in combat situations, able to use the surroundings to your benefit, as well as notice and exploit mistakes made by your opponents.

With your level of skill, it may be possible for you to take down seasoned bounty hunters, as well as weaker Jedi. You'd make a fine template for a clone army.

Scum Perks

[100cp, Free for Scum] Better Banter

You are a smooth talker, and are able to come off with charming or witty banter on the fly. While this won't necessarily be useful when persuading others to do your bidding, it does help you come across as more likeable than you would otherwise be.

[100cp, Free for Scum] Emergency Exit

Let's face it; your typical slimeball is but mere fodder to a seasoned bounty hunter. As such, this perk helps in a way that actually matters – when running away!

When fleeing from a pursuer, you move just a bit faster than usual. You also notice opportunities for escape or impeding your pursuer that would otherwise elude you, like an unattended speeder or a control panel that will close the door behind you.

On its own, this perk won't guarantee your escape from the most dogged of pursuits, but it will definitely provide a helping hand.

[200cp, Discounted for Scum] Drug Dealer

When it comes to selling drugs, you are a pro.

You have a sense for those who would be most vulnerable to your pitches and those who are likely to become repeat customers after only one or two goes. You are also generally more effective as a salesperson than you were previously.

It wouldn't be hard for you to make a living off of this kind of enterprise, provided you had the stomach for it.

[200cp, Discounted for Scum] For Sale

Everyone has a price. Even you.

From now on, those whose bribes you would accept have an easy time finding you, and get a good feeling about making such offers. This applies individually by bribe, so if you were a somewhat crooked cop but still has some scruples, others won't suddenly feel inclined to push for things that would actually get them in trouble.

Additionally, you have gained a sense for when others are offering you genuine bribes, allowing you to save face (and keep yourself out of prison) when others scheme to entrap you.

[400cp, Discounted for Scum] Information Broker

You find it easy to maintain a reputation for being a reliable source of information, particularly when they are purchasing or trading for that information.

When others acquire information that you could turn a profit by selling, they will often be drawn towards you by circumstance. Whether you have to buy it from them or they provide it freely will depend on their nature and your persuasiveness outside of this perk, but you do have a strong intuitive sense for when you are taking a loss by paying too much for a piece of intel.

Talent like yours will make you a desirable business partner for many a bounty hunter.

[400cp, Discounted for Scum] Decryption Specialist

You are extremely talented at breaking the kinds of data encryptions present in the Star Wars setting. You will have an easier time learning how to break data encryption methods present In other settings as well.

Additionally, you are well-versed in maintaining and repairing the kinds of machine that are specifically designed to decrypt data for you.

[600cp, Discounted for Scum] Crime Lord

You have an excellent business sense, especially when it comes to less than legal entrepreneurial pursuits.

You are also very good at gauging how you are generally perceived by the underworld at large. This allows you to realise when you are considered 'too soft', and when your ruthlessness is making others take their business elsewhere, allowing you to dial in your conduct to just the right level of cruel.

Lastly, when you are moving within underworld circles, circumstances will often line up to advance you and your interests. For example, a bounty hunter might come knocking that can be discretely pointed at a rival without you being seen as responsible.

Bando Gora Perks

[100cp, Free for Bando Gora] Beautiful

You are quite the looker, Jumper!

On purchase, you must decide whether this acts as a boost to your feminine beauty or masculine handsomeness. In either case, you'll have the kind of looks that are remembered even by those who only get to see you for a brief amount of time.

[100cp, Free for Bando Gora] Evil=Sexy

The Dark Side of the Force often twists and warps those involved with it into hideous looking freaks.

Fortunately for you, your appearance will no longer be marred by any kind of evil or corruptive effects, and may even be enhanced depending on the nature of the effect in question. This does not prevent you from being scarred or disfigured in a more straightforward manner.

You are also quite good at pulling off an "evil sexy" aesthetic, and moving in a seductive manner.

[200cp, Discounted for Bando Gora] Berserker

When charging directly at an enemy, you may choose to apply the effects of this perk.

When this perk is active, you will find yourself moving quite a bit faster than usual, and you will be able to ignore any kind of pain you are experiencing. This doesn't prevent you from taking damage, so it is best to use this ability sparingly, lest you become a predictable foe.

[200cp, Discounted for Bando Gora] Everywhere and Nowhere

Sinister reputations for you and any groups you belong to spread far more quickly than usual. Should a member of your group kill someone, that kill will quickly become associated with your group, even if there is no evidence pointing towards the individual specifically.

With enough kills, it wouldn't be long before your group is only spoken about in hushed whispers or by the incredibly brave (or foolish).

You can toggle the effects of this perk as you like, even for specific groups you belong to. However, toggling this effect off will not undo any reputation spread that has already occurred.

[400cp, Discounted for Bando Gora] Drug Maker

You have a full and complete understanding of the making of death sticks, both the "safer" version that is typically spread around the galaxy, and the tainted version that serves as the Bando Gora's recruitment tool.

You also have a talent for drug making in general, which is strongest for illicit drugs that are mostly useful only for recreation. When it comes to these kinds of drugs, you have incredible insight for opportunities to replace ingredients with poisons, neurotoxins, and other mind controlling substances.

[400cp, Discounted for Bando Gora] Cult Mentality

Just as bodies can be broken, so too can minds. In this regard you excel.

You are now a highly talented torturer and interrogator, able to slowly break down the will of your victims. You are able to effectively utilise different kinds of drugs to enhance your techniques, and have a good sense for how much a person can take before you break them in a way that is unhelpful to your cause.

With such skill, turning even apprentice Jedi into your pawns is not beyond your power.

[600cp, Discounted for Bando Gora] Force Sensitive

You are one of those rare individuals who have a natural talent for the Force. Further still, you have actually already received a great deal of training in the use of this power, and the use of lightsabers.

In both of these regards, you are an equal to Komari Vosa. You do have some freedom in exactly which areas of the Force you excel, provided your particular mix of talent and training does not make you greater than Vosa overall, and does not include techniques that would not have been taught by the Jedi Order during this time period (you cannot have Sith exclusive knowledge, for example).

Power like this will make you a match for all but the most resourceful of bounty hunters, but you are by no means invincible. True masters of the Force, like Count Dooku, would be able to effortlessly dispatch you if you rely on this perk alone.

General Perks

[Free] Basic Piloting Ability

This perk grants you the bare minimum knowledge and skill to pilot most common starships available during this time period. It does not grant you the ability to pilot them particularly well, but at least you can get from Point A to Point B.

Additionally, if you have purchased any starships in the starship section, you will receive the skill necessary to pilot those ships quite well, perhaps not at the level of an ace, but certainly enough to participate in genuine space warfare. You also receive the knowledge and skill to perform basic maintenance and repairs on your purchased ships. It's possible that this additional knowledge and skill may also apply to other kinds of ships, depending on how similar they are.

-Items-

You may choose 2 50cp or 100cp items, 2 200cp items, 2 400cp items, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Star Wars: Bounty Hunter Game Bundle

Want to feel like a powerful bounty hunter, but hate actual danger? Maybe this is for you. This bundle contains:

- A 2002-era television.
- Either a PlayStation 2, or a Nintendo GameCube.
- A controller for your chosen console.
- A copy of Star Wars: Bounty Hunter for your chosen console.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Tie-In Comic

Want to know what the deal with Montross is? Perhaps you just like collecting comics?

This item will provide you with the complete Jango Fett: Open Seasons comic miniseries, in mint condition. Should a comic be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Concept Art

Does the concept art present in Star Wars: Bounty Hunter interest you?

This item will provide you with a physical copy of all bonus concept art that can be earned within Star War: Bounty Hunter. Optionally, these artworks can be signed by their respective artists.

Should any of these pieces be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Trading Cards

Are you a fan of card games, Jumper?

This item will provide you with physical copies of all cards from the Star Wars Trading Card Game that are digitally represented in Star Wars: Bounty Hunter. They come in a Star Wars themed card album for your convenience.

Should any cards or the card album be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Twin Blasters

A pair of WESTAR-34 blaster pistols, made famous by bounty hunter Jango Fett. They never seem to run out of ammo, no matter how often they are used.

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

[100cp] Blaster Rifle

This blaster rifle is fairly commonplace across the galaxy. It is more powerful than a blaster pistol, though its size makes dual wielding unlikely. It never seems to run out of ammo, no matter how often it is used.

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

[100cp] Sniper Rifle

This sniper rifle is quite powerful, though it will be difficult to use without the appropriate skill. It has a slow fire rate, and will be outmatched in close quarters, but in those situations where it excels, you'll be happy to have it on hand. It never seems to run out of ammo, no matter how often it is used.

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

[100cp] Thermal Grenades

A set of ten thermal grenades, useful when trying to clear out bunched up enemies. At the start of each day, you will receive additional grenades if any have been lost, destroyed, or used, in order to take you back up to ten.

[100cp] Active Bounties

This handy database tracks all currently active bounties in the galaxy. It includes a brief summary of the target (including a mugshot), their last known location, and how much they are worth dead or alive. You can sort through them manually, or search for bounties that meet certain criteria.

You can put this database onto any computational device you own, and it is compatible with any ID scanning technology you possess, allowing you to quickly determine whether a person you are scanning has an active bounty on their head.

In future settings you visit, this database will continue to update so long as bounties are a part of the setting – even if the setting in question is not yet at the stage where they would have computers, database, or photographs.

[100cp] Personal Death Stick Supply

A small supply of death sticks, untainted from the Bando Gora's potent neurotoxin, but otherwise as dangerous as one would expect. There is enough here for personal use, but not so much you could act as an effective supplier for others. Your supply replenishes weekly.

[200cp] Heavy Gun

This heavy weapon is powerful, and possesses an impressive rate of fire. At the same time, it is bulky, and it may be difficult to move quickly whilst carrying it. It never seems to run out of ammo, no matter how often it is used.

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

[200cp] Grenade Launcher

This weapon is designed to fire powerful grenade rounds at your opponents. This is the kind of thing you'd love to have on hand when facing down a gunship. It comes with a supply of twenty grenade rounds. At the start of each day, you will receive additional grenade rounds if any have been lost, destroyed, or used, in order to take you back up to twenty.

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

[200cp] Flamethrower

This gauntlet is equipped with a powerful flamethrower which never runs out of fuel, allowing you to use it endlessly. It is the perfect sort of weapon to rely on when rushed by a horde of mindless cultists.

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

[200cp] Toxic Darts

This gauntlet is able to fire specially designed toxic darts at your enemies.

To start with, the gauntlet is preloaded with ten of these darts, which are coated in an extremely powerful poison that will quickly kill most biological species in the galaxy. At the start of each new day, the gauntlet will resupply up to ten if any of the darts have been fired.

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

[200cp] Bacta

In your travels, you will often encounter floating objects that glow blue. These objects are bacta; should you come into contact with one of these objects, it will disappear and a portion of your health will automatically and immediately be recovered. In addition to the bacta that you find out in the world, killing enemies will occasionally cause this same kind of bacta to spawn over their dead body.

No one other than you can see or interact with this bacta, so don't be surprised to find it even when infiltrating enemy hideouts. Attempts to move the bacta without using it will always fail.

As this item merely provides access to this bacta, rather than the bacta itself, you cannot import another item into it.

[200cp] Speeder

A speeder, built for one. You are free to choose any model present during this time period. Regardless of your choice, fuel will never be a concern, allowing you to use it as often as you like. Such a vehicle will be very handy when you need to flee from a bounty hunter.

Should your speeder be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, First free with the True Mandalorian Perk] Mandalorian Armour

This iconic and menacing suit of Mandalorian armour is made primarily from a durasteel alloy. As such, it can take a large amount of punishment, though you would be foolish to depend on this defence entirely for your survival.

As benefitting a Mandalorian suit, it has many built-in weapons and features. The helmet has both a communicator and ID scanner. The gauntlets have many functions. First, one has the benefits of the

Flamethrower item, and the other has the benefits of the *Toxic Darts* item. Additionally, a cutting tool can be found in one of the gauntlets, as can a seemingly endless supply of whipcord, with which you can bind your targets.

The armour also comes with a jetpack. This jetpack has enough fuel to sustain ten seconds of flight, but this amount will rapidly reappear whenever your feet are firmly planted on a solid surface. Attached to the jetpack is a missile, which can be guided after firing to a limited degree. After a missile has been used, another will appear on the jetpack. This will occur up to nine times a day, and if none is attached at the start of the day, one will be (essentially, you can fire missiles ten times a day).

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

[400cp, First free with the Crime Lord Perk] Grand Prize

An extravagant sum of five million Republic credits. On purchase, you may choose whether you receive this as cold hard cash, or whether it is deposited into an account of your preference.

This is the kind of money that can set a person up for life. Of course, you could always put it towards more ambitious ventures?

In each future jump, you receive an equivalent amount of currency in terms of purchasing power. You may choose whether this comes in cold hard cash or is deposited into an account of your preference. In settings where the latter doesn't make sense, you must receive it as hard currency. Post-chain, you instead receive a new sum every ten years.

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

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

On purchase, you must decide whether you receive a single single-bladed lightsaber (i.e. a typical lightsaber), a single double-bladed lightsaber, two single-bladed lightsabers, or even two single-bladed lightsabers that are designed to connect and form a double-bladed lightsaber.

You are free to choose the hilt design for your lightsaber(s), so long as it does not provide an advantage beyond the norm. Likewise, you are free to choose the colour of the blade(s) they emit. Red is common amongst fallen Jedi. You are familiar with the components of your lightsaber(s), and how they fit together; if you took a background in this setting, it is quite possible you constructed your lightsaber(s) yourself. Your lightsaber(s) retain upgrades.

Should your lightsaber(s) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Mandalorian Rage

In your travels, you will occasionally encounter floating Mythosaur symbols, iconography strongly associated with Mandalorians. You are unlikely to encounter more than a couple per day, though during climatic events you may stumble across one or two more than usual.

When you come into contact with one of these symbols, you will feel a surge of power flow through your body. For the next ten seconds, you will become completely invulnerable to damage, as will any equipment you are wearing. Additionally, any weapons you are using will deal noticeably more damage than they typically would.

No one other than you can see or interact with these symbols, so don't be surprised if one is still hanging around somewhere even when your foes try to ambush you. Attempts to move these symbols without using them will always fail.

As this item merely provides access to this power up, rather than the power up itself, you cannot import another item into it.

[**400cp] Borhek**

A genetically modified creature, bred for fighting. Such fights are commonplace aboard Outland Station.

Your Borhek in particular is an exceptional member of its kind, and you could turn a tidy profit by having engage in competition. For those that want to tip the odds further, or just want a greater influence over its actions, it also comes with a control device. The use of such a device is typically against the rules of organised competition, so you'll have to be careful not to draw too much unwanted attention on yourself.

Your Borhek counts as a follower and is intensely loyal to you. If killed, it will somehow show up the next day, good as new. If the control device is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Death Stick Factory

This large factory is designed to churn out large amounts of death sticks, ready for distribution. If you wanted to corner the market on drugs, this would be a great start.

Your factory comes with a small force of Star Wars setting aliens, likely Dugs or Gran. They count as followers, know how to run the factory, and are intensely loyal to you. If any are killed, replacements will show up at the start of the next jump (post-chain, every ten years).

Your factory has a replenishing supply of the materials needed to produce death sticks, including Ixetal cilona. However, this is only a supply for "traditional" death sticks. If you want to alter the formula, such as by adding the Bando Gora neurotoxin, you'll have to source that elsewhere.

In future worlds, you may choose for your factory to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the factory be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Jumper Station

Congratulations! You are now the proud owner of your very own space station, equivalent to the Outland Transit Station in terms of size and scope.

Your station has a large merchant row, as well as an automated docking bay, ensuring it can serve as an effective trading hub. It also has some beast fighting pits, for those looking for entertainment or make it big on a gamble. Of course, as owner, you will receive a handsome cut of all the business that goes on here.

In space-faring settings, when placed out in the world, your station will attract underworld dealings of all varieties. Fortunately, those who are drawn to do business here have the sense not to turn their weapons on you or your people (though if someone already wanted you dead hiding here would not stop them). Law enforcement also seems to turn a blind eye to the goings on of your station; at most you will have the occasional do-gooder looking to settle a score with some piece of scum that has taken up residence, but not with you directly. You can toggle each of these effects on and off as you please.

Your station comes with a small force of various Star Wars setting aliens to maintain, protect, and run the station. In other settings, the unusual nature of these aliens will not be noticed or commented on by others unless you specifically point it out to them first. Optionally, the station can come with someone to run it on your behalf. This defaults to a female Toydarian, but can be any gender and any species (droids included) you like, so long as it does not provide a significant advantage over a Toydarian and is appropriate to the time period. They have a snarky personality, but are quite good at getting their hands on information, which they will provide to you freely. All of these people count as followers and are intensely loyal to you. If any are killed, replacements will show up at the start of the next jump (post-chain, every ten years). Inactive companions may even stay here, so long as they remain inside the station.

In future worlds, you may choose for your station to be attached to your Warehouse, or to be placed somewhere appropriate.

Should the station be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Palace of Crime

A large palace, similar in design to the ones inhabited by Jabba and Gardulla. It comes with a small force of guards and slaves, who are completely loyal to you. If any are killed, replacements will show up at the start of the next jump (post-chain, every ten years). Inactive companions may even stay here, so long as they remain inside the palace.

Of note is an arena, which serves as the feeding grounds for your pet Krayt Dragon. A massive carnivorous reptile, comparable in size to the Krayt Dragon owned by Gardulla the Hutt.

Krayt Dragons are immensely powerful and dangerous. They possess large teeth and can secrete a powerful venom. Their huge body is sturdy and acts as effective armour. They have few natural predators, and are a serious threat even to some of the most dangerous men in the galaxy. Your Krayt Dragon counts as a follower, and is intensely loyal to you; no need to worry about it turning on you when it grows hungry. Should it be killed, it will somehow turn up the next day, good as new.

In future worlds, you may choose for your palace to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the palace be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Small Moon

That's no moon… oh wait, that's exactly what it is.

This small moon sits in some unvisited part of the galaxy. It has a creepy atmosphere, and comes with a small citadel where you can live, and from which you can plan your evil schemes.

The moon offers little in the way of resources, however it is home to the ingredients necessary to create a potent neurotoxin, like that employed by the Bando Gora. The moon has a small force of cultists, you have been thoroughly brainwashed into worshipping you and following your commands. They count as followers, are intensely loyal to you, and are able to produce this neurotoxin for you. If any are killed, replacements will show up at the start of the next jump (post-chain, every ten years). Inactive companions may even stay here, so long as they remain on the moon.

Perhaps most importantly, unless you or your agents tell someone the location of the moon, or the coordinates are left somewhere where they can be found, others simply won't be able to find it. This means, as long as you are wise about who you are including in your plots, you are free to scheme in peace, away from the public eye.

In future worlds, you may choose for your moon to be attached to your Warehouse, or to be placed somewhere appropriate.

Should the moon be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Starships-

There are no discounts in the section. Instead, you receive a **200cp stipend**, for use in this section only. Companions do not receive this stipend.

All starships in this section never run out of fuel, and general upkeep of them is not necessary, allowing you to fly them whenever you like. Weapons like lasers can be used as you like, and munitions like proton torpedoes or rockets are restocked daily up to the starting amount. Should they be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. They retain any upgrades they have received.

Should you already possess any similar vehicles to the ones you purchase here, you may import these vehicles, giving them any advantages the purchases they are imported into offer.

[200cp] Amphibious Interstellar Assault Transport/infantry

The Amphibious Interstellar Assault Transport/infantry (AIAT/i) is a gunship, which were produced more than two decades ago. These days, they are considered a relic.

Despite this, the AIAT/i is a serviceable ship that will get you where you need to go. It has a basic hyperdrive system installed for travel, as well as some laser turrets and proton torpedos equipped for self-defence.

[200cp] Tri-Mark VII Interceptor

This multi-purpose starship was built by Elsinore-Cordova Engineering. Depending on its loadout, it could be effectively used as a heavy starfighter, bomber, light transport, or prison ship. It features many auto-targeting laser turrets, as well as a concussive missile launcher. Unfortunately, it is not equipped with a Hyperdrive system presently, meaning it will require upgrades before it can travel the galaxy at large under its own power.

[400cp] KR-TB "Doomtreader"

A large freighter, with powerful deflector shields. In addition to laser turrets, missile launchers, and proton torpedos, yours has been customised with specialised solar ionization cannons, that can evade standard deflector shields and melt durasteel. It has a CD-3.2 hyperdrive installed.

When you consider the large cargo hold could be converted into cells for captured prisoners, it is clear that this would be a worthy vessel for any bounty hunter.

[400cp] Solar Sailer

A heavily modified Punworcca 116-class interstellar sloop, like the one possessed by Count Dooku.

This personal yacht is more of a luxury vehicle than a space combatant, and is only lightly armed. However, it does possess a speedy Class 1.5 hyperdrive, and luxurious sleeping quarters. It is probably most known for its solar sail which unfurls during flight and works to lower the detectability of the ship.

This starship comes with a free FA-4 pilot droid to do all that annoying flying for you. It counts as a follower, and will be replaced the following day if destroyed.

[500cp] Prototype Firespray-31-class patrol and attack craft

Only six of these special prototype starships currently exist in the galaxy, and in a short amount of time that number will be down to one. Perhaps you've heard of *Slave I*?

This ship is a bounty hunter's dream. It possess a very fast Class 1.0 hyperdrive, as well as a cloaking device. In terms of armaments, it has laser cannons, concussion missile launchers, and is also outfitted with seismic charges.

The Firespray has a unique layout where it 'faces forward' during flight, but the engines point down as it lands. This can make it a tricky ship to master, but you'll find the investment worth it.

If all of this wasn't enough, just know there is still plenty of room for upgrades and enhancements, just as *Slave I* was improved over the years by its owners.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in the Star Wars: Bounty Hunter along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[100cp/400cp] Special Condition

This is an unmodified clone of you, possessing the same species you acquired here. They are presently a child, and consider you to be a parent of sorts. Optionally, they are absolutely loyal to you.

For 100cp, your clone has a copy of all perks you have purchased here. For 400cp, they have a copy of all perks you have acquired until this point.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

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

[0cp] Extended Stay

Not satisfied with the amount of bounty hunting you got to do?

With this toggle, you can delay the end of the jump as much as you like, up to the end of 23 BBY. With a galaxy as chaotic as this one, you'll be sure to find plenty to do.

[+100cp] Confusing Level Design

You are directionally challenged, and have an unfortunate habit of getting lost easily. This may be a problem if you are pursuing a target through a complicated environment.

[+100cp] Clunky Weapon Switching

You are bad at switching between weapons in the middle of combat, and will often fumble your weapons or otherwise take much longer than you should when doing so.

Dual-wielding weapons that are intended to be used that way are not impacted by this drawback.

[+100cp] Sebolto's Struggle

Put simply, you are bad at platforming. Your jumps are lower than they would otherwise be, and you are quite bad at timing and spacing them. Should you possess a jetpack, you find it difficult to operate correctly.

Try not to bite off more than you can chew, lest you share the fate of a certain Dug.

[+200cp] Perfectionist

Whether or not you are a bounty hunter, you possess an odd fixation on bounties that will surely impede your ability to battle.

From now on, you cannot deliberately kill a person until you have confirmed whether or not they have a bounty on them. If they are worth more alive, you must make every effort to capture them instead, only killing them as a last resort.

You aren't obligated to cash in these bounties if you don't wish to, but given the effort you are already going to, it may be wise.

[+200cp] Death Stick Addiction

You've foolishly used death sticks, and are now horribly addicted to them. It will take extreme willpower to go without them. If you are to indulge, you'll have to avoid using the tainted supply being pushed by the Bando Gora. Even if you can avoid tainted death sticks, the usual kind still present a myriad of health risks to the user.

[+200cp] Wanted: Dead

Some lowlife has put a bounty on your head. Initially, this will be a relatively small amount, but each time you kill a bounty hunter after you, the bounty will rise. If you don't wish to draw the attention of the galaxy's greatest hunters, you'll want to keep a low profile and focus on escaping those who hunt you.

[+300cp] Wretched Hive

Throughout your travels, you will be swarmed by low life scum who want you dead. No matter how many you kill, more will arrive. If you are actually thinking of doing some work as a bounty hunter, expect to kill hundreds of these fools before you complete a mission.

There are a few saving graces to this. First, you won't have to worry about any negative consequences for killing these lowlifes. The galaxy at large is happy to see them go, and there will never be any kind of investigation into their deaths. Second, they won't attack you so long as you remain on your own property, allowing you to get somewhere safe in between dealing waves of the galaxy's scum. Third, they will also be basic thugs armed with common weaponry; don't expect to face down Dark Lords of the Sith or the galaxy's greatest bounty hunters as a result of this drawback alone.

[+300cp] Bando Gora Brainwashing

Oh dear, it seems the Bando Gora has already gotten to you.

You are under the thrall of the Bando Gora and will loyally serve Komari Vosa. Fortunately, the brainwashing was not entirely complete. As a result, you are not obligated to reveal your Jumper nature to the Bando Gora, nor will you desire to unless it was otherwise in your nature. This also means you will not use out of jump abilities to compete unless you would desire to outside the effect of this brainwashing. You also do not have to respond to an order to commit suicide, but this does not prevent you from being sent after enemies that have a high likelihood to be your end.

[+300cp] Revenge of the Sith

Darth Sidious knows who you are, and considers you a threat to his grand plans.

Initially, Sidious will be content to delegate the responsibility of killing you to his apprentice, Darth Tyranus. Should he fail, then Sidious will take a more active role in your demise.

Darth Sidious is an extremely powerful Dark Lord of the Sith. He also happens to be the current Supreme Chancellor of the Galactic Republic, and is likely to further cement himself in this position in the years to come. In other words, he wields inordinate personal and political power, and will use either, or both, to destroy you.

If you have taken *Jumper History*, regardless of your past actions, Sidious will be alive, and will be Supreme Chancellor of the Galactic Republic. If he had died then I guess, somehow, Palpatine returned.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

The Jump Strikes Back: You choose to remain in this world. Your chain ends here.

A New Jump: You choose to continue your chain. Proceed to the next jump.

Return of the Jumper: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Timeline of important events possibly occurring within the jump:

Note: This jump occurs within the 'Legends' continuity (also referred to as the Expanded Universe) which existed prior to the Disney acquisition of Star Wars in 2012. This timeline is largely sourced from Wookiepedia.

32 BBY

- The events of Star Wars Episode I: The Phantom Menace take place. The jump begins after this.
- The events of Star Wars: Bounty Hunter take place. Gardulla the Hutt's criminal empire falls and she is killed by Jango Fett. Jabba the Hutt takes control of Tatooine. Jango Fett kills Komari Vosa, ending the Bando Gora as a threat to the galaxy. He is chosen as a genetic template for a clone army.
- Sometime during the events of Bounty Hunter, Jedi Master Sifo-Dyas hires the Kaminoans to build a clone army for the Galactic Republic.

29 BBY

- Han Solo is born.

28 BBY

- Palpatine is re-elected as Supreme Chancellor of the Galactic Republic.

26 BBY

- Yaddle is killed. Shaak Ti joins the Jedi Council as her replacement.

25 BBY

- Jar Jar Binks becomes Padmé's Associate Planetary Representative.

24 BBY

- The former Jedi Master Dooku reappears on Raxus Prime.
- Formation of the Confederacy of Independent Systems on Raxus Prime by the newly formed Separatist Council. The Separatist Droid Army begins to be manufactured. The Separatist Crisis begins.
- Palpatine reaches the end of his second term as Supreme Chancellor; the passage of the Emergency Powers Act allows him to stay in office until the crisis is dealt with.
- The Military Creation Act is proposed.
- The planet Geonosis becomes a member of the Confederacy of Independent Systems.

So, what exactly happens here anyway?

Aboard his ship, Lord Tyranus (Count Dooku) is contacted by Darth Sidious. Sidious informs Tyranus that the Bando Gora has become a threat to his plans, and that it must be exterminated. Once,

Tyranus had the opportunity to kill its leader, but chose not to. Sidious asks why, and Tyranus replies that it was an experiment. Sidious says that it has failed, and that he expects Tyranus to correct this error. Tyranus asks about the clone army plan; Sidious explains that they will require a suitable specimen to act as a template, he recommends Tyranus look amongst the galaxy's mercenaries for one. Tyranus suggests that he accomplish both tasks with one action, which Sidious finds acceptable.

Aboard Outland Station, bounty hunter Jango Fett attempts to capture Meeko Ghintee, who is in the process of rigging a beast fight. Meeko falls into the pit and Fett pursues; he is forced to fight off one of the Borheks as Meeko escapes. After defeating the Borhek, Fett continues his pursuit. Moving into Merchant Row, Meeko steals a speeder as Fett recovers his jetpack, which had been lost when he was attacked by the Borhek. Meeko crashes his speeder, and Fett follows him to the Docking Bay. Meeko reaches his starfighter, but Fett is able to disable it and capture him.

Rozatta, owner of Outland Station, and friend of Fett, provides him with his reward for capturing Meeko, minus her finder's fee. She also presents him with a message from Count Dooku. Jango is one of the select few bounty hunters that are being invited to a undertake a special bounty: Komari Voss, leader of the Bando Gora, is wanted dead or alive for an extravagant 5 million Republic Credits. Against Roz's advice, Fett elects to pursue the bounty. As the Bando Gora have ties to the death stick craze, Fett chooses to start by pursuing a small bounty for a death stick dealer on Coruscant. Roz warns that Montross, another hunter, might also be involved, and Fett suspects that he is. Meanwhile, Montross finishes a bounty of his own and receives the same invitation from Dooku.

Fett heads to Coruscant on his ship, Jaster's Legacy, named for Fett's now deceased mentor, Jaster Mereel. Speaking with Roz, she suggests that he get a better ship, and speculates that the reason he doesn't is because of his attachment to Mereel and his desire to pick up an apprentice of his own. She provides some information on the death stick dealer, Jervis Gloom, before ending the communication.

In the Entertainment District, Fett captures Jervis, who points him towards Groff Haugg in the Industrial District. Fett takes Jervis' shuttle to Groff's nerf-packing plant, a front for his death stick operation. Fett suspects that these are not ordinary death sticks, and sends a sample to Roz for analysis. As Fett travels through the plant, Roz informs him that he is correct, and these death sticks include a powerful neurotoxin. Eventually, Fett comes across Montross. He has already interrogated Groff, and killed him by freezing him in carbonite. Fett and Montross battle, and Montross decides to retreat.

With Groff dead, Fett deduces that he must have had help to keep this operation hidden, possibly from a politician. He finds a communication on Groff's computer from Senator Connus Trell, implicating him. Fett heads to the Upper City, fighting his way through a heavy presence of security police to reach Trell. After he is threatened, Trell tells Fett that he was asked by Sebolto to move a new kind of death stick, and that Sebolto is on Malastare. Fett kills Trell, and destroys a Republic gunship before escaping.

Jango contacts Roz, who explains that Sebolto is a Dug king who keeps a low profile. As he is likely to have upped security in light of the death of his associates, Roz suggests taking a bounty put out by Sebolto to present as a gift, allowing Jango to approach safely. The target is Bendix Fust, who is currently held in the maximum-security prison known as Desolation Alley. Meanwhile, Komari Vosa is informed that bounty hunters are responsible for the deaths related to Bando Gora operations, but remains confident as she believes only one non-cultist knows the location of their secret moon base.

Fett breaks into the prison. He encounters an old-timer who points him in the direction of Bendix. The old-timer also repeats a story he heard from a now deceased inmate: a couple of years back, this smuggler told everybody how he had been rescued from the Bando Gora by a beautiful Jedi girl. However, the girl and two other Jedi were captured in the process. Since the Bando Gora left on the smuggler's ship, which was full of spice, the smuggler hired a bounty hunter to retrieve it. Sometime later, the bounty hunter came back, scared stiff. He had found the ship on some burial moon, but he also saw the Jedi girl kill the other two Jedi in some kind of ritual, and she was now part of the Bando Gora. Jango realises this is Komari Vosa, and asks where the moon is, but the old-timer does not know.

Fett is beaten to Bendix by another bounty hunter, Zam Wesell, who kidnaps Bendix and starts a riot to cover her escape. Fett catches up to Zam as she attempts to steal his ship. The two agree to work together and split the reward; however, a prototype Firespray police ship destroys Jaster's Legacy, changing their plans. Fett heads back through the prison, disabling the shield generators, and then stealing the Firespray for himself. He leaves with Bendix and Zam. Meanwhile, Montross realises he got bad intel from Groff and, hearing news of the prison attack, realises Jango Fett is still on the hunt.

Zam and Fett discuss their plan as they approach Malastare. Zam realises Jango is working another job, and wants to be included. He says she is lucky he is keeping her alive, but if she does what she is told there might be a reward in it for her. He has her drop him off in the jungle nearby Sebolto's base, whilst she is to deliver Bendix and then stick around to help from the inside. Fett makes his way through the jungle and then provides sniper support as Zam infiltrates the base. Meeting back up with Zam, Fett explains that Sebolto has a death stick factory, and he needs a way inside. Zam points out a possible entrance, and asks for Fett's sniper rifle to return the favour.

Fett fights his way through the compound to get to the underground factory. He confronts Sebolto in his throne room, but Sebolto loses his nerve and flees. Sebolto retreats into the factory, but fails to make a critical jump and dies. Progressing into the factory, Fett battles members of the Bando Gora cult. He finds a slaver ship. It lacks a log, but the instrumentation is in Huttese. Montross appears, and mocks Jango. He allowed Jango to do the dirty work, and followed him here. After some jabs about their history, the two battle. It is interrupted by the arrival of Zam in the Firespray, and Montross retreats again.

From overhearing Fett and Montross' conversation, Zam is able to deduce that Fett has been given a special job to kill Vosa, and she wants in. Fett relents and accepts her support. Between the two of them, they work out that the Bando Gora are adding the neurotoxin in order to brainwash death stick users and indoctrinate them into the cult. They also realise that the Hutts must be the ones transporting their neurotoxin to Malastare to add to the death sticks, and thus must know where Vosa's hidden base is. Meanwhile, Montross is following behind them, having added a listening device to their ship.

Fett contacts Roz for more information on the Hutts. She explains that Jabba and Gardulla are currently feuding over control of Tatooine. Roz doesn't know which has ties to the Bando Gora. She does know that no one gets an audience with the Hutts without a gift. A junk dealer, Watto, told her that Jabba has put out a bounty for a Longo Two-Guns and his gang, so Fett chooses to go after them first, whilst sending Zam to get close to Gardulla, who has been hiding away as a recluse. Fett names the Firespray the Slave I.

Fett collects the bounty and asks Jabba for information on the Bando Gora. Jabba says that he doesn't work with that kind of scum, and asks Fett to kill Gardulla while keeping his name out of it –

providing Fett information on a back entrance to Gardulla's palace. Fett contacts Zam, but she is captured in the middle of their conversation. Fett moves through the canyon and gets into the palace. He finds Zam locked up, and she tells him where Gardulla's vault is. Fett wants her to stay put for the moment so that the alarm isn't raised, but she believe he is betraying her and going for Vosa himself, so she shouts to alert the guards, and Fett is knocked out.

Jango is brought before Gardulla, who mocks him for a poor choice in partner. She reveals that Zam is a shapeshifter, laughing at him for not knowing that. She attempts to feed him to her Krayt Dragon. Fett escapes, recovers his gear, fights his way through the palace, and feeds Gardulla to her own dragon before killing it. He collects the data from her vault, but it is encrypted. He sends the data to Roz to look at. Zam apologises for her actions, but Fett chooses to leave her behind.

Fett heads back to Roz, but when he messages her, Montross responds. He has tortured Roz and has the data for Vosa's location. Fett rushes to Outland Station. He finds the wounded Roz, but she asks him to leave her; Montross has set up thermal charges on the station and he needs to flee quickly to survive. She provides him the data for Vosa's location, and asks that he find a purpose beyond mere money. Jango flees the station before it explodes. Meanwhile, Vosa orders the death of the bounty hunters pursuing her.

Jango heads to Kohlma, and makes his way towards Vosa's lair. He finds and battles Montross a final time. After defeating Montross, Fett elects to leave him to be ripped apart by cultists, rather than granting him an honourable Mandalorian death. Fett continues to the lair, but is caught by the Bando Gora. Vosa begins to interrogate Fett, but Zam arrives. She is effortlessly beaten by Vosa, and wounded, but manages to free Fett, who causes Vosa to retreat.

Fett confronts and defeats Vosa. Defeated, she asks if Fett will take her in alive or dead, before suddenly feeling the presence of Dooku and dying via force choke. Tyranus (Dooku) reveals to Fett that he knew where Vosa was the entire time and that she was once his apprentice. He thought that she might make a valuable ally, but instead she became a liability. He explains that the purpose of the hunt was to find a man like Fett. He agrees to pay the credits, but offers more if Fett will become a template for cloning, and will oversee the training of these clones on Kamino. Fett agrees on the condition that the first clone be unmodified and given to him. Tyranus accepts this condition, and the two shake hands over the dead body of Vosa. Fett rescues the wounded Zam.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) **Jumper Station** now offers greater flexibility in optional operator choice. (ii) Minor typo fixes.

1.2
(i) Minor formatting fixes.

1.3
(i) Minor typo fixes.

1.4
(i) Added **Other** to species choice, rewrote **Import** slightly to account for it.