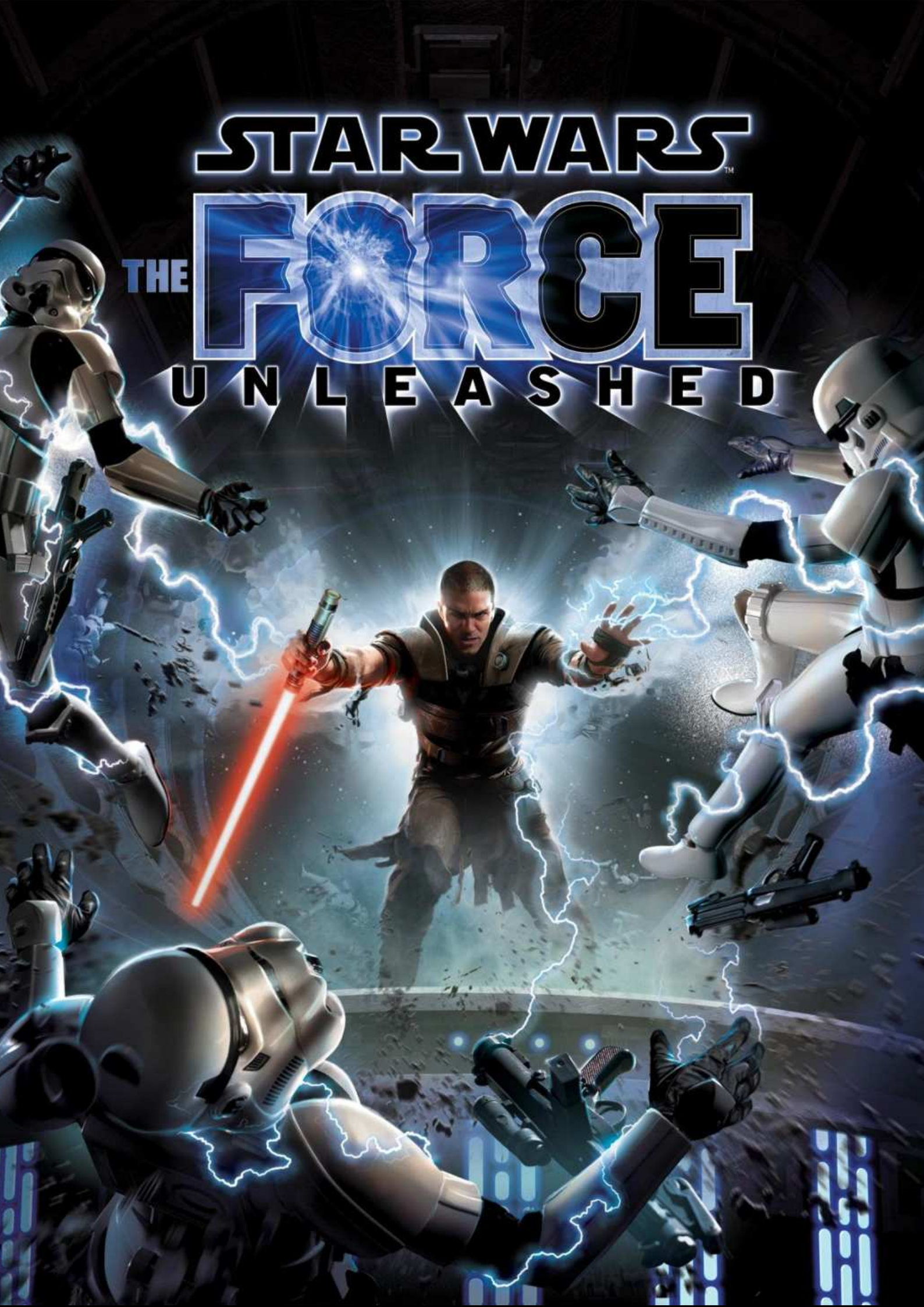

STAR WARS
THE FORCE
UNLEASHED

Star Wars: The Force Unleashed

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

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



THE FORCE UNLEASHED

The galaxy is on the brink of total darkness. The GALACTIC EMPIRE has overthrown the Old Republic, and now holds countless worlds in the grip of fear.

The Jedi Knights have been all but destroyed. Only a handful have escaped Imperial forces, disappearing into hiding across the galaxy.

The Emperor's spies have located a lone Jedi Knight on the Wookie homeworld of Kashyyyk. The Sith Lord DARTH VADER has been sent to destroy him….

You arrive many years later. It is two years before the Battle of Yavin (2 BBY), moments before Vader's secret apprentice is given orders to hunt down Jedi Master Rahm Kota. You will be staying until the end of 1 BBY.

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] Aleena

A short reptilian species, the Aleena have enhanced reflexes, which lends itself to podracing.

Examples of Aleena are Ratts Tyerell and Kazdan Paratus.

[Free] Ewok

A species of shorty furry bipeds. It wouldn't be a stretch to call them living teddy bears. Ewoks are native to the Forest Moon of Endor.

Wicket is an Ewok.

[Free] Jawa

A species of short furry humanoids, with bright orange eyes. Jawas typically cover their body in heavy robes, obscuring their appearance.

[Free] Jungle Felucian

An amphibious humanoid species native to Felucia, and seemingly distinct from the typical variety of Felucians. Unlike typical Felucians, the heads of Jungle Felucians are a mass of tendrils, with their mouth and eyes appearing as black holes within that mass.

[Free] Rodian

A species of green-skinned, reptilian humanoids. They are native to the planet Rodia.

Greedo is a Rodian.

[Free] Togruta

A humanoid species. They possess head-tails known as lekku, not unlike the Twi'lek species. Unlike Twi'leks, their lekku run parallel to their head instead of behind it. Togruta typically possess white facial markings.

Examples of Togruta are Shaak Ti and Ahsoka Tano.

[Free] Ugnaught

A species of short, pig-like humanoids. Ugnaughts are generally known to be industrious and loyal workers. Many Ugnaughts can be found in Cloud City on Bespin, but their homeworld is in fact Gentes.

[Free] Weequay

A humanoid species, which can be best identified by their tough, leathery, skin.

Hondo Ohnaka is an example of a Weequay.

[Free] Zabrak

A near human species native to the planets Iridonia and Dathomir. Whilst many Zabraks can be identified by their cranial horns, Dathomirian females lack these horns altogether.

Examples of Zabrak are Darth Maul and Maris Brood.

[100cp] Gamorrean

A species of brutish, pig-like humanoids. They possess extraordinary strength, and are often employed as guards for this reason.

Voort saBinring is an example of a Gamorrean.

[100cp] Wookie

A species of tall, hairy humanoids, known for their great strength. Wookies possess retractable claws, with which they can climb trees, and their thick fur allows them to comfortably live in extreme cold climates without additional protection. In fact, it is rare for Wookies to wear clothes at any time.

Chewbacca is an example of a Wookie.

[100cp] Yoda's species

You are a member of Yoda's unnamed species. This means you have a lifespan of 900 years. You are a short brown or green creature, with long pointed ears.

All known members of this species have shown to possess great potential in the Force, but if you want this you will have to buy the relevant perk.

[200cp] PROXY Droid

Cannot purchase the Force Sensitive perk in this jump.

You are a holodroid, also known as a PROXY droid, a droid with a general humanoid shape. By projecting holograms around your body, you are able to take on the appearance of others. You are able to mimic the voices of others, and can even replicate mannerisms and combat movements you see. You even have a handful of built-in repulsors and tractor beams, allowing you to emulate some Force powers. In combination, this makes you an excellent infiltrator, as well as a useful training partner.

[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.

Secret Apprentice

You have been trained as an apprentice for either Darth Vader or Darth Sidious. Whether they actually intend to be true to their word and keep you around, or if you are actually just a disposable tool remains to be seen. If you are not Force Sensitive, then you may simply serve one of these Dark Lords as a spy.

Rebellious Spirit

True rebellion against this tyrannical Empire has not yet begun. When it does, you are likely to be quick to join. Perhaps you are an Imperial pilot, soon to defect? A Jedi in exile? A Senator? Regardless of your past, it is your future in the rebellion that you will come to be known for.

Imperial Supporter

But why rebel at all? After all, the Empire is bringing peace and order to the Galaxy. And if they happen to overlook a few misdeeds, where's the harm? Especially if those misdeeds are yours…

-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.

Kashyyyk

A forest planet, and home of the Wookies. It is here that Darth Vader slew Galen Marek's father, and took him to raise as an apprentice. Or will, depending on when you arrive.

Nar Shadaa

A moon of Nal Hutta, and known for the underworld activities that take place on it. An Imperial shipyard above the moon will be attacked by Rahm Kota, leading to a battle between him and Starkiller.

Raxus Prime

Located in the Outer Rim, this planet is covered in junk and waste. It is here that Starkiller will kill Kazdan Paratus, and pull a Star Destroyer out of the sky, should you allow things to progress as they normally would.

Felucia

Located in the Outer Rim, this planet is covered with giant fungal growth, and is teeming with life, leading to the Force deeply permeating the planet. Here, Starkiller will kill Shaak Ti and later defeat her apprentice Maris Brood. So long as you don't change things, of course.

Bespin

A gas giant. The population of this planet live in floating settlements, such as Cloud City. Assuming things occur as expected, Starkiller will recruit the now blind Rahm Kota here.

Kamino

An aquatic planet. It is home to extensive cloning facilities. Here, a clone of Starkiller will have a fateful battle with Darth Vader, unless events are knocked off-course.

Cato Nemoidia

A Nemoidian purse world; it has been taken by the Galactic Empire. The Imperial presence is led by a Baron Merillion Tarko. Should events proceed as usual, the clone of Starkiller will rescue Rahm Kota from Imperials here.

Dagobah

A swamp planet, where legendary Jedi Master Yoda hides from the Empire. Should events carry on as usual, a clone of Starkiller will briefly stop here.

Coruscant

This city-planet is the capital of the Empire. It is home to a now decrepit Jedi Temple, which Starkiller may or may not travel to in his journeys.

Tatooine

A desert planet. Its relevance in this story in minimal, unless a tragic end takes place.

Hoth

An ice planet. It has little relevance to this particular tale, unless a dark path is followed.

Forest Moon of Endor

A forested moon. Unless a particular clone chooses the wrong path, it has little relevance to these particular events.

-Perks-

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

Secret Apprentice Perks

[100cp, Free for Secret Apprentices] Health and Force Bar

In the top left corner of your vision is a bar that measures your overall health. When full, it is a healthy green. When it gets dangerously low, it will turn red and flash.

Additionally, should you have access to the Force, underneath your health bar will be a second, blue bar. This bar will help you to gauge how long you can draw upon the Force before you begin to tire.

You can toggle these bars on and off as you like, in the event you don't want your field of vision interfered with.

[100cp, Free for Secret Apprentices] Enemy Bars

During battle, you will be able to get an indication of your opponent's overall health, measured as a green bar floating above their head. This may help you determine when it is worth pressing an attack to get the battle finished, and when it is better to hold back and allow yourself to recover.

You can toggle these bars on and off as you like, in the event you don't want your field of vision interfered with.

[200cp, Discounted for Secret Apprentices] Dark Side Safety

Thanks to this perk, you can freely draw upon the Dark Side of the Force, or use Dark Side Force abilities (such as Force Lightning), without risk of Dark Side corruption or losing yourself to it.

This perk solely applies to the Dark Side of the Force, so if you aren't a Force wielder, it will do nothing for you.

[200cp, Discounted for Secret Apprentices] The Mix Is In

You have a great sense for how you can combine the various powers you have access to in creative and effective ways. You are also highly skilled at mixing your powers into your melee combat, without creating openings for your opponents to take advantage of.

Techniques like adding Force Lightning to your lightsaber swings just scratch the surface of what you can learn, so long as you can perform the component powers and skills.

[400cp, Discounted for Secret Apprentices] Life From Death

Whenever you kill an enemy, green motes of light will leave their body and fly into yours, restoring your overall health. The more powerful the enemy, the more health is restored.

Used correctly, this power will allow you to sustain yourself as you battle many enemies, or punch above your weight against stronger foes by picking off their weaker minions to keep yourself in the fight.

[400cp, Discounted for Secret Apprentices] Force Points

Whenever you kill an enemy, white motes of light will leave their body and fly into yours. These motes, otherwise referred to as 'Force Points', are stored in your spirit. The more powerful the enemy, the more Force Points are received.

Your stored Force Points can be spent to improve your skill with the lightsaber, with Force powers, and with other kinds of esoteric powers you have access to. As you improve in these areas, the amount of Force points required to progress will become exponentially larger.

You cannot use Force Points to progress beyond a level you could eventually reach with sufficient training; they are simply a means to expedite your natural growth.

[600cp, Discounted for Secret Apprentices] Clone Control

At any time, you can have one of two effects applied.

The first effect prevents clones or other kinds of copies of your form from being created, unless you are both aware and willing for such beings to be created.

The second effect instead allows these beings to be created, however, these beings will inevitably pick up beliefs and values that align with yours, in spite of whatever programming or conditioning they may be put through.

You can switch between these effects, or toggle them both off, whenever you wish. Clones that already exist, or have already begun their creation, will not be disrupted or have their values change should one of the effects be turned on.

Rebellious Spirit Perks

[100cp, Free for Rebellious Spirits] Beautiful Eclipse

The Rebellion has no shortage of lookers, be it Juno Eclipse or Leia Organa. On purchase, you must decide whether you receive a boost in feminine beauty, on par with these ladies, or an equivalent boost in masculine handsomeness.

[100cp, Free for Rebellious Spirits] Personal Theme

You have gained access to an original piece of music. This music is in line with that featured in Star Wars, but is also distinct, and represents you will.

You are able to play this theme music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an

ordinary human). Should you allow others to hear this music, it will quickly become associated with you.

[200cp, Discounted for Rebellious Spirits] Positive Influence

Just as Juno helped Starkiller move towards the Light, your presence works to bring out the best in those around you, helping them to make moral choices and be a better version of themselves.

This perk is strongest for those you love, and who love you in turn. It does not affect those who are hostile towards you.

[200cp, Discounted for Rebellious Spirits] Symbol of Hope

You are able to keep hope in your heart even in the most trying of times. Even if you are left blind and your men are slaughtered, as soon as you can find a path forward, any despair or trauma you may have picked up will quickly fall away.

You also have an easier time instilling hope in others.

[400cp, Discounted for Rebellious Spirits] Top of Her Class

You are an exceptionally skilled starship pilot, on par with Juno Eclipse – who was part of Darth Vader's elite TIE Fighter unit prior to being moved to the role of personal pilot for his secret apprentice.

In addition to your raw talent as a pilot, you will find that you are quick to adapt to piloting different kinds of starships; a handy skill to have if you want to take on the role of a test pilot.

[400cp, Discounted for Rebellious Spirits] Rescue Bait

Through some strange quirk of fate, any time you are captured, others will be motivated to rescue you. This motivation can come from a variety of places; sometimes it may be that a person is trying to gain favour with you or an ally of yours, whilst other times a person just realises that they like you enough that they are willing to go through such a hardship.

Additionally, attempts made to rescue you are more effective than they otherwise would be. This won't guarantee your safety outright, but generally lines many things up to go in your favour, and in the favour of your rescuers.

[600cp, Discounted for Rebellious Spirits] Disorder 66

You have a strange sort of luck, which works to prevent assassination attempts made on you.

First, this perk helps to prevent assassination plots from lining up in the first place. For example, if you were provided troops with secret orders to shoot you in the back, you would get a bad feeling about them (even if you couldn't exactly tell why), and refuse to accept them.

Second, when more direct attempts on your life are made, circumstances will often line up to allow you to escape while fooling the would-be killer into believing that you had perished. While a determined killer might be able to see through the ruse by confirming the kill, depending on the environment and situation, doing so may be more trouble than it is worth.

This perk does not prevent you from being killed in a direct confrontation with your true enemies, and if your enemy stacks plot after plot the perk may not be able to deal with all of them by itself.

Imperial Supporter Perks

[100cp, Free for Imperial Supporters] Imperial March

Powerful men don't run. You won't have to either, after purchasing this perk.

From now on, when you confidently stride, you will – somehow – manage to cover the same distance in the same amount of time as if you were running.

You aren't actually moving faster, and can be outrun by those in your immediate vicinity that are running near or away from you. Rather, this perk works by lining things up in the background so your stride does not put you behind schedule.

[100cp, Free for Imperial Supporters] Stormtrooper Training

The lightsaber might be an elegant weapon, but we aren't in a civilised age anymore.

You've gone through basic training, and are proficient in the use blaster rifles, both at medium-range as well as long-distance sniping. I'm sure you'll make a fine stormtrooper, Jumper.

[200cp, Discounted for Imperial Supporters] ***I lied, as I have from the very beginning.***

You are a skilled liar, able to keep your composure and maintain your facade even in the presence of Force wielders and those with similar abilities.

Convincing someone that is was necessary for you to stab them in the back with your lightsaber is certainly in the cards with this kind of talent.

[200cp, Discounted for Imperial Supporters] Unnatural Proclivities

Let's face it: if you are an Imperial Officer, there are good odds that you like to get up to some activities of dubious morality. Fortunately, this perk will help you have your fun without putting your position in jeopardy.

From now on, organisations or businesses you work for will not fire or demote you for any illegal or immoral acts that you get up to, so long as you are still getting your job done. If you work for the government that would be responsible for punishing you, then they will let you get away with your crimes, and may even attempt to move you into a role where you can perform them on their behalf if they are sufficiently corrupt. All the better for you to hunt Wookies for sport, right?

This perk fails to apply if your crimes directly target the organisation you are working for, so don't think you will get away with treason as a result of this perk alone.

[400cp, Discounted for Imperial Supporters] Strike Me Down

Imagine this. Those 'heroes' have done the unthinkable; they have defeated and captured you. By all rights they should execute you on the spot. Fortunately, you now have this perk.

You now have amazingly persuasive talent when it comes to convincing others not to kill you. You are good at gauging the best approach for such a task, whether that means begging for your life, promising to change your ways, or goading your enemy so that they want to prove themselves good by sparing you, and you can deliver your approach scarily well.

This perk only applies once you have surrendered to your opponent; don't think you can talk people out of killing you as you swing your lightsaber at them. It isn't mind control, just persuasiveness, so there are limits to how far you can push this perk.

[400cp, Discounted for Imperial Supporters] Treachery of the Sith

It is the Sith way for apprentices to kill their masters. In fact, the Rule of Two that orchestrates such events was put in place in order to combat the inherent nature of the Sith to turn on their allies.

Fortunately, you are quick to intuit or discover when one of your subordinates is intending to betray you. This 'sixth sense' will help you determine when to send your spies to monitor that subordinate, or when to confront them directly.

You will also have a good sense for whether the subordinate can be forced back into their place, or needs to be permanently dealt with. Sometimes simply removing their tool for usurpation, such as an apprentice they are training on the side, will be enough to get a person to resign themselves to their role; as fun as it can be, killing isn't always the answer.

[600cp, Discounted for Imperial Supporters] Secrets of Kamino

You have a comprehensive understanding of the sciences and technologies that go into Kaminoan cloning methods. With sufficient resources, recreating the cloning facilities used by the Kaminoans is definitely possible for you.

Right now, Kamino cloning science makes the replication of Force Sensitive clones quite difficult, as they often turn out incomplete, unstable, or flawed in unforeseen ways. With time and effort however, it may be possible for you to solve these issues. Replicating strange or esoteric powers from other settings in your clones may become possible for you as well.

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.

[200cp/400cp] Force Sensitive

You are one of the rare individuals who are capable of wielding the Force – an energy field that binds all life in the Galaxy together.

For 200cp, your potential is on par with Jedi Master Rahm Kota; quite powerful, but falls short of the setting's true heavy hitters.

For 400cp, your potential is on par with Starkiller; at his peak, Starkiller was able to hold his own against the likes of Darth Vader and Emperor Palpatine, and managed to pull an Imperial Star Destroyer out of the sky.

Regardless of your choice, you have not yet realised your potential; time and training and still required. Additionally, purchasing either tier of this perk grants you access to the Force Powers section.

-Force Powers-

You can only purchase from this section if you have purchased any tier of the *Force Sensitive* perk from this jump. You receive no discounts in this section.

Not purchasing a power here does not mean you can never learn it. Purchasing a power here provides you with the power right off the bat, and non-freebie purchases also help you train and improve that power.

[Free/100cp+] Lightsaber Training

You have been trained in the use of a lightsaber. You have an equivalent level of training in the use of a single lightsaber to Starkiller prior to his battle with Rahm Kota. You do not have to have the same Form focus, so long as your overall skill is the same.

Additionally, for 100cp each, you have an equivalent level of training with one of the following weapon styles: two single bladed lightsabers, one double-bladed lightsaber, twin guard shotos, or lightsaber pike. You cannot choose the same style twice. Spending at least 100cp on this option will

help you train and improve all forms of lightsaber combat. Additional spending beyond that does not increase this training buff further.

[Free] Force Basics

You have access to the following Force powers: basic Force push, basic Force grip, Force jump, Force speed, Force sense, and Force visions. You can also draw upon the Force to survive for periods of up to two weeks isolated without food or water.

[100cp] Force Push

A telekinetic 'push', which can be used to push enemies away, or break through certain kinds of barriers. As you develop this power, you can also learn to fire spheres of pressurised air.

[100cp] Force Lightning

A Dark Side power. With it, you can fire electricity out of your fingertips, which can be used to harm your enemies, or just power certain devices. As you develop this power, you may also learn how to maintain a shield of lightning around your body.

[100cp] Force Grip

With the Force, you can telekinetically pick up and throw people and large objects. Can be used to take enemies off their feet, throw them into other enemies, arrange large objects to help you navigate more effectively, and more.

[100cp] Force Repulse

A telekinetic repulsion in all directions around you. When faced with multiple opponents, it can be used offensively to attack in many directions at once, defensively to give yourself space, and even in mid-air to stabilise yourself.

[100cp] Lightsaber Throw

This technique allows you to "boomerang" your lightsaber or other melee weapon. This helps you attack at range, as well as cut objects that would normally be out of your reach.

[100cp] Mind Trick

This power enables you to influence the weak-minded, convincing them of things, and even causing them to turn on their allies and fight alongside you.

[200cp] Droid Animation

Using the power of the Force, you can construct various kinds of droids out of scrap, and power them via the Force itself. As you develop this power, you will learn how to sustain more droids at once, even having them operate autonomously based on your desires without maintaining focus on them. Naturally, a greater understanding of droids and how they operate may help you when using this power.

[200cp] Beast Control

Using the power of the Force, you can befriend and tame wild creatures with less than human intelligence. If you wanted to turn rancors on your foes, or just don't want to needlessly kill wild animals, this is a great power to have.

[200cp] Force Cloak

A rare Force ability, which allows its user to render themselves virtually invisible to the naked eye. When used well, even other Force wielders will have difficulty determining your location.

[300cp] Force Fury

By tapping into your anger, you can enter a special state of mind for brief periods of time. In this state, using Force abilities does not tire you, and you also become a master of telekinetic lightsaber combat. As this ability relies on you drawing on your anger, it is dangerous for Light Side Force wielders to use it.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, 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.

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: The Force Unleashed Game Bundle

Do these games hold a special place in your heart? This bundle contains:

- A 2008-era television.
- Either a PlayStation 3 or Xbox 360.
- A controller for the console chosen above.

- A copy of Star Wars: The Force Unleashed, and Star Wars: The Force Unleashed II for the console chosen above, with all DLC included.
- Either a Nintendo Wii (with controller), PlayStation 2 (with controller), or PlayStation Portable.
- A copy of Star Wars: The Force Unleashed, for the platform chosen above. Additionally, if you chose the Nintendo Wii, you also received Star Wars: The Force Unleashed II for it.

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

[50cp] Star Wars: The Force Unleashed Book Bundle

This is a tale told in many ways. You now have obtained copies of the novelisations of Star Wars: The Force Unleashed, and Star Wars: The Force Unleashed II.

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

[50cp] Star Wars: The Force Unleashed Comic Bundle

Perhaps you want something more visual? This bundle contains copies of the graphic novels of Star Wars: The Force Unleashed, and Star Wars: The Force Unleashed II.

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

[50cp] Colour Crystal Collection

You have acquired this collection of special crystals, which are intended to give your lightsabers some additional flair.

These crystals aren't able to power a lightsaber; instead, they slot into your lightsaber in addition to your usual crystal, and change the colour of your blade. There are colour crystals for red, blue, green, purple, yellow, gold, and black blades. For each colour, there are three styles: normal, a compressed style, and an unstable style. These alternate styles change the way the blade pulses with energy, but this too is simply an aesthetic change. You have two of every crystal provided here; which will come in handy for those that prefer to wield two lightsabers. If you don't have a lightsaber, then they serve little purpose other than a souvenir of your time here.

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

[100cp] Starkiller Costume Collection

This is a collection of every costume worn by Starkiller and his clone in Star Wars: The Force Unleashed and Star Wars: The Force Unleashed II. This collection includes DLC and code costumes. Costumes for characters other than Starkiller simply provide you with their outfits, and do not otherwise change your appearance. The costumes are perfectly sized for you, and are self-cleaning

and self-repairing, though they offer no additional protection above that of standard stormtrooper armour.

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

[100cp] Personal Shield

This wrist-mounted device projects a small disc-like shield, which can even stand up to a lightsaber strike. Unfortunately, it doesn't protect the rest of your body, so you'll have to wield it effectively if you want to survive.

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

[100cp] E-11 Blaster Rifle

The standard-issue rifle of the Imperial stormtrooper. Yours will never run out of ammo.

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

[200cp/100cp] Lightsaber Power Crystal

Additional purchases of the same type of crystal are always discounted.

Each purchase of this item provides you with one of the special lightsaber crystals appearing in either Star Wars: The Force Unleashed or Star Wars: The Force Unleashed II.

When slotted into your lightsaber, these crystals produce a special effect, which ranges from increased lightsaber damage, to increased Force Lightning damage, to a chance of applying an elemental effect when your lightsaber hits an opponent, to reduced strain when using the Force, and much more.

If you purchase multiple crystals of different types, you can combine them into a single crystal with all of the effects in one place.

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

[200cp] Personal Environmental Shield

This device, which comfortably sits on your person (or is incorporated into a suit or armour set if you prefer), projects a forcefield around your person. This forcefield protects you from electricity, fire, ice, and most kinds of acid.

It unfortunately does nothing to protect you from blaster fire or lightsabers. Still, you'll be counting your blessings you have it when you are confronted by a Sith throwing Force Lightning around like crazy. In such cases, the shield can even redirect electricity into weapons you are carrying that could take advantage of it, if you wish.

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

[200cp] Personal Cloaking Device

This device, which comfortably sits on your person (or is incorporated into a suit or armour set if you prefer), renders its wearer invisible to the naked eye.

This cloaking can last for significant lengths of time, but may be disrupted if the wearer is damaged.

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

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

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

On purchase, you must decide which of the following you receive: a single single-bladed lightsaber (i.e. a typical lightsaber), a single double-bladed lightsaber, two single-bladed lightsabers, twin guard shotos, or a lightsaber pike.

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. 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. The crystal(s) that come with your purchase provide no special effects. If you have purchased crystals via the *Lightsaber Power Crystal* item, you may have them immediately slot in to your lightsaber(s); this allows you to determine what colour blade is produced by the crystals by default. Your lightsaber(s) retain upgrades.

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

[400cp] Sith Holocrons

In your travels, you will occasionally encounter large floating pyramids – Sith holocrons. You are unlikely to encounter more than a couple per day, and they tend not to be present during climatic battles or “boss fights”.

When you come into contact with one of these holocrons, you will feel a surge of power flow through your body. For a short period of time, you will experience a “power-up”, such as invincibility, having your Force powers not tire you, or gaining an aura that drains the health of nearby enemies.

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

As this item merely provides access to these power ups, rather than the power ups themselves, you cannot import another item into it.

[400cp] Bull Rancor

A subspecies of rancor, which is larger and fiercer than the common variety, and also possesses immense horns on its head.

The native Felucians do not think such beasts can be tamed, yet for some reason this one in particular has bonded with you, and has developed an intense loyalty to you as a result. It counts as a follower.

If killed, your bull rancor will somehow show up the next day, good as new.

[400cp] Terror Walker

This giant droid walker is designed to cut its way through obstacles, and would be an absolute nightmare if unleashed on an enemy's capital ship.

It is equipped with power laser cutters, as well as missiles. It can deploy swarms of small, spider-like droids known as terror droids. It also possesses a powerful shield generator, that can make it extremely difficult to damage – though this shield can be overloaded with the power of a capital ship's generator.

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

[600cp] Jedi Holocrons

In your travels, you will occasionally encounter large floating boxes – Jedi holocrons. You are unlikely to encounter more than a couple per day, and they tend not to be present during climatic battles or "boss fights". They will often be hidden away, requiring a thorough investigation on order to locate them.

When you come into contact with one of these holocrons, you will receive a reward. Sometimes, this takes the form of a special lightsaber crystal, like the ones offered via the *Lightsaber Power Crystal* item (this is not limited to the canon crystals offered, but original crystals will remain in the same scope of power). Sometimes it will provide you with costumes related to the Star Wars setting. Should you have access to the Force, it may even cause you to immediately develop one of your Force-related powers or skills in the place of training, though this won't improve you beyond your potential. Once a reward has been provided, the holocron will vanish.

No one other than you can see or interact with these holocrons. Attempts to move these holocrons without using them will always fail.

As this item merely provides access to these holocrons, rather than the holocrons themselves, you cannot import another item into it.

[600cp] Challenge Room

This special room is either attached to your Warehouse by a special gateway, or to a property you own.

Inside, you can face simulations meant to hone your combat ability. Death or chain failure cannot occur during these simulations, so feel free to push yourself to your limits.

The room begins with every single challenge present in Star Wars: The Force Unleashed II. As you encounter new kinds of enemies, in this and other settings, new challenges will be created involving them. This will retroactively occur for enemies you have already battled during the chain.

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

Should the room 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] Gorog

A truly colossal, monstrous creature. It is so large, that it could easily crush a grown rancor in the palm of its hand.

The creature is berserk, and difficult to control. Fortunately, it is intensely loyal to you, and will direct its fury at your enemies rather than you or your property. No need to worry about it having you for a snack!

If killed, your gorog will somehow show up the next day, good as new. I'm sure your enemies will be horrified to learn that they have to fight it all over again.

[800cp] Star Destroyer Shipyard

Somewhere out in space is this large starship manufacturing facility. On par with the Imperial shipyard that will be constructed above Raxus Prime, this shipyard is designed to build Imperial-class Star Destroyers, though assembling smaller ships may be possible as well.

In order to produce these ships, you will need to provide the necessary materials. If you lack them, you can offer up currency to have the shipyard source them for you, even in non-Star Wars settings. The cost of materials sourced in this way is substantially marked up from their base value. Only materials used in the construction of the starships appearing in Star Wars: The Force Unleashed and The Force Unleashed II can be sourced in this way.

Optionally, if the shipyard is located close to a planet with useful resources, an ore collection facility can be automatically placed on the planet below, which will fire the resources up to the shipyard via a special railgun. Be warned: this cannon may be the shipyard's undoing if commandeered by the enemy. You have the ability to choose whether the facility is placed each time the shipyard is moved close to an appropriate planet.

Once you have the materials, the shipyard will need to know how to build the desired ship in question. To begin with, the shipyard is capable of constructing Imperial I-class Star Destroyers, as well as TIE Fighters to sit inside them. If you can provide sufficient blueprints, or teach the dockyard crew in some other manner, then the construction of other kinds of ships will be possible as well.

Beyond these two conditions, there are also the practical concerns of production time and space within the shipyard, which limit how many ships the shipyard can churn out at a time.

The shipyard comes with sufficient staff to run and maintain it, which count as followers.

At the start of each jump, the shipyard will be moved to somewhere out in space, within your current galaxy. Generally, it will be placed somewhere relatively close by, that is also fairly secure (so your enemies aren't likely to stumble across it by accident). Post-chain, you can move the location of your shipyard to somewhere in your current galaxy once every ten years. You will always be provided with their coordinates after they are moved. If destroyed, the shipyard will reappear at the start of the next jump. Post-chain, they will reappear after ten years. Your shipyard will retain any upgrades it has received.

[1000cp] Kaminoan Cloning Facility

This facility is on par with the cloning operation at Timira City. It has the infrastructure required to grow thousands of clones at a time.

The facility comes with a staff of scientists to grow the clones for you, as well as an Imperial Battalion to protect it. These all count as followers, though on purchase you can elect not to receive one or both of these groups if you prefer.

Clones can be grown at a normal rate of maturity, at the "standard" accelerated growth that brings them to maturity in half the time, or an experimental accelerated growth developed by Imperial scientists that allows maturity in mere weeks, at the expense of creating aberrant and unstable clones.

The facility comes with genetic material of Jango Fett from which clones can be grown; you will never have to worry about this material deteriorating. The scientists do not have the knowledge necessary to perfectly replicate Force sensitives, or those with esoteric or strange powers from other settings; it will fall on you to provide sufficient material as a template, provide your own expertise, or help the scientists innovate the appropriate techniques if you are wanting a Force sensitive army.

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

Should the facility 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] TIE Advanced x1

A prototype interceptor, like the one used by Darth Vader as his personal starfighter. It is equipped with laser cannons, cluster missiles, and a Class 4.0 hyperdrive, allowing it to take a single pilot across the Galaxy at large.

[300cp] Lambda-class T-4a shuttle

A shuttle, used both for ferrying VIPs as well as acting as a troop transport. It is equipped with laser cannons and a Class 1.0 hyperdrive.

[500cp] Rogue Shadow

You have a copy of the Rogue Shadow, a unique, heavily modified Imperial transport. The starship is equipped with a Class 0.5 hyperdrive, as well as cutting edge cloaking technology, making it very effective as a spy vessel. The ship has laser cannons for defence, and enough space to set up a training room suitable for a Force wielder.

[600cp/800cp] EF76 Nebulon-B Escort Frigate

This 300-metre-long warship was designed for Imperial use, though often made its way into Rebel fleets. One such ship is the Salvation, which will come to be captained by Juno Eclipse, should events play out as usual.

Optionally, your EF76 Nebulon-B escort frigate can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangers are empty. However, for an additional 200cp (800cp total), it has a full complement of 24 starfighters, most of which are Y-wing bombers. If you are choosing to receive a crew, your crew will include pilots of average skill that can fly these starfighters for you.

[800cp/1200cp] Imperial I-class Star Destroyer

A symbol of the Empire's power, this star destroyer runs a length of 1600 metres. A starship like this will be pulled from the sky by Starkiller should events proceed as usual. Try to make sure it isn't this one!

Optionally, your Imperial star destroyer can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangers are empty. However, for an additional 400cp (1200cp total), it has a full complement of 72 starfighters, most of which are standard TIE Fighters. If you are choosing to receive a crew, your crew will include pilots of average skill that can fly these starfighters for you.

-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 Star Wars: The Force Unleashed or Star Wars: The Force Unleashed II 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.

-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] Continuity Clarity

By default, this jump assumes that the Light Side endings of the Xbox 360/PlayStation 3 versions of Star Wars: The Force Unleashed & Star Wars: The Force Unleashed II take place.

With this toggle you can instead use the Wii/PlayStation 2 versions, the novelisations, or graphic novel versions of Star Wars: The Force Unleashed & Star Wars: The Force Unleashed II. You can use the Dark Side endings of either game. You can incorporate non-canon DLC, such as the Jedi Temple campaign. You can even combine all of the above in a manner of your preference, provided there are no internal conflicts created.

[0cp] Prologue

Taking this toggle means you will start this jump sixteen years earlier, in 18 BBY, just as Darth Vader lands on Kashyyyk. This will give you the opportunity to experience a more complete version of this story's events, as well as the chance to steer things wildly off course. You will be staying until the same designated time for the jump to end.

[0cp] Extended Stay

Taking this toggle, your time in this jump ends at the end of 4 ABY, increasing the length of your stay. Assuming things don't go too far afield, this means you will be present for the Battle of Endor in 4 ABY, or whatever version of it comes to pass.

[+100cp] Ow The Edge

You will be filled with needless angst for the duration of the jump. You will always get angry easily, causing you to snap at even those who are trying to help you.

Try not to be too much of a pain to be around.

[+100cp] Annoying Visions

Throughout your stay, you will be plagued by memory flashes of someone else's life. These flashes will be annoying, and occasionally disorienting.

Unlike Subject 1138, the flashes you experience as a result of this drawback will never be helpful, or give you a heads-up for incoming danger.

[+100cp] Agh!

Anytime you take damage, you can't help by yell loudly. This will often be wildly disproportionate to the actual damage you take.

Additionally, you will always find how you sound during these yells very annoying, so it is likely to take away some of the enjoyment you might find here.

[+200cp] Forced QTEs

Whenever you do battle with major or important enemies, you will find that you can only defeat or kill them in specific ways that require a combination of different techniques or abilities. If your string of techniques is interrupted partway through, you will have to start over.

Fortunately, you will be aware of what the specific combination is when you attempt to defeat or kill the enemy in question. You are also capable of damaging your enemies as normal, up to the point where the damage would defeat or kill them.

[+200cp] Blind

Whether it is the result of lightsaber injury, or some other cause, you have been rendered completely blind. This blindness will persist for the duration of the jump; it cannot be healed, resolved by repair/cybernetic implant, or by shape changing/alt-form switching.

[+200cp] Deep Breathing

Like Darth Vader, you are outfitted with various cybernetic prosthetics as well as a life support system. You will be dependent on this system to keep living, even if you are a kind of droid. Your general day-to-day life will also be quite uncomfortable.

It is not possible for you to heal the damage that requires these cybernetics, bypass it by changing your form, or replace or improve the cybernetics to make them more effective or make your life more bearable.

[+300cp] Vader Wants You Dead

Darth Vader knows who you are, and considers you a threat. He cannot be reasoned with.

Vader will initially rely upon bounty hunters (such as Boba Fett) to hunt you down, but will show up in person if need be. If the time period aligns, he may send Starkiller after you. If necessary, he will inform the Emperor of your existence, and wield the weight of the Empire against you.

If you have taken *Jumper History*, regardless of your past actions, Vader will be alive, and will be at least as powerful as he is in Star Wars: The Force Unleashed. If he had died, then either he has somehow come back to life, or you were simply mistaken.

[+300cp] Attack of the Clones

It seems the Kaminoans have gotten their hands on your genetics (or your schematics if you are a droid).

Throughout the galaxy, there are many clones or copies of you, who have a copy of everything you have purchased here. The clones are most commonly found amongst factions you are opposed to. All of the clones created by this drawback are hostile towards you, and cannot be persuaded otherwise. Occasionally, one will seek you out, attempting to assassinate you.

Stay on your toes, Jumper.

[+300cp] Sith Master Difficulty

Your enemies benefit from an extreme surge in power and competence when they are facing off against you. If you were thinking of breezing through squads of Stormtroopers with the power of the Force, think again; if you want to survive, you will need to employ strategy, keep your wits about you, and choose your battles wisely.

This is a temporary buff that only applies to enemies that you are currently fighting against; this means that you cannot buff your allies by briefly facing them in battle.

-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.

18 BBY

- The prologue of Star Wars: The Force Unleashed occurs. Galen Marek is found by Darth Vader on Kashyyyk.
- The Empire retakes Naboo, assassinating Queen Apailana.

12 BBY

- Sometime between 17 BBY and 12 BBY, the 501st battle Separatist holdouts on Mustafar. Their leader, Gizor Dellso, is killed and the Separatists are defeated.
- The 501st put down a clone uprising on Kamino. This leads to a change in Imperial policy for cloning, as they diversify the genetic templates they use.

2 BBY

- The main story of Star Wars: The Force Unleashed occurs. Starkiller sacrifices himself to save various Rebel leaders from the Empire. The Rebel Alliance is formed.

1 BBY

- The events of Star Wars: The Force Unleashed II occurs. A clone of Starkiller defeats Darth Vader on Kamino, and Vader is briefly captured by the Rebel Alliance.

0 BBY/0 ABY

- Sometime prior to or during 0 BBY, a prison riot occurs on the Death Star. During this riot, a partial set of Death Star schematics was sent to a Rebel Base on Polis Massa.
- The 501st attack the Rebel Base at Polis Massa. The Death Star plans are gone, but information present allows Vader to deduce Leia Organa has them.
- The events of Star Wars: Episode IV A New Hope take place. Alderaan is destroyed. The Battle of Yavin occurs. The Death Star is destroyed.

3 ABY

- The events of Star Wars: Episode V The Empire Strikes Back take place. The Battle of Hoth occurs. Luke Skywalker learns that his father is Darth Vader. Han Solo is frozen in carbonite.

4 ABY

- The events of Star Wars: Episode VI Return of the Jedi take place. Han Solo is rescued from Jabba the Hutt, who is killed in the process. The Battle of Endor occurs. The second Death Star is destroyed. Darth Vader kills the Emperor, and dies shortly afterward.

On Followers:

Followers granted by options within this jump can be of any gender makeup. Unless otherwise specified, they can be any species on offer within this jump, as well as other species that are within the same scope of power, and that appear within the Legends continuity during this approximate period in the timeline. Droids are also a valid choice, provided they are of a model that is appropriate to this time period, and that does not offer significant advantages beyond what is needed for the follower in question. A Star Destroyer full of non-humans would be unusual, but is allowed. You cannot choose for them to be Force sensitives. These followers are loyal to you, rather than the cause, so don't worry about being shot in the back should you choose to defect.

So, what exactly happens here anyway?

Note: This plot summary was created using playthroughs of the PS3/Xbox 360 versions of The Force Unleashed & The Force Unleashed II. Different versions of these games, as well as their novel and comic book adaptations, feature slightly different versions of the same overall story. The summary focuses on the 'Light Side' endings, but does note where the endings occur and the story diverges. For the purposes of this jump, the original Starkiller will be referred to as Galen Marek, and the clone will be referred to as Subject 1138, for ease of comprehension.

Eighteen years before the Battle of Yavin, Darth Vader is sent to Kashyyyk to hunt a lone Jedi Knight. He kills this Jedi, before finding that he has a son that is powerful in the force (so much so that he initially suspects the son to be the Jedi's Master). Vader kills any Imperial witnesses and takes on the son (Galen Marek) as a secret apprentice. Over the years, Marek forgets his real name and is bestowed the callsign 'Starkiller' by Vader.

Two years before the Battle of Yavin, aboard his in-construction Super Star Destroyer, Vader assigns Marek the task of killing Jedi Master Rahm Kota, who is attacking a critical Imperial shipyard. Vader instructs him to kill Kota's men and Imperial alike, as he cannot be discovered by the Emperor. Marek survives an ambush attempt by PROXY, a prototype holodroid which serves Marek but is also programmed to attempt to kill him – a method of 'training' Vader has devised. After the attempt, Marek meets his new pilot, Juno Eclipse, and Marek is taken to Nar Shadaa on his ship (the Rogue Shadow).

On the trip to Nar Shadaa, PROXY gives Marek a breakdown of Kota's profile; he was a brilliant general, but refused to use clone troops, instead using a volunteer militia. This saved him from Order 66. Juno is surprised that Marek is hunting Jedi, but continues to do her job.

Marek fights his way through Imperials and militia alike as he moves through the Imperial shipyard above Nar Shadaa. He reaches Kota, who is disappointed that Vader sent a boy to fight him – the purpose of the attack was to draw Vader out so Kota could kill him. In the battle, Kota senses that in the future, Vader won't always be Marek's master. When he senses himself, he is distracted and blinded, before being sent hurtling to Nar Shadaa below. Assuming his death, Marek retrieves Kota's lightsaber and returns to Vader.

Vader assigns him his next target, Kazdan Paratus. He reminds Marek that once he has proven himself, the two will work together to defeat the Emperor.

Heading to Raxus Prime, Marek, PROXY, and Juno see that a makeshift temple, modelled after the Jedi Temple on Coruscant but made from junk, has been constructed. Battling through Rodian

scavengers and droids reanimated from scrap via Kazdan's use of the Force, Marek finds Kazdan in a facsimile of the High Council Chamber. Kazdan has been driven insane by his failure, and after a battle is killed by Marek.

Marek is contacted by Vader through the use of PROXY. Marek informs Vader that Kazdan Paratus is dead. Vader says that there is one last test: Master Shaak Ti. Marek heads to Felucia.

As the Rogue Shadow arrives on Felucia, it is seen by Shaak Ti and her apprentice Maris Brood. Maris wants to join her master in battle against the Sith assassin, by Shaak Ti forbids it, wanting to ensure the Jedi are preserved. Maris complies, though is unhappy about it. A Felucian asks if Maris has been corrupted, but Shaak Ti says she is simply afraid. Marek confronts Shaak Ti at the Ancient Abyss, a giant Sarlacc pit. He defeats her, but before her death she warns him that the Sith always betray one another.

Marek is called back to Vader's ship so that the two can finally confront the Emperor. When he gets there, he is stabbed through the back by Vader; the Emperor's spies have been following Marek and the Emperor has already arrived to confront them. Palpatine insists that Vader kill his secret apprentice to prove his loyalty, and Vader complies by throwing him out into the vacuum of space.

Marek's body is retrieved and brought to a medical station. When Marek comes to, Vader (speaking through PROXY) tells him that it was necessary for the Emperor to believe he is dead. He tells Marek to cut all ties with his past, and to facilitate the formation of a Rebel Alliance, which can prove a sufficient distraction so Marek and Vader can move on the Emperor. PROXY has already set the medical station to fly into a nearby sun. Leaving the station, Marek chooses to rescue Juno, against Vader's advice to cut himself off from the past.

Needing a way to gather the Empire's enemies, and train him in ways Vader could not, Marek remembers Rahm Kota's feeling himself in his future. Marek tracks Kota from Nar Shadaa to Ziost to Bespin. Meanwhile, Princess Leia Organa is brought to Kashyyyk to effectively act as a hostage so that her father, Senator Bail Organa, does not speak out against the Emperor.

On Bespin, Marek finally tracks down the now blind Kota. After Marek fights off Imperial forces, Kota is convinced to help. Kota joins the crew, and points Marek towards Kashyyyk; a contact he has in the senate has something valuable here, and if Marek is able to recover it, he may be inclined to help.

On Kashyyyk, Marek finds his father's house, and experiences a vision of his father breaking into the Imperial installation of Ozzik Sturn, and finds Leia Organa. She refuses to leave until Marek destroys the Skyhook that is being built so that Wookies can be quickly ferried off-world as slave labour. Leia concedes that it will be rebuilt eventually, but the extra time will allow the Wookies to disappear. As Marek destroys the Skyhook, he is challenged by Ozzik Sturn in an AT-KT, who he kills. The Skyhook is destroyed.

Kota explains who Leia is and her relation to Senator Bail Organa. Marek wants to contact Bail Organa, but Kota says that is not possible because he has gone missing. After Bail attempted to get Kota to rescue Leia, he went in search of Master Shaak Ti.

On Felucia, Bail Organa is being held hostage by Maris Brood, as a bargaining chip if Darth Vader arrives. Maris, as well as much of the planet, has fallen to the Dark Side, and Imperials have arrived on the planet as well. Marek fights through Imperials and Dark Felucians, even moving through the stomach of a Sarlacc at one point. Eventually he reaches the Rancor Graveyard, where Bail Organa is

being kept. Maris battles Marek, utilising a Bull Rancor she tamed. The Bull Rancor is killed, and Maris is defeated. Marek choose to let her flee instead of killing her.

Bail Organa is willing to join this Rebellion. He says other senators may be swayed, but need convincing. In order to find a suitable target to win over others to the Rebellion, Marek contacts Vader, who tells him that the Empire is building Star Destroyers above Raxus Prime. After the communication, Juno comes in, having seen Marek talking with Vader. She is angry that Marek is still Vader's slave, but reminds him that he chose to rescue her against Vader's orders. She says that the time will come where he chooses the fate of the Rebellion, not Vader.

On Raxus Prime, as Marek moves towards an Imperial ore collection facility, he is notified on comms that PROXY has left the ship, and thanks Juno for the heads-up. As Marek moves through the facility, he is attacked by PROXY, who cycles through several combat modules of various enemies Marek has faced, and ultimately uses a Darth Maul module. Marek defeats him, and moves on. He overloads towers in the facility, which causes ore being shot up to the shipyard to be used in construction to be shot much faster, destroying the shipyard. A Star Destroyer comes after Marek, but he manages to rip it out of the sky with the Force. The shockwave fries PROXY's primary programming (to kill Marek), and Marek takes PROXY back to the Rogue Shadow.

A meeting is arranged on Corellia. There Marek meets with Bail Organa, Garm Bel Iblis, and Mon Mothma, with Leia Organa present via PROXY. They agree to form a Rebel Alliance, with Marek as its leader. However, suddenly the Empire arrives. PROXY cuts the connection with Leia moments before Vader marches in with stormtroopers, commanding the leader to be caught so that the Emperor can execute them personally. Marek battles Vader, but is defeated. Vader reveals that he never intended to topple the Emperor with him, he used him from the very beginning. Vader is distracted by PROXY using the Obi-Wan Kenobi combat module. Vader stabs PROXY, but Marek is able to escape, and is picked up by the Rogue Shadow.

Juno and Marek discuss what to do, resolving to go after Vader and the rebels. Marek meditates in order to determine where to go. He sees a massive space station, and Kota in danger. This leads them to the in-construction Death Star. Juno gives Marek a good-bye kiss as he jumps into the station.

Marek battles through the Death Star. Vader is sent to confront him. Marek gets the better of Vader, who is sent flying into the Emperor's observation room. The Emperor begins to attack Kota with Force Lightning, and Marek must choose whether to save Kota or finish Vader. Choosing to save Kota, Marek battles and briefly bests the Emperor, but is persuaded not to give in to his hatred and kill him by Kota. The Emperor tries to electrocute Kota again, but Marek blocks it. Kota gets the captured Senators to safety as Marek holds the Emperor off, giving his life to do so. Palpatine tells Vader that he has become more powerful in death, as he will inspire this newly formed alliance, and orders Vader to hunt them all down.

On Kashyyyk, the Rebel Alliance is formed in earnest, with Leia choosing the Marek family crest as a flag for the Alliance to use as a symbol of hope. Kota tells Juno that he suspected from the beginning who Marek was when Marek sought him out on Bespin, but amidst his dark thoughts he also saw the he held deeply onto a light: Juno.

(In the non-canon Dark Side ending, Marek chooses to kill Vader, but is severely wounded by the Emperor and sculpted into his new assassin. This Sith Assassin goes on several missions, killing Ben Kenobi on Tatooine during the events of this timeline's Episode IV, and turning Luke to the Dark Side on Hoth during this timeline's version of Episode V.)

Eventually, Kota is captured by Imperial forces. Darth Vader puts forth a plan to destroy the legacy of his apprentice. He creates a clone of Galen Marek. Approximately six months after the Death Star battle, he visits this clone on Kamino. The clone, Subject 1138, has survived a 13-day isolation by drawing on the Force. He experiences visions of Galen Marek's life, a side-effect of cloning a Force Sensitive and flash training him with Marek's memories. Vader has him battle holodroids, which take the likeness of rebels, as well as Juno Eclipse, in order for Subject 1138 to combat and conqueror the weaknesses of his template. Subject 1138 cannot bring himself to strike down Juno; Vader explains that the previous subjects went mad within months, and he had hoped Subject 1138 would be the first success. A vision of Mark being stabbed by Vader alerts Subject 1138 to his fate, and he takes Vader by surprise with Force Lightning in order to escape, stealing Vader's TIE Advanced and heading to Cato Neimoidia, where Vader had told him General Kota was being kept.

On Cato Neimoidia, Subject 1138 is greeted by Baron Merillion Tarko, who was expecting Vader. 1138 attempts to bluff his way through the situation, but it fails, and his is forced to battle Imperial forces. He fights his way to the arena, where Kota is being kept. Desperate, Baron Tarko releases the Gorog, a massive, monstrous creature. In the chaos, the Gorog eats Tarko, and is killed by 1138, who escapes with Kota on the Rogue Shadow.

Subject 1138 explains to Kota that he is a clone, but Kota doesn't believe him since he doesn't think Jedi clones are possible – he simply thinks Vader lied to him. Kota wants him to get back into the fight for the Rebellion, but 1138 only wants to see Juno, and desires to meditate. He drops Kota off on Malastare, and heads to Dagobah. Meanwhile, Vader hires bounty hunter Boba Fett, telling him to go after Juno Eclipse in order to bait the Starkiller clone.

On Dagobah, 1138 has a brief encounter with Yoda. He enters a cave, where he sees a vision of the future where Juno is hurt. This causes him to return to Malastare, pick up Kota, and head to the Salvation, which Juno captains. 1138 provides Kota with the necessary information for the Rebellion to make a strike on Kamino. Before they get to Juno, the ship comes under attack. 1138 comes across PROXY, who had been salvaged by Juno and Bail Organa. PROXY warns him by showing him Boba Fett. 1138 tells Kota to order the attack, and heads to the docking bay where Juno was last seen.

1138 battles through terror droids and terror troops to get to Juno. She sees him briefly but Boba Fett takes her aboard the Slave I and escapes. 1138 tells Kota to launch the attack on Kamino now, but he already has. During the lightspeed journey to Kamino, 1138 destroys a Terror Walker droid that had been terrorising the ship during the raid.

The Rebel fleet arrive in Kamino's orbit. 1138 helps fight off Imperials boarding the Salvation. With much of the ship destroyed, and Kamino's planetary shield preventing a ground assault, 1138 has Kota board the Rogue Shadow and the remaining crew abandon ship. He flies the Salvation into the planetary shield generator, using the Force to move ships out of its path, and bailing at the last minute, arriving safely on Kamino.

1138 and Kota and his men fight through the city separately, briefly meeting up before separating once more. Moving through the facility, 1138 realises that Vader has built an army of thousands of force sensitives.

1138 confronts Vader, battling him as well as many imperfect Starkiller clones. Vader retreats, and when 1138 catches up, he has Juno. He demands 1138 surrender to him, or she dies. 1138 complies, but Juno grabs one of his lightsabers and attempts to attack Vader, who blasts her away. Presuming her dead, 1138 goes into a rage, and defeats Vader. Kota and his men show up, and Kota persuades

1138 not to kill Vader. 1138 checks on Juno, who comes to in his arms and kisses him. The Rebels are victorious, and scatter in different directions, with Vader as their prisoner, so that they cannot be followed. However, Boba Fett pursues them.

(In the non-canon Dark Side ending, 1138 chooses to kill Vader, but before he can kill him he is stabbed by another Starkiller clone, who kills Kota as well. Vader reveals that the cloning process is already perfected. Juno stays dead, and the Empire is victorious. The starkiller clone is sent to kill the Rebel leaders. Later, he is present on Endor's moon during the events of this timeline's Episode VI. He kills Han Solo, Chewbacca, and finally Leia, who had been trained as a Jedi after Luke had died earlier.)

-Changelog-

0.1
Created the jump.

1.0
(i) Lowered price of **Yoda's species** to 100cp. (ii) Added more detail to the **PROXY Droid species option**. (iii) Added more detail to the **Starkiller Costume Collection** item. (iv) Minor typo fixes.

1.1
(i) Added **Other** to species choice, rewrote **Import** slightly to account for it.