V0.15



MOVIE COMPILATION
THE SKYWALKER SAGA

A long time ago in a galaxy far, far away humans and many species of aliens co-exist on planets that range from wealthy, planet-wide cities to deserts sparsely populated by primitive tribes.

A mystical power exists within this reality known as the Force, an energy field created by all living things which binds the galaxy together.

Through training and meditation, those whom the Force is strong with exhibit various powers such as telekinesis, precognition, telepathy, and manipulation of physical energy.

The powers of the force are wielded by two major knightly orders in conflict with each other: the Jedi, peacekeepers of the Galactic Republic who act on the light side of the Force through non-attachment and arbitration, and the Sith, who use the dark side by manipulating fear and aggression.

While Jedi Knights can be numerous, the Dark Lords of the Sith are intended to follow the rule of two: a master and their apprentice.

+500 CP

Through this Jump Compilation you have multiple choices, you may choose to start in one of several scenarios or in one of the 3 trilogy but must take that trilogy in order as a singular Jump universe.

You may, if you wish, choose to take all nine movies in order as a singular Jump universe.

Each Mini-jump and Independent Scenario counts as its own Jump for the purpose of Jump related perks such as 1-UP's.

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Galactic Species

You may purchase a race at the beginning of each trilogy or at the start of an independent scenario. Once a race has been purchased you will gain it as an Alt-Form and it will be free for all further trilogy's and independent scenarios.

Hybrid - Free
If you wish to be a hybrid you may select 2,4 or 8 races. The race cost will be the average cost of the races rounded up to the nearest **-50 CP**.
To get the average cost of the races add the cost of each race and then divide the total by the amount of selected species.
The same race may be selected multiple times but repeated purchases will be the labeled price unless it was previously **Free**.
Any abilities possessed by the species will be reduced by the percentage of the species.
Any race based stipend will be reduced to the percentage of that race you had then round down to the nearest multiple of **+50 CP**.

Fusion - Free/-50 CP [Incompatible with "Hybrid"]
By picking this option you may purchase as many races as you can afford with your species being a perfect combination of each race granting you all of the natural abilities of each species. You may also have some control over the physical appearance of the resulting **Alt-Form**. For **-50 CP** you will also gain an **Alt-Form** of each race purchased.

Human - Free
A species of sentient, bipedal mammals with bilateral symmetry possibly native to the planet Coruscant. Throughout the galaxy, they constituted the culturally dominant species and were commonly encountered on most settled planets, from the bountiful planet of Naboo to the desert world of Tatooine.

Ardennian -100 CP
This race is slightly shorter than humans with six dexterous arms, two of which are used as legs and are extremely agile and quick. The race is covered in fur with their skin tones ranging from shades of blue, tan and gray.

Arkanian -50 CP
This near-human species who only physically differ from humans in that they possess only three fingers instead of four. They are characterized by their skin tone ranging from tan to pale, typically with white hair and pale white eyes. The race has been genetically altered over generations with them now possessing Claw-like nails and the ability to see into the infrared spectrum.

Atoan -150 CP
This near-human species possesses an outward appearance that resembles baseline Humans, however they lack a centralized heart and instead they have thousands of smaller hearts evenly distributed throughout their entire body. This feature makes them considerably faster and stronger granting them greater longevity, far quicker reflexes and superior stamina than humans.

Bothan - Free
A race of furry mammalian anthropoids, about 1.5 meters tall. Hailing from Bothawui and several colonies, Bothans differed in facial appearance and body structure with canine, feline, and equine features. They were known for being master politicians and spies, craving intrigue and subterfuge.

Cathar -50 CP
A species of feline, bipedal humanoid that possess fur and manes. The races are quick and powerful, making them efficient predators with retractable claws that can deliver powerful killing attacks.

Cerean -50 CP
This species of sentient mammals are distinguished by their massive coned craniums that store their complex binary brains granting them immense mental capabilities. Aside from this unique feature, Cereans were physically similar to Humans, although they each possessed two hearts.

Chagrian -100 CP
This species is composed of tall, horned, amphibious humanoids that are taller than a Human with their skin tone ranging from light blue to indigo. They are most notably recognized by their thick tentacles that curved around their shoulders, as well as two more horn-like extremities above their heads. This race possesses acute low-light vision, has a natural resistance to radiation, is able to breathe fully underwater but as their tongues were used to enhance their sense of smell resulting in an extremely weak sense of taste.

Chiss - Free
This species of near-humans mammals possess blue skin, red eyes, and dark blue hair, they also have quick reflexes and sharp hearing.

Clawdite -100 CP
This sentient reptilian species that ranged in color from pale yellow to dark green and can change shape to impersonate any humanoid close to their shape. This race can not change their body size or mass, adopting a new form requires a great deal of concentration.

Dathomiri -50 CP
This near-Human species is the result of hybridization between Humans and Zabrak. Dathomirian females tended to have pale gray or white skin and usually blue or silvery eyes, and tall and thin bodies. Their male counterparts more closely resembled Zabrak, muscular and powerfully-built who sported skin patterns similar to Sith tattoos and vestigial cranial horns. Females tended to exhibit a certain athleticism, while males usually possessed powerful strength.

Duros - Free
This humanoid species has smooth blue-green skin, red eyes, lipless mouths, and long thin noseless faces with green blood. When the Duros experienced high amounts of strain, a kind of oil—which had a highly irritating smell and bad taste—gathered in the sacs along their ribs.

Epicanthix -50 CP
This warrior species of Near-Humans are generally human in appearance, possessing faces that were slightly longer than usual, with narrow eyes and black hair. The race possesses a natural unconscious talent to shield their minds from Force-assisted mental tricks, influence, domination, and mind reading.

Ewoks +50 CP
This one meter tall primitive species of bipeds are covered in fur from head to toe, with brown and black as the most common colors. They have large, bright eyes, small humanoid noses, and hands that possess two fingers and an opposable thumb.

Firrerreo -150 CP
This race of animalistic near-humans have highly developed canine teeth, two-tone hair, and membranes that both protect their eyes from intense flashes of light and enable them to see the ultraviolet range of the spectrum.
They also had tremendous ability to heal quickly, able to survive even a direct blaster shot if the damage didn't harm anything vital to the heart or brain. Most minor wounds took minutes to heal, while major ones took mere hours with their healing factor being rapid enough that the naked eye could watch a wound close.

Gen’Dai -200 CP
This species bodies are made out of a seemingly immortal jumble of regenerative corded muscle and nerve bundles which move like tentacles. The Gen'Dai faces are humanoid with two eyes, a nose, and a mouth full of razor-sharp teeth however they are able to use heavy armor made for humanoids to give themselves a form which can pass for any number of species in the galaxy. Lacking the vulnerable vital organs of most species, the Gen'Dai can take extreme injuries such as complete dismemberment, and survive to regrow lost body parts while regenerating their wounds making them notoriously difficult to kill.

Goblin -200 CP
Though this race’s true name is not recorded they are known in some sources simply as Yoda's species with a life span measured in many hundreds of years. Members of this species are small in size, roughly comparable to that of a human child, with green skin, large eyes, long pointed ears with three-fingered hands ending in claws.
This purchase gives your **+200 CP** that can only be used in the **Force Sensitivity** section or on any perk that is intended to use the Force.

Gungan -100 CP
This amphibious sentient species are indigenous to the planet Naboo, they are able to live on both water and land. Gungans are tall humanoids with a flexible structure, strong leg muscles, strong bills, muscular tongues, and many other traits designed for living in the waters of Naboo.

Hutt -100 CP
A large slug-like reptiloid species native to the planet Nal Hutta that is well known as galactic gangsters. They have a thick and leathery skin which is extremely durable with the epidermis resisting all but the most corrosive of chemical substances. Their slimy coating protects them from chemical burns and heat that in tandem to their skin makes them naturally blaster resistant. Hutts are resistant to many poisons and diseases, are immune to mind tricks and seldom fall ill. Their tails are supported by a skeletal spine allowing them to slither and propel themselves through muck which legs would sink into.

Iktotchi -100 CP
Iktotchi are a horned near-human sentient species from the harsh, windy moon of Iktotch, which orbited the planet Iktotchon in the Expansion Region. The Iktotchi are distinguished by the two large, curved horns protruding downwards from their heads. They have a skin-tone varying from peach to brown and are very resistant, protecting them from the violent winds. The Iktotchi have a natural talent for mental powers such as precognition telepathy.

Ithorian -100 CP
This race of mammalian herbivores are from the planet Ithor they are commonly called Hammerheads by less sensitive beings because of their long, curving neck and T-shaped head. They have two mouths on the opposite sides of their necks with four throats, making them speak in stereo, giving them a deep, rumbling voice with most Ithorians being peaceful and revered by nature. In addition to allowing them to speak their unique stereophonic language, the Ithorians' four throats also had the ability to violently expel air, resulting in a deafening and potentially concussive scream.

Jawa +50 CP
This species of meter-tall furry humanoids have yellow eyes and have high pitched voices, they are native to the Outer Rim desert world of Tatooine and are easily identifiable by their traditional brown hooded robes, though it was not unheard of for them to wear other colors.

Kel Dor -50 CP
This species is native to the planet Dorin and are required to wear specialized breath masks that cover their eyes and nostrils in order to survive oxygen-rich environments. The Kel Dor are a tall, humanoid species that possesses three fingers and a thumb on each hand. The thick, leathery hide covering their bodies allows them to survive exposure to the vacuum of space for a time.

Lateron +50 CP
The Lateron are a short species from the planet Lateron who possess four arms, a keen sense of smell and a wide sense of taste.

Miraluka -100 CP
The Miraluka are a near-human sentient species that lack eyes, only retaining vestigial eye sockets, they have tanned brown skin and gray or white hair. They are naturally able to perceive the environment around them through Force sight instead of regular vision. This vision was so strong that if a Miraluka looked upon a Jedi or Sith, they could "see" Force radiating off them. This purchase gives your **+100 CP** that can only be used in the **Force Sensitivity** section or on any perk that is intended to use the Force.

Mirialan - Free
This near-human species native to the planet Mirial with skin tones ranging from green and yellow to pink or purple. Most have traditional black geometric tattoos on their faces which symbolize personal achievements. Mirialan have a strong connection with the natural world and typically believe in the Force. This species have enhanced reflexes and were also incredibly flexible and agile, traits which aided them in activities such as combat.

Mon Calamari -50 CP
This humanoid, bipedal, amphibious species have high-domed heads, webbed hands and large, goggle-like eyes, which stick out from the sides of their heads. In addition to being webbed, the Mon Calamari hand presented three suction-cup like holes on its palm, and featured five claw-tipped fingers: one opposable thumb, two long middle fingers, and two very short outer fingers. Although they were shaped like flippers, their feet could nevertheless fit into boots designed for humanoid feet.

Morellian -50 CP
A species of near-Humans native to the planet Morellia characterized by two arms with five-fingered hands, a torso, and a head. Members of the species were distinguished from Humans due to their extra-long lifespans. At 110 years old a Morellian has yet to reach his or her prime, and not until age 160 did a Morellian typically show signs of aging.

Neti -150 CP
This species of shapeshifting sentient plants from the Inner Rim planet Myrkr, they are generally between 2 to 5 meters tall, with skilled individuals being able to morph its shape into a roughly humanoid solid treelike mass anywhere from 2 to 9.5 meters tall. Neti were extremely long-lived, with an average life span of several thousand years. They have no need for food, have a greatly reduced need for water so long as they have regular access to broad-spectrum light.

Pantoran - Free
The Pantorans are a near-humans species with yellow eyes and blue skin that turn indigo when they blush, they are native to the moon Pantora. The Pantorans have a greater resilience to low temperatures than humans.

Pau'an -50 CP
The Pau'ans are gaunt, long-limbed species of humanoids from Utapau with gray, furrowed skin, and sunken eyes. Their arms ended in long, pentadactyl hands with an opposable thumb and sharp nails, they have sunken black eyes in red eye sockets enabling them to see well in darkness and they have sharp, jagged teeth. The Pau'ans have two stomachs and hypersensitive hearing, which prompts them to wear special coverings to protect their fragile ears. They have long lifespans, living up to 700 years earning them the nickname of "Ancients".

Pooba -50 CP
The Pooba are a small sentient species of bipeds covered in blue fur from head to toe, with a voracious appetite and a powerful physical strength.
This purchase gives your **+100 CP** that can only be used in the **Force Sensitivity** section or on any perk that is intended to use the Force.

Quarren -100 CP
This humanoid, squid-like sentient species is native to the planet Mon Cala they have four facial tentacles which protrude from their lower jaw. Their skin-color range included various hues of orange, salmon, tan, pink, and purple. They had a pair of deep turquoise eyes, finned hands with suction-tipped fingers, and small tusks on their mouth. In the two long protrusions that extended from either side of their faces, Quarren had gill-like structures that were actually hearing organs. They are natural swimmers and are most comfortable underwater, prefering to be immersed in liquid, they are also capable of spitting clouds of black ink as a defensive measure in combat.

Rattataki - Free
The Rattataki were a Near-Human species characterized by their chalk-white skin and bald heads. Virtually isolated from the rest of the galaxy, the Rattataki developed a violent society on their home planet of Rattatak, which involved extensive gladiatorial combat.

Rodian -50 CP
These green-skinned reptilian humanoids are native to the planet Rodia. They possess large pupil-less eyes that can see in the infrared spectrum. Rodians also have twin saucer-like antennae that detect vibrations atop their head. Rodians also had slender snouts, pointed ears, and a ridge of spines cresting their skulls.

Sephi -50 CP
This humanoid species is native to the planet Isobe, they have a long life and an affinity with droids and machinery. They are capable of emitting a pheromone that was capable of knocking other beings unconscious with the sensation of being close to death, an ability developed by their ancestors as protection against predators. They have long tapered ears that could twitch, swivel and flatten in accordance with their emotional state. Their skin tones include lavender and peach, and their eyes could be green or blue.

Shi'do -300 CP
The Shi'ido are a sentient species of shapeshifters from the planet of Lao-mon. In their natural forms, they appear to be humanoids with pale skin, wide mouths, and deep set eyes. Their entire physiology was extremely pliable, and their skeletons were made of very thin, yet dense, bone. Their tendons were detachable, and could be moved about their body at will. Due to their pliable structure, Shi'ido were able to mimic nearly any object or being, such as Humans or Rodians. They were also able to drastically increase their mass, and were known to have hidden flesh within their bodies that assisted in such transformations. In addition to this, Shi'ido were also able to change the texture of their skin to mimic rocks, trees, scales or fur. Shi'ido have very long life spans and could live to be 500 years old, and were considered adults at 61 years of age and possess a form of telepathy.

Sith Pureblood -100 CP
This species of red-skinned humanoids originate from the world of Korriban and are distinct for their bone spurs, facial tentacles, and genetic predispositions toward both left-handedness and the dark side of the Force, the Sith species coalesced into an empire ruled first by kings and later by Dark Lords.
This purchase gives your **+100 CP** that can only be used in the **Force Sensitivity** section or on any perk that is intended to use the Force.

Sullustan - Free
This species of humanoids come from the planet of Sullust, they are naturally talented at manufacturing, scientific and technological development, and economics. The Sullustans were distinguished by the two flaps of jowls around their cheeks, large ears and large, mouse-like eyes that were typically dark and gleaming.

Taung -100 CP
An ancient sentient species of the Core Worlds planet Coruscant, they are two meters tall, gray skinned and yellow eyed. Taungs were strong and known to be extremely resilient, able to endure physical hardships that many other species could not. Their five fingers were tipped with sharp claws, and bony ridges adorned the top of their skulls.

Togruta - Free
A humanoid species, characterized by their large montrals, head tails, white facial pigments and colorful skin tones, including, but not limited to, orange, red, white, and yellow. Togruta montrals are large hollow horn-like projections on the top of their head, which gives the species a form of passive echolocation.

Trandoshans -100 CP
This species of large, bipedal reptilian humanoids come from the planet Trandosha and have the ability to regenerate limbs and heal effectively. Trandoshans have smooth, scaly skin and long powerful arms that end in either three thick digits, or four thin digits, including a thumb. Trandoshans had a pair of eyes set back on a pointed skull, and a jaw filled with pointed teeth.

Twi'leks - Free
Sometimes referred to as Rylothians, this near-human species' most striking feature is a pair of long appendages protruding from their skulls, called lekku. They are also distinct by their vast array of skin colors, including white, orange, yellow, green, pink, blue, purple, black, grey, and red.

Vahla -100 CP
This near Human species are tall and slender, possessing cartilaginous skeletons, which gave them exceptional flexibility and all members of this species are Force-sensitive.
This purchase gives your **+100 CP** that can only be used in the **Force Sensitivity** section or on any perk that is intended to use the Force.

Wookiee -100 CP
This species of tall, hairy humanoids are native to the planet Kashyyyk and have extendable claws which they use for climbing. They are quite strong, have an average lifespan of 400 standard years and were known to rip people's arms out of their sockets when provoked. Though being from a temperate planet known for its swamps and forests, wookiee fur has water-shedding properties and makes them perfectly comfortable on icy worlds like Ilum and Hoth, not requiring any additional protective clothing.

Zabrak - Free
This near-human carnivorous species is native to the planet Iridonia and have distinctive horns atop their heads, as well as two hearts, which allows them to pump oxygenated blood around their systems more quickly than other species meaning they could go faster for longer. Some Zabraks possessed a ring of small, vestigial horns that ran from high on their brow round to the back of their head.

Zeltron -50 CP
A humanoid sentient species whose skin varies in shades of red ranging from light pink to deep red with their skin turning a deeper red when angry. Zeltrons give off pheromones that make people like them with it having a calming effect, Zeltrons also experience amplified versions of the feelings of those around them, especially those they care about.

Zygerrian - Free
This humanoid feline species from Zygerria that are distinguished by their feline appearance, having pointed ears and clawed hands, while some individuals also had faces that were entirely covered in fur ranging in color from brown to gray, red, or black and have eye color varying between yellow and blue. The species is well-known for its long history of violence, war, and slavery, which the Zygerrians viewed as a natural order of life.

Force Sensitivity

This indicates the training that you have retroactively received and the equivalent strength that your force capabilities begin as this will not denote your in-Jump rank.
In order for the force to function in future Jumps it will reach into your future Jumps with you as its anchor unless you take the "**Independent Force**" Perk.
At the start or end of a Mini-Jump or scenario you may upgrade your **Force Sensitivity** by paying the difference between the rank you already have and the one you wish to purchase.

None +200 CP
You have no powers within the force.

Jedi Initiate/Sith Acolyte Free
You have only just begun your initial lessons in the ways of the force under the tutelage of a more experienced force user.
Your use of the force is limited, requiring great focus to do even the most basic of force abilities.

Jedi Padawan/Sith Apprentice -100 CP
You have been directly trained under a more experienced force user the basic principles of the force and the practical applications but lack the emotional control required to consistently use the force safely causing them to have emotional outbursts that harm themselves while overpowering their abilities.

Jedi Knight/Sith Lord -200 CP
You have completed your training and passed the required Trials to become a full member of the Order.
You have control over your force abilities and are able to use them at will, however your strength within the force is not very powerful.

Jedi Master/Sith Darth -300 CP
You have been recognised as a worthy member of your order and have been allowed to pursue your own studies, moving forward in your experience with the Force on your own terms.
With this you have learned to harness the deeper aspects of the Force with your force strength allowing you to become a powerhouse of your order.

Jedi Council Member/Sith Dark Councillor -500 CP
You have grown in knowledge and power to stand among the highest echelon of your order with enough power to pull vehicles apart with the force and take out an army single handedly.

Jedi Grand Master/Sith Emperor -600 CP
Your knowledge and power is far above the highest echelon of your order.
You are the greatest and wisest of all with the kind of power that allows you to power starships from the sky and target your enemies through the force from planets away.

Embodiment of the Force -800 CP
You are now beyond the petty squabbles of the Jedi and Sith, you are the peak of what could be matching or surpassing the Mortis gods, the Father, the son, the daughter and possibly even the mother.
You also know the nifty trick for grabbing lightsaber blades with your empty hands and producing a pseudo lightsaber through the force.

Pre-Jump General Perks

The Perks in this section can be purchased before starting any Mini-Jump or Scenario.

Opening Crawl - Free
You can activate this **Perk** at the start of any Jump or if you find yourself in a new situation such as being teleported to a new planet.
When this Perk activates you will be given an opening text scroll which will display text on a downward tilt which will reveal a three-paragraph summary of sociological and political events immediately relevant prior to your arrival.

Galactic Basic Standard - Free
Also known as Galactic Standard, this constructed language is composed of components of the various founding species of the Galactic Republic and almost all Humanoid races speak it.

Other Languages - Free/-50 CP/-300 CP
You may select a single language to have learned for **Free** and may purchase additional languages for **-50 CP** or by paying **-300 CP** you may learn to understand and where possible speak all the following languages:
Aqualish, Binary, Bocce, Bothese, Catharese, Cheunh, Dathomiri, Dosh, Dug, Durese, Ewokese, Gamorrean, Geonosian, Gungan Basic, Hapan, High Galactic, High Sith, Huttese, Ithorese, Jawaese, Kaleesh, Kaminoan, Kel Dor, Kenari, Mando'a, Mon Calamarian, Neimoidian, Olys Corellisi, Quarrenese, Rodese, Rodian, Ryl, Shyriiwook, Sith language, Snivvian, Sullustese, Sy Bisti, Tarc, Taung, Thykarann, Togruti, Toydarian, Trandoshan, Tusken, Twi'leki, Ubese, Ugnaught, Weequay, Whiphid and Yuuzhan Vong.
You may also choose to refund up to **300 CP** worth of languages you have paid for in order to pay towards the full Perk.

Force Suppression -100 CP
You are able to hide your force capabilities from the senses of others deceiving them into thinking that your capabilities are weaker, stronger or non-existent.

Independent Force -200 CP [Requires "Jedi Master/Sith Darth" or above]
Your power no longer comes from the force but instead your own energy field that acts as a mimicry of the force. This field is centered and localized on you with its power growing in size in proportion to your capabilities. You can choose to share its capabilities with others and integrate any star wars force perks into this order to improve the capabilities of what you can share.

Sith'ari -200 CP [Requires "Independent Force"]
Using this Perk you can copy the properties of other similar energy fields and integrate any perks or powers that are derived from a universal force such as gravity control or the speed force in order to make them each stronger than they would be separately and have any of the overlapping capabilities multiply.

Chosen One -200 CP [Requires "Independent Force"]
This perk protects you from any corruption that occurs when using the force, allowing you to toggle any physical characteristics that would occur from force corruption such as yellow, red or purple eyes. This perk can also integrate perks or powers that aid your mental and spiritual balance making them each stronger than they would be independently.

Force Sorcerer -400 CP [Requires "Independent Force"]
Though this perk you gain knowledge of how to practice Allyan Magic, Death magic, Gungan magic, Shadow Magic, Sith alchemy, Sith magic, Totem magic and Tulgah Sorcery which are all ways to the use of the Force and Force powers to wield a form of magic. Using this Perk you can incorporate the properties of other catch-all terms for energy powers and abilities such as Ki, Magic, Psionics or Kinesis in order to make them each stronger than they would be separately and have any of the overlapping capabilities multiply.

Lightsaber Smith -400 CP
With this Perk you gain a vast wealth of knowledge on lightsaber construction including an archive of each and every lightsaber ever constructed in canon and the personalisations made on each lightsaber. This knowledge is not just of the lightsaber construction itself but also how each component is constructed every step of the way from the raw materials allowing you to theoretically construct any known lightsaber from scratch. This perk also allows you to work out how any materials could be incorporated into your lightsaber such as knowing how best to use Katchin in the lightsabers frame or how to process Taydenite into a lightsaber focusing crystal. Using this perk you can also convert **CP** to **LP** at a rate of **-50 CP** to +**150 LP**.

Pre-Jump General Items

If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Republic Dataries - Free
Once per 168 hr cycle you can receive the monetary equivalent required to buy a pre-owned spaceship on coruscant. This amount depends on the current economy but is about 23,000 credits. You can take this money in any local currency type including Galactic Credit Standard, Calamari Flan, Chromium, Aurodium, Peggat, Wupiupi or Imperial Credit.

Lightsaber - Free/-50 CP
Your first lightsaber is **Free** and comes with any of the features that are **Free** in the **Custom Lightsaber** section but you may pay for additional extras. Any additional **Lightsabers** cost **-50 CP** and may be purchased before or after completing any Mini-Jump or Scenario.

Custom Lightsaber

Using this section you can design a custom lightsaber as part of a lightsaber purchase.
With each purchase you gain a stipend of **+200 LP** (Lightsaber Points) and may purchase more at a rate of **-50 CP** for **+50 LP** unless you have taken the **Lightsaber Smith** Perk.

Import - Free
You can import a Lightsaber from another Jump allowing you to gain features it specifically says that it has and make purchases to give it new customisations.

Saber Modifications -100 LP
With this purchase you may purchase any number of components to switch out once per day and you may pay for additional features before or after completing any Mini-Jump or Scenario.

Twin Saber -100 LP
This can be purchased with any lightsaber allowing you to have a second lightsaber with the same component options as the one this is purchased with.

Hilt Types

Standard - Free
By far the easiest to use and the most common type of hilt seen in the galaxy.

Staff Hilt -50 LP
This lightsaber hilt can be between twice and seven times the length of a standard lightsaber.

Shoto Hilt -50 LP
This lightsaber hilt can be between half and one seventh the length of a standard lightsaber.

Curve-Hilted -50 LP
The curve-hilted lightsaber is designed to allow more precise movements as well as perfect flexibility in lightsaber-to-lightsaber combat.
It gives the wielder more power with overhand strikes and can change the angle of the attacks by the merest fraction of a degree.

Tonfa-Style -50 LP
This lightsaber is attached to a perpendicular handle. Its design allows for a wide variety of blocking, trapping, jabbing and slashing techniques making it a versatile and highly dangerous weapon in the hands of someone trained in its use.

Lightsaber Cane -100 LP
This lightsaber is disguised as a regular cane with the lightsaber emitter located on one end. The cane serves as a long handle, increasing the reach and range of the weapon.

Wrist Hilt -100 LP
The hilt of your lightsaber is incorporated into a wrist brace instead of a separate tool. This makes it easier and faster to have the lightsaber ready since the weapon is always close at hand. It also makes concealing the lightsaber much easier, allowing for surprise attacks.

Spinning Hilt -200 LP
The hilt of your lightsaber is connected to a circular rim that, when activated, can spin the blades along a track.

Hilt Addition
These additions to your lightsaber can be taken with any other hilt type.

Electrum Plating -50 LP
This purchase gives your lightsaber hilt a plating of the gold-like metal electrum which is often described as giving items a majestic, regal appearance. In the last days of the Old Jedi Order, golden and electrum lightsabers were reserved for senior members of the Jedi Council.

Force Lock -50 LP
This lightsaber has an internal safety switch that prevents the lightsaber from activating while it is on. This switch can only be alternated using the force.

Blaster Hybrid -100 LP
The Hilt of your Lightsaber is able to fire blaster bolts allowing you to disguise it as a custom blaster.

Brylark Frame -100 LP
The frame of your lightsaber is made from the wood of the Brylark tree, a wood that is as strong as metal but far more flexible allowing it to adjust slightly to the grip of whoever is holding it and better resist high amounts of strength.

Phrik Panels -100 LP
This rare and robust alloy has a number of useful features, it is resistant but not invulnerable lightsabers and it has the ability to disperse electricity allowing its user to deflect force lightning and other forms of electrical weaponry with ease.

Beskar Reinforcement -200 LP
Known as Mandalorian steel this alloy is notable for its high tolerance to extreme forms of damage, allowing it to withstand a direct blaster shot and repel lightsaber strikes as effectively as another lightsaber blade.

Internal Nanite Repair System -200 LP
Your lightsaber contains an internal store of nanites that will attempt to repair any damage that the hit takes, allowing small cuts to vanish instantly and a lightsaber that has been cut in half to be repaired over the course of a few minutes.

Hilt Shifter -200 LP [Discounted with Saber Modifications]
You are able to **Purchase Multiple Hilt Types** for your lightsaber and can toggle the **Hilt Additions** you have purchased at will. You are also able to switch between the different lightsaber **Hilt Types** you have purchased at will.

Blade Types

Training Lightsaber +50 LP
The training lightsaber is used to practice lightsaber combat. While non-lethal, contact with the blade can cause bruising and even minor burns. This type of lightsaber is often used in conjunction with the basic Shii-Cho style of lightsaber combat.

Singlebladed - Free
The most common variety of lightsaber which has a blade of pure plasma emitted from the hilt and suspended in a force containment field. The field contained the immense heat of the plasma, protecting the wielder, and allowed the blade to keep its shape.

Firesaber - Free
This is a variation of the single blade with its crystals misaligned just enough to cause the energy of the blade to flare out randomly. This makes the blade less effective as a cutting tool, but far more dangerous as a weapon both for the user and their enemy.

Great Lightsaber -50 LP
This lightsaber can project a blade up to three meters in length. These large lightsabers are generally used only by beings of immense stature.

Short Lightsaber -50 LP
The short lightsaber employs a shorter blade than the more common lightsaber. The smaller blade allows for easier use in combat by those Jedi who are of a smaller stature. Also, a short lightsaber is sometimes utilized in the Jar'Kai combat style by individuals of normal stature.

Broadsaber -100 LP
The broadsaber is a type of specialized lightsaber that produces a broader and flatter blade than a standard lightsaber's cylindrical blade. This gives it a profile closer to that of a traditional metal sword. The broadsaber provided a larger overall surface for the blade and the edge of the blade is far more effective as a cutting tool but loses the advantages of an omnidirectional cutting edge

Lightwhip -100 LP
This variant of the lightsaber can have either a solid core or can become a long and flexible blade of energy that can be wielded like a whip.

Light Ring -100 LP
This odd variant of the lightsaber emits its blade out at a 90 degree angle before it wraps around and re-enters the hilt on the opposite side in a near perfect circle.

Lightsaber Rifle -200 LP
This odd form of lightsaber was an attempt to give Jedi a long range option against armored vehicles and dangerous beasts. Unlike the canon version of this weapon your Lightsaber Rifle will not require slotting a lightsaber into the rifle as ammunition instead using your own lightsabers settings to alter the shots fired without the risk of melting down the lightsaber.
As a ranged weapon, it is capable of producing an overwhelmingly powerful and destructive beam of energy identical to a standard lightsaber blade but it can charge a shot causing many times more damage than a simple lightsaber slash or thrust.

Blade Addition

These options can be purchased with any other Blade type.

Underwater Lightsaber -50 LP
Most lightsabers short out when the blade touches water, this blade is made to operate underwater due to two crystals employing a bifurcating cyclical-ignition pulse.

Forked Lightsaber -50 LP
This gives the lightsaber a second emitter coming out of the hilt at a 45-degree angle to the axis of the lightsaber.

Crossguard Lightsaber -100 LP
Your lightsaber gains two shorter blades perpendicular to it at the end of the hilt.

Dual-Phase -100 LP
Your lightsaber uses a combination of focusing crystals to create a blade that can extend up to double the original length with a simple instant activation.

Double-Bladed -200 LP
This can be purchased with any other Blade type. With this you can emit two blades from the lightsaber. Each blade can be activated independently of one another or simultaneously.

Joined Saber -100 LP [Requires Double-Bladed]
You may have your lightsaber be composed of two normal lightsabers attached together.

Fiber-Cord Link - Free [Requires Joined Saber]
A fiber-cord links each lightsaber in your double-bladed lightsaber allowing you to strike from unexpected angles and retract the cords in order to merge the sabers once again.

Hinged Saber - Free [Requires Double-Bladed]
Your double-bladed lightsaber is able to fold in half, making it easier to store while not in use.

Blade Shifter -200 LP [Discounted with Saber Modifications]
You are able to **Purchase Multiple Blade Types** for your lightsaber and can toggle the **Blade Additions** you have purchased at will. You are also able to switch between the different lightsaber **Blade Types** you have purchased at will.

Crystals

Adegan Crystals - Free
Adegan crystals were kyber crystals found in and around the Adega system. There were five different types of Adegan crystals Danite, Kathracite, Mephite, Pontite and Relacite though these are functionally identical for lightsaber use.
Though the crystals themselves are clear they produce either a green or blue lightsaber.

Amplification -50 LP
Amplification crystals are synthetically engineered silver crystals that produce a silver lightsaber blade.

Ankarres Sapphire -200 LP
This crystal is capable of magnifying the force healing powers of its wielder and is one of the most potent crystals that could be used in lightsaber creation. The blade of this crystal is a Sapphire blue.

Bane's Heart -250 LP
This copy of the synthetic Red lightsaber crystal was originally created for Darth Zannah. It has unique properties that makes it so that if it is used in a lightsaber, it causes that lightsaber to release an electrical discharge so that the blade is coated in a form of force lightning.

Barab Ingot -200 LP
When used in a lightsaber, the ingots produce a transparent blade that causes anything it strikes to burn and possibly catch fire.

Blackwing Crystal -50 LP
When used in a lightsaber, they produced a dark, smokey ash blade.

Bondara's Folly -50 LP
This rare lightsaber crystal causes the blade to give off a light-brown color.

Baas' Wisdom -150 LP
This uncommon crystal is seldom used in lightsaber construction. The crystal has the effect of causing a freezing effect when used during combat, often causing frostbite.
The crystal gives the lightsaber’s blade a notable navy blue color.

Dahgee -100 LP
The Dahgee crystals have unique properties, causing the blades to have a zigzagging pattern with a dark silver core and a colored aura.

Damind -200 LP
This type of lightsaber crystal is unique to the planet Daminia. When set in a lightsaber's crystal chamber, damind creates a wider and longer blade and draws blaster fire to the blade.
The blades are either a crystalline blue or a translucent red.

Dantari Crystal - Free/-50 LP/-150 LP
This type of lightsaber crystal is only found on Dantooine. For **Free** the blades produce either lightsaber blades coloured red, green, or blue however **-50 LP** they can also come in some rarer colors, purple, pink, and yellow.
If you have purchased **Crystal Switcher** you can pay **-150 LP** to get one of each crystal color.

Dark Kyber -100 LP [Free with Beskar Reinforcement]
An almost unique variation of the Kyber Crystal that emits a blade with a black core which draws in surrounding light and color, leaving a faint white, electrical aura along its edges.

Dawn of Dagobah - Free
This odd lightsaber Crystal can only be found on the planet of Dagobah. The crystal gives the lightsaber blade a distinctive teal color.

Dragite -100 LP
Dragite gems are brittle kyber crystals found in the D'olop mountain range on the Expansion Region agriworld M'haeli. When they are in a lightsaber, they emitted a loud hum, and produce a disorienting shockwave when striking a solid target.

Durindfire -50 LP
The Durindfire gem was a precious crystal found on the planet Tatooine.
When used within a lightsaber they produce a white blade with a distinctive silver sheen.

Eralam -50 LP
A type of lightsaber crystal once mined on the third moon of the planet Erai. Eralam crystals produced a mostly transparent lightsaber blade.

Etaan crystal -200 LP
This indigo crystal forms in the depths of Etai. Unlike most lightsabers instead of deflecting blaster bolts they are absorbed into the blade causing it to glow brighter.
When clashing against another blade, the blade gives off all absorbed energy as a potentially deafening crack and flare of energy.

Firkrann -150 LP
Firkrann crystals are a heavy crystal mined on the planet Rafa V. The crystal passively emits an electrical charge that passively disrupts most droids.

Ghostfire Crystal -300 LP
A very particular rock found on a handful of planets. The crystal produced a transparent blade, that only produces an illusory afterimage of the saber. The blade does not produce the sound of most lightsabers being nearly completely silent.

Heart of the Guardian -150 LP
An ancient crystal that produces a unique bronze hue and yellow core. When inside of a lightsaber it emits a form of pressure that allows it to move without air drag allowing it to move far faster.

Hurrikaine -100 LP
These lightsaber crystals are from the planet Hurikane and produce a deep blue or violet colored blade. They are also surprisingly good at penetrating defenses.

Jenruax -100 LP
A refined form of Opila, the Jenruax crystal has been cleansed of impurities making the blade a lighter green color and more agile, thus better at deflecting blaster fire.

Kaiburr -1000 LP
This ancient Force relic, initially located on the planet Circarpous V. The crystal passively increases its users Force-sensitive power one thousand times over. Among its magnification of abilities were the ability to heal, to further augment a Force-user's connection to the Force, to project Force lightning by those typically unable, and to empower and energize a tired being close in proximity to the crystal. If used as a lightsaber Crystal it produces a pink blade.

Kasha -100 LP
Traditionally used by the Cereans as a meditation tool. When used as a lightsaber crystal, it produces an orange blade and helps clear the wielder's mind of distractions, even during tense combat.

Katak -150 LP
A red synthetic crystal that was developed to mimic a force parasite draining some of the life force of those within close vicinity and feeding it to the wielder. This would not be enough to instantly fatigue the victim, however prolonged exposure would prove to be fatal.

Krayt Dragon Pearl -100 LP/-250 LP
These lustrous, colored stones are found in the last chamber of the gizzard of krayt dragons. For **-100 LP** you may have a blue, green, red, white or black Pearl with any lightsaber they are inserted into producing a blade of the same color.
If you have purchased **Crystal Switcher** you can pay **-250 LP** to get one of each Pearl color.

Kyber Crystal - Free
A rare, Force-attuned crystal that grows naturally on various planets across the galaxy. These Crystals lack color before they are chosen, taking on a color to match the nature of the bonded owner.

Lambent -250 LP
A Type of crystal harvested by the Yuuzhan Vong from within a fruit. The Crystal can be used as communication crystals or light sources. They also can be used to sense or pre-sense hidden enemies. When placed within a lightsaber it will produce a violet blade.

Lava Crystal -50 LP
Only found on volcanic planets and moons such as Mustafar when placed within a lightsaber it generates a blade that resembles lava.

Lignan Crystal -300 LP
Made from Lignan ore this crystal produces a black wavy lightsaber blade that burns far hotter than normal crystals as well as enhances dark side force powers.

Lorrdian -200 LP
Supposedly these crystals were created by Force-sensitive Lorrdians who imbued certain gemstones with abilities. When these gems are installed in a lightsaber, they produce a blue lightsaber and help the user to read the actions of their opponents, enhancing the wielder's overall defenses and ability to deflect blaster bolts.

Mantle of the Force -150 LP
A powerful crystal that when placed in a lightsaber enhances the user's Force abilities it also gives the lightsaber a cyan colored blade.

Meditation Crystal -100 LP
These crystals assist in inducing meditation. Growing naturally on the Deep Core world, when placed inside a lightsaber it can assist the wielder to stay in closer connection to the Force during combat. These crystals can produce a Green or Blue lightsaber blade.

Nextor -50 LP
This type of crystal is mined on the world of M'haeli it is occasionally used in lightsaber construction producing a white blade that generates a highly volatile blade which produces notable pulses of light and sound whenever it makes an impact.

Opila - 50 LP
Mined from an asteroid field in the Fyrth system, when set in a lightsaber it produces a Dark green blade with white core.

Permafrost Crystal - Free
A tare lightsaber crystal found on the planet Hoth. When used in a lightsaber, they gave the blade an icy blue color.

Phond -150 LP
A byproduct resulting from rare impurities bonding during the making of certain alloys. When placed within a lightsaber this crystal produces a red or orange blade that produces a fiercely burning effect.

Qixoni -200 LP
These rare crystals were found within the remnants of a star that had gone supernova. It produces a dark red colored blade and slightly enhances the wielder's Force abilities, in addition to enhancing the lightsaber blade's power to a significant degree.

Rainbow Gem - Free/-100 LP
Also known as Gallinore gems, these gems are actually a form of silicon-based lifeforms native to the planet Gallinore. For **Free** the crystal produces a turquoise blade when placed within a lightsaber but for **-100 LP** blade created with this crystal is rainbow coloured.

Rubat -100 LP
The planet Phemis was the only known source of rubat. When placed in a lightsaber the blade produced is a golden bronze color with a sharpened appearance and definition, allowing its wielder to easily track the blade and strike opponents properly.

Ruusan -100 LP
Ruusan crystals came from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aided a Jedi in focusing the Force.
This produces an opalescent blade that can be pink, blue and sometimes orange.

Sapith -50 LP
The crystal was excreted by the now extinct Volice worm, a creature from the Ssi-ruuvi homeworld Lwhekk, once every eleven standard years. The blade is golden yellow with a silver core.

Sigil -250 LP
Mined in the Sigil system, the Sigil crystal has a searing effect once properly placed in a lightsaber. The blade produced from this crystal is coloured either a dark silver that resembles pewter or pale silver that borders on white.

Solari -300 LP
One of the oldest and most powerful lightsaber crystals only a Jedi who was pure in spirit and an ardent follower of the light side of the Force could use. It could not be corrupted by the dark side and its owner had to always stay pure of heart for it to function. Any blade produced from one of these crystals will have a shade of orange.

Stygium -200 LP
In its pure crystal form, it can be used as a lightsaber crystal. The natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

Synthetic Crystal - Free
A Synthetic lightsaber crystal, commonly referred to as a Synth-crystal, was a type of lightsaber crystal that was artificially created, rather than naturally formed by geological processes. Due to the methods used in their creation, they are formed with a red coloration.

Ultima Pearl -50 LP
An uncommon, silvery, lustrous, spherical pearls found on the deep ocean floor of Dac, that could be used as a form of lightsaber crystal. It produces a silvery-white blade.

Upari - Free
This type of lightsaber crystal is primarily encountered scattered in the orbit of forest worlds and produces a green-blue blade.

Velmorite -100 LP
Velmorite was a yellow lightsaber crystal found only on the planet Velmor. When used in a lightsaber, this crystal produces a gold thin blade for graceful, fluid wielding.

Vexxtal -150 LP
Little is known about Vexxtal Crystals or their origins. They are generally only found in the lightsabers of the dark side of the Force users. Producing a corrupting aura that is left on those wounded by lightsabers with this crystal.
The blade it produces has a silvery-green blade.

Crystal Addition

These options can be purchased with any other Crystal types.

Compressed Crystal - Free

A compressed energy crystal, also called compressed crystals and abbreviated CEC, is a type of lightsaber crystal. When used in lightsabers, they cause the energy blade to take on a peculiar "pulsating" appearance with a thinner core.

Crystal Switcher -100 LP [Discounted with Saber Modifications]

You are able to **Purchase Multiple Crystals** for your lightsaber and can toggle the **Crystals Additions** you have purchased at will. You are also able to switch between the different lightsaber **Crystals** Types you have purchased at will.

Crystal Combiner -150 LP [Requires Crystal Switcher]

You are able to combine the abilities and or colours of multiple lightsaber crystals allowing you to produce either a rainbow like blade or combined blade with some or all of the abilities of each of the component crystals.

Named Crystal -350 LP

Your lightsaber Crystal's is tied to your own life energy allowing it to grow in power as you do so that if your energy attacks surpass the capabilities of any normal lightsaber then your lightsaber will grow in intensity to match.

Crystal Collection -3500 LP [Requires Crystal Switcher]

With this purchase you gain not only a copy of every crystal listed above but also a crystal farm within your warehouse with setting controls that allow you to create any type of lightsaber crystal. Any lightsaber crystals you have already purchased in this jump reduce the cost of this purchase.

Scenario Options - Singular Canon

These scenarios lock you into taking every movie Mini-Jump.



Gauntlet Option - Time Collapse SpeedRun

Instead of playing this Jump the standard way all of your outside powers, Items, companions and abilities other than your body mod will be disabled.

You will then be allowed to select an Origin for each trilogy and will be able to purchase Perks, companions and Items from all Mini-Jumps in this Document but you can not take the **Self Insert** Drawback in any of them.

You will not receive any of the stipends from the **Mini-Jumps** and will instead be required to take drawbacks in order to gain **CP**. The drawbacks you choose will receive double the stated **CP** and can be taken from any section in this Jump document.

You will then start the Jump and cause a Temporal Collapse to occur causing the universe of each mini-jump and chosen independent scenario to occur simultaneously!

Multiple versions of The Republic, The Empire and The First Order will all appear side by side, with some being known as the past by others. Multiple death stars and star killer's will all appear in space along with a separate copy of each solar system and planet as they exist at the start of each movie with some of the events being different depending on drawbacks taken.

To complete this **Gauntlet** all versions of all the canon **Sith Lord** must cease to exist either through death or redemption including, **Darth Plagueis**, **Darth Sidious**, **Darth Maul**, **Darth Tyranus** and **Darth Vader**.

Reward:

For completing this not only do you have all of your outside powers, Items, companions and abilities returned but your drawbacks are removed and you gain a new origin for each trilogy.

If you have any previous purchases that would have been discounted by your selected reward origin you will be refunded the difference of the **CP** price.

You gain **+1000 CP** to spend in any section of the Jump-Doc you have used.

If you qualify for any of the Secret Rewards you may receive them after the Gauntlet is completed but before making the **Gauntlet Ending Choice.**

Gauntlet Ending Choices:

Finish:

If you choose to, you may finish this Jump gaining all of the stipends you would have received if not for the Gauntlet and spend them across the document, you may not take any drawbacks, once you are done you may go directly to the Ending Choice.

Continue:

You can choose to continue in this Gauntlet's continuity by receiving the Stipend for the **Phantom Menace Mini-Jump** and completing it without taking **Drawbacks**. Once finished with that section you will move into the **Clone Wars Mini-Jump** as if you were playing as normal.

Restart:

You may restart this Jump in a new universe and you may pause this Jump to do other Jumps before you return to this document. When you return the Origins you gained in this gauntlet will be your mandatory Origin and this gauntlet section will be disabled. Any Purchases within this Gauntlet will count towards Secret Rewards and if different continuity's both versions of ancestor picked through True Heir of Jumper will be gained.

Scenario Option - The Long Road

If you choose to take this Scenario, every Mini-Jump and Scenario you choose to take must be run through in Chronological order with fate taking actions during the time skips between each Mini-Jump and scenario in order to force events back into the direction of canon.

For example if Anakin Skywalker died in Episode 1 then Ferus Olin would take his narrative place as Obi-Wan's apprentice in Episode 2, should Padmé not be pregnant in Episode 3 then Leia will be the biological daughter of Senator Bail Organa and Luke will be the biological son of Owen and Beru Lars.

To complete this scenario you must finish the final Mini-Jump in this continuity.

Reward:

If you complete the objective you gain the **Canon Awareness** and **Canon Control** Perks, up to 16 willing followers as companions for **Free** and gain **+1500 CP** to spend in any section of the Jump-Doc you have used.

Canon Awareness

Through the use of this **Perk** you may activate a sensory filter in order for you to perceive how events in each situation would have occurred without your interference. By default this will only show you events actively around you but this can be used in tandem with sensory enhancing or information gathering Perks in order to use those effects on the canon timeline.

Canon Control

Using this Perk you are able to manipulate the reactions of fate allowing you to change how continuity reacts to your presence allowing you to target specific targets, the entire continuity and everywhere in between.

- You may use this Perk to mimic the reactions of this Scenario so that continuity attempts to repair itself automatically minimizing your presence where possible.
- You may use this Perk to sustain your actions so that they have a butterfly effect on the continuity with the option of how large the scale of change is for each action.
- You may have this Perk intentionally create plausible randomness at varying scale which will cause events to build up overtime and result in a major canon divergence.

Scenario Options - An Extra Long Time Ago

These scenarios can happen before or after any Mini-Jump, they will not count against any Jump duration, once started these scenarios can't be exited until they are complete and each scenario can only be taken once each.



Scenario Option - Star Wars Knights of the Old Republic

If you choose to take this Scenario, You awaken four thousand years before the Separatist Crisis aboard the Endar Spire, a spaceship battling above the planet of Taris.
You may choose to replace **The Main Character** of this game or awaken alongside them with you being able to determine their appearance and name as if using the in-game options.
The Sith Darth Malak has betrayed his master Darth Revan and unleashed a Sith armada against the Republic. To complete this scenario you must search for Star Maps that together reveal the location of the Star Forge, an ancient space station and defeat Malak.

Reward:
If you complete the objective you may take HK-47 Blueprints, **The Ebon Hawk**, up to 16 willing followers as companions for **Free** or this can be refunded for **+200 CP**, gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

The Ebon Hawk
This Dynamic-Class freighter is lightly armed and armored, allowing it to run light blockades, with cutting edge Navigation, hyperdrive and Sublight drive.



Scenario Option - Star Wars Knights of the Old Republic II: The Sith Lords

If you choose to take this Scenario, You awaken on the Peragus Mining Facility, where a former Jedi Knight exiled from the Jedi Order, known as **The Exile** was supposed to awaken. This is five years after the events of Knights of the Old Republic and 4,000 years before the events of The Phantom Menace. You may choose to replace **The Exile** or awaken alongside them with you being able to determine their appearance and name as if using the in-game options.
The Sith Lords plan to strengthen a massive "wound" in the Force. To complete this scenario you must search for the reclusive Jedi Masters, defeat the 3 Sith Leaders and either destroy Malachor V, or remain on Malachor V as the new Dark Sith Lord.

Reward:

If you complete the objective you may take Blueprints for the Mass Shadow Generator, **Mechu-deru**, **Force Bonds**, up to 16 willing followers as companions for **Free** or this can be refunded for **+200 CP**, gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Force Bonds

Through this Perk you are able to create a Force bond between two or more people allowing them to communicate with each other across great distances, sharing what they see and feel.

Mechu-deru

Traditionally a dark side Force power this ability is a combination of force powers and nanites strengthening it with your force powers but also allowing you to use it without the force. Using this Perk you have an intuitive understanding of mechanical systems allowing you to exert your influence over inanimate and robotic constructs. This could also be used to recreate machine-organic mutants called techno beasts.



Scenario Option - Star Wars the Old Republic

Congratulations, you can choose to start in the time of the old republic from **3643 BBY** for ten or optionally twenty years including a **DLC**, taking the place of a protagonist from the start of one of the story modes. You may customize your design as if using the Old Republic's character creator. The Jedi and Sith Options cannot be taken with the **None** Force sensitivity option. You may take this scenario once for each option but will only receive the Rewards and **Free Perks** for the first option you take.

- **Jedi Consular**
- **Jedi Knight**
- **Smuggler**
- **Trooper**
- **Sith Inquisitor**
- **Sith Warrior**
- **Bounty Hunter**
- **Imperial Agent**

Reward:

By taking the option of this scenario being twenty years long, you gain **+500 CP** after 10 years. If you complete the objectives you may take the Perk **A Longer Time Ago**, up to 16 willing followers as companions for **Free** or this can be refunded for **+200 CP** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

A Longer Time Ago

Before starting a Jump you can choose to take a 10 year holiday Jump within the Jump setting starting at any point within the Jump's history.

You will not suffer any consequences or be required to fulfill any responsibilities your Jump-Chan would normally require you to complete and at the end of the holiday Jump may take any willing and fully informed being as companions and/or followers.

Old Republic Perks:
These Perks can only be taken when starting or completing one of the "**Scenario Options - An Extra Long Time Ago**". Each **Force** Perk will grow in proportion to your **Force Sensitivity.**

Force Project -100 CP (Free Jedi Consular)
You understand how to empower the force behind a thrown object allowing you to launch objects at pricier angles with great speed so that you can hurl boulders as though you were a trebuchet and fire pebbles like ammo from a Slugthrower.

Force Sweep -100 CP (Free Jedi Knight)
You are able to emit a pulse that strikes everyone within 5 meters of you with the Force, Knocking back with proportional to their proximity to you they were when this was activated.

Dirty Kick -100 CP (Free Smuggler)
When you activate this Perk your next strike will always hit the most delicate and softest available area of the target causing them to wince with pain.

Sticky Plasma Grenade -100 CP (Free Trooper)
You can summon and throw a grenade that when it collides with something will be stuck to it until the grenade detonates several seconds later.

Force Lightning -100 CP (Free Sith Inquisitor)
You are able to produce powerful lightning from your fingertips with enough control you can use this to causes immobilizing pain with little harm or make the lightning increasingly deadly

Force Choke -100 CP (Free Sith Warrior)
You have learned the art of precise power through this you can take command of the force within the body's of others allowing you to lift them into the air or crush parts within their body.

Flamethrower -100 CP (Free Bounty Hunter)
At will you can produce a 10-meter cone of fire from your wrist that gives you an advantage against lightsaber-wielding adversaries as the fiery spray cannot be deflected like blaster fire.

Orbital Strike -100 CP (Free Imperial Agent)
You are able to set an invisible target zone and call in an air strike from an untraceable orbital weapons platform. This attack will knock down all enemies within a 10 meter radius of the target and cause a massive amount of damage.

Force Battle Meditation -400 CP (Discounted with The Ebon Hawk)
This Force ability allows you to enter a meditative state that considerably boosts the morale, stamina, and overall battle prowess of all your allies while simultaneously reducing the opposition's combat-effectiveness and eroding their will to fight.



Scenario Option - Choking Hazard

This scenario can happen either before or after every Mini-Jump, once started this scenario can't be exited until it has been completed.

It seems that something is very different instead of starting within your chosen time or place you instead find yourself in Dexter's Diner in an odd hybrid hub of time and space where any and all peoples you might meet could walk into the door and what's stranger everything yourself included seems to be made of the plastic construction toy Lego.

Your mission is to search the galaxy for the 45 Lego mission gates and 100% complete them in order to complete this scenario.

You can alternatively take the corresponding 5 Lego missions after completing the corresponding mini-jumps but will be locked out of the rewards until you have completed all 9 Mini-Jumps and their Lego missions.

Reward:
If you complete the objectives you may take the Perk **Mini-Figs** and gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Mini-Figs
You gain 8 custom Lego Alt-Forms which you can modify using a combination customiser built using every Lego Star Wars character customiser from every Lego Star Wars game.

Red Brick Perks:
These Perks can only be taken when starting the "**Choking Hazard**" scenario or upon its completion. Force Perks cannot be taken with the **None** Force sensitivity option.

Studs Free
You can convert any currency into studs and then can convert studs into any other currency.

Super Gonk -50 CP
You gain a Gonk droid Alt-Forms that is indestructible, can move at 30MPH and can Jump up to 10 feet in the air but will not be able to interact with any other objects or people beyond brushing up against them..

Stud Magnet -50 CP
Nearby unowned money will be drawn to you putting itself into your pockets of storage.

Walkie Talkie Disable -100 CP
You can disable your Enemy's communication systems preventing them from calling in backup.

Force Grapple Leap -100 CP
You can use the force to replicate the effects of a preset grapple rope.

Character Studs -100 CP
Dead enemies will drop studs.

Score x2 -100 CP
Any money gained through a Perk or item will be doubled.

Super Slap -200 CP
Any damage you inflict on others through slapping can be five times as powerful as it otherwise should be.

Perfect Deflect -200 CP
Deflected blaster bolts will go directly back to the shooter.

Red Brick Detector -300 CP
You gain a subconscious radar that shows the location of any objects that bestow powers.

Regenerate Hearts -300 CP
Your body will regenerate so that all damage done to it is replaced after approximately 10 seconds.

Prequel Trilogy



You gain **+500 CP** which can only be spent in the Prequel Trilogy section.

Origin Selection:
Within this Jump you will have the option of what origin you have by selecting an origin you will lock into doing this Trilogy until you have completed Episode 3 the Revenge of the Sith.

Master

You are a teacher, it is your duty to give help and advice to the less experienced.

Apprentice

You are the student, it is your duty to learn and grow from the teachings of others.

Diplomat

You are a representative, it is your duty to get a consensus and give direction.

Politician

You are a leader, it is your duty to influence results and spread your influence,



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 32 BBY.

Perks:
The **100 CP** Perk is **Free** for each origin and the others cost 50% of their initial price.

Midi-chlorians are a microscopic lifeform -100 CP
Using this **Narrative Perk** you can selectively toggle any retcons from any continuity into the Jump.

Mind Tricks don't work on me. Only money -200 CP
Your mind is incredibly durable allowing you to ignore any form of Mind influencing ability such as a Jedi mind trick or even supernaturally induced hallucinations being able to see reality through them.

Master

Tell them we wish to board at once -100 CP
Using this Perk you are able to get an invitation to any event or location as if the owner wanted you to arrive, however this will not guarantee a warm reception.

You are much wiser than I am -200 CP
Using this Perk, anyone you attempt to teach will gain a substantial boost to their ability to determine the intentions of your explanations and retain any information you give them.

A thousand terrible things headed this way -400 CP
You are able to instinctively feel whenever something that would have malicious intentions towards you is headed your way as well as how long it would take it to get to you.

What happens to one of you affects the other -600 CP
Using this Perk you are able to link the lifeforce of any two targets when they make physical contact so that if one dies so does the other or neither can die while the other survives. You can also use this perk to link the senses of the targets so that anything either one experiences the other does as well such as sight, smell, taste, pleasure and pain.

Apprentice

Are you an Angel -100 CP
You have a surprisingly smooth tongue allowing you to know the best lines to charm or attract someone in a romantic way.

You catch on pretty quick -200 CP
You have a brilliant mind that allows you to gather and understand knowledge at an accelerated rate, retaining it with greater ease and adapt it into any relevant Perks, powers or abilities you possess.

Now this is Podracing -400 CP
You have an instinctive understanding of piloting vehicles with you being able to almost instantly know how a vehicle works and how to perfectly transfer any of your experiences and skills from using one vehicle into using another.

Wouldn't have lasted long if I weren't so good at fixing things -600 CP
You are a master engineer by Tatooine's standards being able to build and repair almost everything commercially available on the planet using nothing more than the junk available in a scrap yard. Using this you would be able to build a protocol droid, a top of the line pod racer and with enough time and scrap you could even build a fully functional spaceship.

Diplomat

My place is with my people -100 CP
You are well known by those you represent with everyone who you are responsible for feeling as though they know you personally.

As you know, our blockade is perfectly legal -200 CP
At the start of each jump you gain a full understanding of the galaxy's laws and legal structure gaining with this knowledge updating as appropriate. This Perk updates each jump with you gaining all society's knowledge of laws and lawful responsibility.

After her! This one is a decoy! -400 CP
Whenever you have multiple people who could be you, you can create an uncertainty principle that allows you to retroactively change position with anyone else who could have been you.

I Am Queen Amidala, This is my decoy -600 CP
Using this **Narrative Perk** you are no longer limited to only replacing one character within a Jump you can now self insert as two different people with them both sharing an untraceable hivemind that allows them to communicate. This Perk can be fused with any other Self duplication Perk or power granting each possible duplicate the benefits of all of them. This can be used in order to insert up to as many self duplicates into a continuity as you can create.

Politician

Don't center on your anxieties -100 CP
You are comfortable and confident regardless of the situation, you are still able to tell when things are going wrong but will no longer show the effects of nervousness or suffer their consequences.

The bureaucrats are in charge now -200 CP
You know the ins and outs of bureaucracy and how to tie things up with paperwork and so much red tape that permission to get things done will never happen without a lot of political power and a lot of people heavily pushing for it to get done.

I will make it legal -400 CP
You will always know how to make your illegal actions legal with the knowledge of every relevant loophole and technicality that would with the right context make otherwise criminal actions completely lawful.

You will find controlling her will not be difficult -600 CP
You have learned the subtle and masterful art of leverage. Using this Perk you will instinctively know exactly the right leverage to manipulate people even if they would otherwise not have anything that could be used to manipulate them. This will retroactively create something important to them for you to target.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Portable Shield -100 CP
This frame emits a portable bubble shield similar to the Gungan personal shields but is capable of deflecting energy weapons and even a lightsaber blade so long as it hits the shield itself.

Shield Generator -200 CP
This set of four industrial sized shield generators emit a bubble shield that is powerful enough to block orbital bombardment from artillery laser fire however should one get damaged the shield will destabilize.

The Scimitar -400 CP
This power hunting ship is equipped with a class 2 Hyperdrive, six laser cannons, a proton torpedo launcher, a minelayer and a cloaking device, that allows it to disappear from view and any pursuing ship's sensors. The Scimitar is also capable of tracking a ship's signature through hyperspace, something considered impossible for other ships.

Master

Jedi Robes -100 CP
These comfortable robes can be Toggled to draw eyes away from you and keep you comfortable and at a pleasant temperature.

Bongo -200 CP
These submersible vehicles are often used by the Gungans to traverse the oceans of Naboo, this sub is heavily armored against potential attack, allowing it to shake off the bites of monstrous ocean dwellers without gaining a scratch. Unlike most Bongo’s this one has a special pressure system that protects its occupants no matter how deep the sub goes.

Spare Hyperdrive Generator -400 CP
You seem to have a large supply of spare parts for whatever vehicle you are driving, allowing you to quickly replace any broken transport that you need.

Convenient Astromech -600 CP
This cool little Astromech will always seem to show up and save the day whenever you are in a bind with it somehow being able to solve the solution. It's almost like this little guy has indestructible plot armor.

Apprentice

Child's Momento -100 CP
This Japor snippet will passively bring you good luck and should you give it to someone else it will boost their feelings of affection towards you.

Pod Racer -200 CP
This high tech, high speed vehicle has been built with top of the line engines and top of the line Safety Systems that make this racer virtually crash proof even when going at mach speeds.

N-1 Starfighter -400 CP
This patrol craft was developed by the Theed Palace Space Vessel Engineering Corps. The ship is designed to be sleek and agile, with a hyperdrive engine, and had a single on-board astromech droid which was mounted on the top of the craft.
It features an autopilot system and shielding, along with offensive weaponry that consisted of two blaster cannons and integrated proton torpedo launchers, with one double proton torpedo magazine, that could carry ten proton torpedoes.

C-3P0 Construction Kit -600 CP
This handy dandy construction kit comes with all the components you will need to create a top of the line protocol droid, including instructions and tools. Every time you complete a construction kit or use all its pieces you gain a new kit for a droid of the same make and model. If you want you may change your construction kit to another type of canon droid however you will need to wait 24 hours for your kit to arrive.

Diplomat

Ascension Gun -100 CP
This S-5 heavy blaster pistol was modified to be able to fire a grappling hook attached to a tether, allowing the wielder to cross a horizontal gap or make a vertical climb.
The blaster itself has a heavy wooden grip stock and twin scopes for sighting and rangefinding. The blaster also features a dart launcher underneath the main barrel, able to fire either an anesthetic micro dart, a sting charge, or the grappling hook's tip.

Flash Speeder -200 CP
This lightweight repulsorlift landspeeder vehicle is a quick and agile patrol craft, with a turret-mounted heavy blaster cannon affixed to the rear spoiler.

The Globe of Peace -400 CP
This relic of the Naboo people is a glowing sphere that symbolizes the years of peace that reigned on the planet. This version is able to emit a passive field of peace draining the aggression and intention for conflict within everyone within its range.

J-type 327 Nubian royal starship -600 CP
Known as the Naboo Royal Starship, this craft is normally reserved only for use by the Naboo sovereign and is fully furnished with the highest available accommodations including bars, spas and large climate-controlled wardrobes that provided clothes for all occasions.
The ship has an impressive T-14 hyperdrive generator which is powerful enough to take the ship from Naboo to Tatooine in a single jump and the frame of the ship is coated in chromium which shields the ship from radiation and some laser fire.
Although this ship has no weapons it emits a passive field that makes it so that no one will be able to willingly target the ship and its deflector shields can withstand large laser cannons fire.

Politician

B1 Battle Droid Squad Collection -100 CP
With this purchase you get a squad of twenty self repairing B1 Battle Droid including one of each of the following variants: Commander Droid, Geonosis Droid, Firefighter Droid, Grapple Droid, Heavy Assault Droid, Kashyyyk Droid, Melee Droid, Pilot Droid, Security Droid, Rocket Droid, and ten regular Battle Droids.

Single Trooper Aerial Platform -200 CP
The S.T.A.P. is a Slim and lightweight repulsor lift craft fueled by high-voltage energy cells. This gives the S.T.A.P. impressive speed and maneuverability that allows it to quickly avoid weapons fire. The weapon also comes with a pair of forward-mounted blaster cannons.

Variable Geometry Self-Propelled Battle Droid, Mark I -400 CP
Also known as a vulture droid, this starfighter is driven by an intricate droid brain, making a pilot unnecessary. It's armed with four blaster cannons and two energy torpedo launchers, boasting speeds up to 1,200 kilometers per hour within atmospheres. When not in flight, the ship can transform into a walking weapons platform for ground patrol and troop support. The Droid comes with an unlimited supply of fuel and ammunition.

Lucrehulk-class Droid Control Ship -600 CP
This ship acts more as a mobile space station with a central sphere which acts as the ship's bridge and reactor assembly. The major feature of this ship is that it can mass produce droids and is able to control them using its array of Broadcast equipment. This ship is able to mass produce basic B-1 Battle Droids, Vulture Droids, C-9979 landing craft, Multi-Troop Transports, Armored Assault Tanks and Platoon Attack Craft though they will not be fiatbacked.

Companions:
Companions cannot purchase Companions.

Import or Create -50/200 CP
You can import or create companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Self Insert - Free
You can choose to replace any canon character in the Star Wars Prequel films gaining their body as a new AltForm, their knowledge of their life so far and any skills they have so far. Followers and companions may take this drawback.

Early Start - Free
You may choose to start this Jump up to 3 years before the start of the first film on 35 BBY.

Legends Continuity - Free - [Incompatible with “Darth & Droid!”]
You can select any aspects of the continuity from the Legends universe instead of the Disney Canon and make them canon, such as if the Yuuzhan Vong and the mother exist or not.

Fan Fact - Free - [Incompatible with “Darth & Droid!”]
You can select any fan theory and anything not directly stated within the star wars movie series and select for it to be canon within your Jump. Theories must be compatible with the franchise. Similarly, contradictory, illogical or inconsistent lore may be resolved in the way you choose through this option

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

That will hold them +100 CP
Whenever you break through the first layer of defense on something a second one will appear that you had no knowledge of.

You must be mistaken +100 CP
People keep trying to gaslight you and claim that things you know to be true are false.

There is no civility only politics +100 CP
Every politician you interact with will be rude and actively offencive towards you.

Get us off this autopilot +100 CP
Every vehicle you enter might as well be a disney ride as you have no control over its movements.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

This is an unexpected move for her +200 CP
Your enemies keep making unexpected moves, characters will stop following the expected plot and people you think will act in measured and precise ways will suddenly take aggressive actions.

Mesa… clumsy +200 CP
You can't walk for more than a minute without causing an issue due to falling over or knocking something over.

The boy is dangerous +200 CP
For some reason everyone seems to treat you with suspicion and fear as if they expect that one wrong word would cause you to go kill a bunch of younglings one day.

We should not have made this bargain +300 CP
Whenever you are offered an agreement you will become oblivious to how good or bad it is for you.

Greed can be a powerful ally +300 CP
At least for your enemies as you tend to fall for every trick that you think will make you money.

The republic doesn't exist out here +400 CP
It seems that the Republic doest exist at all, within your jump there will not be any united collaboration of planets and instead a loose formation of trade agreements and non aggression pacts.

There's always a bigger fish +400 CP
Whenever you have to deal with dangerous wildlife a new even more dangerous creature will be added to the environment who will only show up after you have dealt with whatever would have otherwise been the worst you would have faced.

The ability to speak does not make you intelligent +400 CP
Yousa be dum mowi mowi dum you no good at thinky big and no good at knowing what daysa talking bouts.

Darth & Droid +500 CP
With this instead of following the plot of the movies your prequel Jumps will now follow the plot and logic of a group of Tabletop players. Now instead of the Phantom Menace you will be in the continuity of The Phantasmal Malevolence. Unlike other drawbacks these points can be saved to be used in any other Prequel Mini-Jump from this Jump Document.

It be a pity if you'd have to pay for me +600 CP
You are a slave and will be for most of the jump unless someone releases you or you find a way to safely remove the bomb inside of you.

R-Who? +600 CP
There is no R2-D2 within your continuity now you may think why is this so expensive? Well keep in mind that without him none of the main characters would have made it off Naboo alive and even if they had the Naboo fighters would have failed to bring down the trade federations droid command centers.

Darth Jar Jar +1000 CP - [Incompatible with “Darth & Droid!”]
You will forget you have taken this drawback and that it even exists. You also have my condolences. It seems that you have found yourself within what was supposedly Gorge Lucas's original intention, the continuity where Jar Jar Binks is the true master of the sith dark lord above all dark lords. Unlike other drawbacks these points can be saved to be used in any other Prequel Mini-Jump from this Jump Document.

End of Mini-Jump
This Mini-Jump ends on 33 BBY and any relevant Mini-Jump-only drawbacks end. You will need to exist within the universe until 22 BBY before you can start the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select “Next:” and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode II – Attack of the Clones**.



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 22 BBY.

Perks:
The **100 CP** Perk is **Free** for each origin and the others cost 50% of their initial price.

There's still a danger here -100 CP
You are able to Toggle this Perk so that while it is active it will give you a passive awareness of if there's anything in the area that is dangerous or a threat to you, but not what it is.

Don’t try to grow up too fast -200 CP
You are able to actively control your age, the age of your companions or followers and any other willing participant without causing any disorientation or discomfort, so that a fully developed adult can transform into a baby and back again without any issues.

Master

Truly wonderful the mind of a child -100 CP
Using this Perk you will be able to understand the meaning and intentions behind any information you are given, preventing you from misunderstanding what you are being told or its context.

Keepers of the peace not soldiers -200 CP
You are fully aware of the authority and rights that you have in relation to law and law enforcement allowing you to know what your rights and responsibilities are in each situation.

Next time try not to lose it -400 CP
Whenever you or someone you are responsible for drop, misplace or lose an object it will appear in your warehouse after 20 minutes or earlier if you are searching for it specifically.

The difference between knowledge and wisdom -600 CP
You gain an in-depth understanding of anything you know allowing you to not only know when a piece of information is true but also why it is true. In order to understand information gained from this Perk you will need to contemplate that information specifically.

Apprentice

Jedi business go back to your drinks -100 CP
Whenever you cause a disturbance you are able to cause onlookers to lose interest in your actions by saying that it is official business for one group or another. This will not prevent people from remembering your actions or interfering in what you're doing if your actions are related to them but if someone is not related to your actions they will ignore them.

This is a shortcut… I think -200 CP
You have a subconscious awareness of all maps and directions allowing you to learn how to catch up to people or get to locations in the shortest amount of distance possible.

Grown more beautiful I mean -400 CP
Using this Perk you are able to keep the emotional attachment someone has for you active and sustained as though they had seen you on a frequent basis. You are also able to alter the interpretation of this affection the other party has for you in order for it to match the circumstance preventing you from getting friend-zoned or similar emotional dead ends.

I can sense everything going on in that room -600 CP
Once Per day you can select a single location within your current continuity and gain a full awareness of everything that is occurring within that location for 24 hrs including spiritual, magical, and other supernatural changes that are occuring regardless of where the location is in relation to yourself.

Diplomat

Aggressive negotiations -100 CP
Using this Perk you will instinctively know when you will be able to have a safe and productive discussion or when the other party intends to do you harm without being willing to listen to you. This Perk will also inform you the second that events change in your discussion making peaceful negotiations no longer possible.

Your presence is soothing -200 CP
You are able to toggle this Perk in order to passively emit an aura of calm that you can use in order to help others become more comfortable and feel safer.

I want to know who's trying to kill me -400 CP
Whenever someone makes an active decision to kill you or orchestrate your murder you will become aware of who and where they are.

Shoot her or something -600 CP
This plot armor Perk makes it so that people keep forgetting to kill you when you are not actively interacting with them and they are not specifically targeting you.

Politician

May I suggest -100 CP
You are aware how best to phrase your forceful demands so that they sound as though they were polite suggestions while keeping those you are speaking to aware how much choice they have in the matter.

Your patience has paid off -200 CP
By activating this Perk while talking about someone's success you are able to make them subconsciously think you had something to do with their success and feel a sense of appreciation towards you.

Perhaps someone your familiar with -400 CP
Using this Meta Perk you are able to import any of your companions or followers as character inserts within the jump gaining their knowledge, history and none fiat backed abilities.

The finest army in the galaxy -600 CP
You are able to passively grant any Perks that are Free for you to every subordinate that is loyal to you. You may toggle specific Perks so that subordinates will not gain them and should a subordinate stop being loyal they will lose all the Perks that this grants them.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Death Sticks - Free
Congratulations you now have a lifetime supply of death sticks, a highly addictive illicit substance readily found in the underworld of Coruscant and other locales across the galaxy. You can also have the alternative Death Sticks Light which don't have any side effects.

Phase I Clone Armor -100 CP
This clone trooper armor was the standard issue armor that was used by the clone troopers of the Grand Army of the Republic during the early phase of the Clone Wars.
The armor is blaster resistant while being pressurized to offer protection from extreme temperatures and temporary protection from the vacuum of space.
Inside the Phase I helmet is a life support system, a tracking device for monitoring troop movements, and a display screen, which was built into the helmet's viewplate.

Jump Pack -200 CP
This personal aerial transportation device allows you to fly into and through the air with great mobility, it also has a limitless supply of internal fuel that cannot be extracted.

Holo Blueprint -400 CP
At the start of each jump the prototype blueprints for the most complex machine in that jump's continuity will appear in your warehouse with it containing design notes, contemplated features and a step by step explanation for most of the device's components and the scientific principles behind it.

Mandalorian Armor -600 CP
This Beskar armor is a custom set of the traditional armor worn by the warrior clans of the planet Mandalore capable of protecting the wearer from blasters and even lightsabers.
Common traits included a helmet with a T-shaped visor, called a macrobinocular viewplate, that concealed their faces.
If taken with **Jump Pack** you may incorporate it into this armor changing its material to Beskar.

Master

Dex’s Diner -100 CP
This small eatery can be imported into any jump setting for it to act as a cheap but good eatery that can supply an unlimited supply of mundane cuisine from any jump you have been in, it also acts as a useful location for Info gathering.

Magic Cable Lasso -200 CP
This tube contains up to 1 KM of cable that can be used to latch onto anything the user designates as a target allowing you to lasso the arms of an enemy or the side of a building.

Kaminoan Cloning Facility - 400 CP
This advanced facility is the pinnacle of Kaminoan cloning technology that is the culmination of Kamino's expertise in both genetic replication and comprehensive training. The Facility starts with a default genetic blueprint which stems from Jango Fett, but also contains an extensive archive of DNA templates that can be used in order to design and customize a vast array of genetic templates. Whether you intend to produce specialized clone battalions or, set up a wide enough pool of genetic samples to engineer an entire self-sustainable colony, the facility will be able to meet your needs. The automated systems and specifically programmed droids that staff the facility to ensure that the cloning process adheres to the highest standards of precision and care with it being capable of reliably outputting up to approximately 1,000 equipped and expertly trained clone troopers each month. The Kaminoan Cloning Facility can be integrated into your current setting at a location of your choice once every ten years or at the commencement of your next jump. Should calamity befall it, a new one will be furnished at the outset of the following jump or after a decade, whichever is sooner.

Jedi Archives -600 CP
This is the Jedi Order's repository of knowledge with its data stored electronically and holographically, holding information on every society and planet in the galaxy including full maps. This database initially contains every society's view of the force and the basics of how they use it. Each jump this archive updates adding information and maps relevant to that jump and how they see the dominant power type for that jump setting.

Apprentice

XJ-6 Airspeeder -100 CP
This custom-built airspeeder uses exotic materials and incorporated advanced systems into its design, it was fashioned for quick and comfortable movements. The vehicle includes an inertial compensator normally reserved for spacecrafts, two oversized turbofan engines, an electrogravitic gyro flywheel that allows the craft to make abrupt turns without traction.

Low Altitude Assault Transport -200 CP
The LAAT was used by the clones to land Republic forces during the Battle of Geonosis it is a military gunship repulsor craft used to provide air-to-ground and air-to-air support.
This specific model was modified to allow for short range space travel allowing it to use sunlight engines to move at up to 3% lightspeed when not within an atmosphere.

AA-9 Coruscant Freighter -400 CP
This civilian freighter ship is a large passenger transport, capable of carrying up to 30,000 people along with storage or structural and developmental equipment. This ship has a top model hyperdrive, a self restocking food and water as well as an inbuilt perception filter that has anyone who becomes aware of it to believe it's not worth bothering to search or attack.

Power Generator Field -600 CP
This city sized power generator is stored within an extension to your warehouse. It is capable of producing an unlimited supply of power and can either be connected through an external port that is attached to the entrance to your warehouse or by moving it to an area outside of your warehouse.

Diplomat

Councillor Robe -100 CP
This complex and expensive looking robe will immediately cause anyone who sees you in it to instantly believe that you're a politically important person, possibly even having them assume you are royalty.

Casino -200 CP
This fully automated high end casino can be imported into any jump setting and will passively negate any attempts at cheating any money made through this venture is directed into your warehouse.

H-type Nubian Yacht -400 CP
This vessel only requires a single person in order for it to have a functional crew, it comes with a Class 0.9 Nubian 150 hyperdrive core and stores to contain a near limitless supply of astromech droids that are capable of repairing the ship. The ship has built in stealth functions and a powerful shield system that can deflect almost any incoming weapons fire.

Holiday Home -600 CP
With this purchase you gain a beautiful home on every continent and country on every civilized planet within your jumps continuity, with you gaining a new collection of holiday homes at the start of each jump. Each of these homes are protected so that no one can perceive their existence unless you want them to.

Politician

Kamino Saber Darts -100 CP
Once per jump you may select a target and gain 3 of these darts. Each of these darts will be covered in a poison that will be specifically effective on that target.

Geonosian Gladiator Arena -200 CP
This arena is in the same size and style as the Petranaki Arena though it will dynamically change size and shape to accommodate anyone who is to battle within it. While at the prominent viewing area you will be able to summon simulations of warriors and creatures that you have previously met allowing you to have them either fight one another or anyone you have within the area. These simulations will replicate the fighting capabilities of anyone you have met from any time you met them, any injuries anyone received in the arena will only be simulations causing body parts to lock up or be restrained and it will not cause them any pain or risk the possibility of death.

Slave 1 -400 CP
This modified Firespray-31-class patrol and attack craft was used by the infamous Mandalorian bounty hunter Jango Fett. This ship is a very effective Bounty hunter ship thanks to a very effective and customized sensor system that includes a secret military sensor, which could be used for jamming and masking singles allowing it to hide itself and target ships from the majority of scanning systems. The ship also comes with an arsenal of hidden and overt weapons, with heavy-duty shield generators which add to its high levels of endurance.

Droid Foundry -600 CP
This wearhouse extension is a fully automated facility that can produce over ten thousand B1 battle droids per day from scratch thanks to the hundreds of conveyor belts and robot assembly arms. The facility can be programmed to mass produce any compatible blueprints that are input into the main system with the raw metal and alloys needed for these designs to be produced being dynamically created each day. The blueprints available on the system by default include B1-Series battle droids, B2 super battle droids, and droidekas as well as a wide assortment of federations weapons, vehicles and military parts. The Foundry will have enough space to store up to fifty thousand battle droids and will need alternative locations for additional droids to be stored.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Scenario Option - The Clone Wars

By taking this scenario you will not be able to avoid the war and must participate in the clone wars itself. The war will become a hybrid combination of "**Star Wars: Clone Wars (2003 TV series)**" and "**Star Wars: The Clone Wars (2008 TV series)**" possibly extending your perception of the events. For the duration of this Scenario you will gain a **Custom Kid Sidekick** such as a Jedi Padawan or child clone trooper even if you are not force sensitive. You may choose for this character to be a canon one such as Ahsoka Tano or any other canon child from that time period. This child will follow your directions and believe you are their instructor. You will have two options for this Scenario **Republic** or **Separatist**:

- **Republic** unless you replace one of them both **Anakin Skywalker** and **Obi-wan Kenobi** will be otherwise occupied for the duration of this Scenario.
- **Separatist** unless you replace one of them both **Count Dooku** and **General Grievous** will be otherwise occupied for the duration of this Scenario.

While taking this scenario you and your **Custom Kid Sidekick** will be plot bound to be at every canonical event that the characters you're replacing were at even when this makes it so that you are somehow in multiple locations simultaneously.
You must make sure that your chosen side is winning the war when the battle of Coruscant begins and that you are victorious in at least every battle that the two missing characters canonically won regardless of how many others you win.
You must also make sure that your **Custom Kid Sidekick** becomes capable enough to defeat a Jedi Knight in one on one combat.

Reward:
If you complete the objectives you may take the Perk **OC Do Not Steal**, Gain your **Custom Kid Sidekick** as a companion for **Free** and gain **+1000 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

OC Do Not Steal
Using this **Narrative Perk** you can create a Custom Character at the start of a jump and import them into that Jump's continuity. You may customize them using them up to **+1000 CP** but they cannot have drawbacks. The "Perks" of the Custom Characters are their "natural" in universe abilities not Perks and therefore not fiat backed. The Custom Character is not automatically a companion but can be recruited as though they were a normal jump resident.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

Try something more subtle this time +100 CP
You seem to be terrible at stealth as every plan and action you take always seems to cause a large amount of noise and disturbance drawing everyone's attention to you.

Won't be seeing him again +100 CP
For every time you think you have dealt with someone they are guaranteed to have survived at least once and will show up again. Mechanically this will grant everyone a single 1-UP that will only activate against you, this won't prevent them from having other miraculous survivals but it will guarantee that they get at least 1 against you.

I don't like sand +100 CP
It's rough and coarse and gets everywhere and it will whenever you get near sand it will get everywhere, in every crevice and every nook and cranny of all the equipment you're carrying.

Pull up Anakin +100 CP
Whenever you are in a personal vehicle and not the one driving it is guaranteed to crash.

The Silence of the Clones +100 CP [Mandatory for "Darth and Droid"]
You're still in a Tabletop game.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

You're using her as bait +200 CP
For some reason whenever there's a problem you will be used as an attempt to draw it out with the threat always catching you off guard.

It’s all Obi-Wan’s fault +200 CP
You gain an unfortunate reputation that makes it so that whenever something goes wrong everyone assumes you are somehow to blame.

Forgetting the niceties of democracy +200 CP
Everyone you meet is incredibly rude to you, acting as though you are some kind of self entitled errand boy and doesn't seem to see any issues with their actions.

I think he’s a good man +300 CP
You are a terrible judge of character and assume that everyone you speak to is a wonderful understanding member of society.

They only work on the weak minded +300 CP
Ok you must have hit your head because every mind altering power that you would otherwise be immune to will somehow affect you.

Perhaps the archives are incomplete +300 CP
You forget all knowledge that you have of the Star Wars and all of its products and only remember what you have experienced In-Jump.

I don’t sleep well anymore +300 CP
You have consistent and personally disturbing nightmares that cause you to have disrupted sleep almost every night. Should you attempt to go without sleeping you will have unpleasant continuous hallucinations.

Wish away my feelings +300 CP
You are emotionally numb for the duration of this jump.

I guess I was wrong +400 CP
You will forget that you have taken this drawback and any time that you claim the danger has passed the largest occurrence of the threat will strike.

Only in your mind +400 CP
You are arrogant and cannot see your own faults. You feel that everything you do should be rewarded and celebrated.

Attachment is Forbidden +600 CP
Your warehouse and all of your out of jump items are locked for the duration of this mini-jump.

Blind we are +600 CP
For the duration of this jump you lose all visual senses and ability to perceive beyond 50 feet away from you.

I'm programmed for etiquette not destruction +600 CP
For the duration of this jump you are a total pacifist incapable of doing any harm to anyone.

End of Mini-Jump
This Mini-Jump ends on 21 BBY and any relevant Mini-Jump-only drawbacks end. You will need to exist within the universe until 19 BBY before you can start the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select "Next:" and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode III – Revenge of the Sith**.



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 19 BBY.

Perks:
The **100 CP** Perk is **Free** for each origin and the others cost 50% of their initial price.

This whole operation was your idea -100 CP
Whenever you are part of a plan or operation you will gain an instinctive knowledge of who planned each part of the operation.

Take a seat -200 CP
Using this Perk you are able to instigate a loophole that will allow you to join any group or organization however this will not guarantee a full membership within that organization and may leave you with restrictions.

Drop your weapons -400 CP
Whenever you tell people to drop their weapons they will do so without thinking about it. This will work on anyone at least once per day with those with stronger minds remembering that they had previously fallen for the trick and resisting. You may also feed your force manipulation into this Perk allowing it to strengthen the effects of this Perk.

So love has blinded you -600 CP
You are able to induce short lasting artificial love in any target and anyone who feels either true or artificial love for you will become oblivious to any faults or flaws that they would otherwise see in you ignoring any problems you cause.

Master

Flying is for droids -100 CP
Some people are not the best pilots but that isn't the end of the world with this Perk any vehicle you enter has a button that activates autopilot allowing it to go where you want it to without your direct input. This can even work on low tech vehicles including a horse wagon with the wagon itself gaining the button.

I sense a trap -200 CP
Through this Perk you gain a passive awareness for traps making them glow a special color that you indicate as the trap light. Non-lethal traps will glow green and the potentially lethal traps shifting the color of their glow towards red with the more lethal the trap, causing it to take on a deeper red.

Sith Lords are our specialty -400 CP
Through this Perk you are able to instinctively tell when someone is a member of an organization that you consider your enemy, with your instincts not telling you what organization they are a part of but instead telling you how dark or evil you consider that organization.

I have the high ground -600 CP
It is often said that might makes right so why don't we swap that using this Perk you are able to boost all of your capabilities in proportion to your moral superiority. The more heroic and righteous you are in comparison to your opponent the more powerful you become. If you somehow find that you don't have the moral high ground you can instead switch this to a more literal interpretation so that you gain a boost in proportion to your environmental advantage.

Apprentice

Someone needs to be the poster boy -100 CP
You are damn good looking as far as the public is concerned and any attempt to promote a brand, political ideal or product using your appearance with your permission will be far more productive than it otherwise would be.

You underestimate my power -200 CP
Using this Perk you can selectively toggle people on a specific or general scale so that they passively forget about how powerful you are. This can be used while in combat to cause your enemies to underestimate you or on enemies who are planning attacks so that they forget to plan around you.

We are still flying half a ship -400 CP
There is flying on a wing and a prayer and then there's you. Using this Perk you can fill in the gaps of any damaged vehicle with invisible intangible replacement parts so long as the vehicle has at least a third of its components in place as well as if it were completely undamaged. This allows you to sail hole filled shipwrecks, planes with a single wing and yes fly half a spaceship all as if they were fresh off the line.

Is it possible to learn this power -600 CP
Sometimes it would not be possible for you to learn a power either due to the need of a specific heritage, bloodline, connection to a form of power, spiritual limitations or another type of restriction. Using this Perk you are able to brute force those processes allowing you to copy the most basic form of a type of power when you perceive it. This also allows you to see what the prerequisites are for to learn the ability normally and are able to improve the ability further by meeting those requirements.

Diplomat

Something wonderful has happened -100 CP
You have full control over your fertility and are able to control the general appearance of any children you have including what percentage of each species they are from any of the Alt-Forms of you and your partner they are, what Perks they inherent and what other natural abilities they have.

You're going to kill him, aren't you? -200 CP
Sometimes in politics people will attempt to manipulate you or push a hidden agenda so that your plans and processes benefit them with your own ideas being unimportant to their designs. Through this Perk you can instinctively learn the intentions behind any request or question allowing you to determine when a friendly gesture or harmless question are not so innocent.

Don’t shut me out let me help you -400 CP
Whenever you attempt to persuade someone they will listen and consider your opinion no matter what their intentions have been or what your relationship has been with them previously. This will allow you to convince your enemies who would normally consider you a liar to take your words as earnestly as they would those of a friend.

There Is Still Good in Him -600 CP
Through this Perk you can forcefully purge corruption, mind control and the darker impulses on a target by locking them into a younger, slightly customisable Alt-form with the option to implement appropriate memories and personality alterations that fit their new body.

Politician

I sense Lord Vader is in danger-100 CP
Through this Perk you gain a passive awareness of the physical wellbeing and medical situation of your companions and any willing subordinates.

We shall have peace -200 CP
Using this Perk you gain an instant understanding of the seven quickest ways for you to end any form of conflict however you will not be able to control how moral or violent each of these options are.

A pathway to many abilities -400 CP
Using this Perk you will be able to temporarily change your perspective of how to use each of your powers allowing you to find new ways of using your Perks, powers and abilities that your mindset would not normally allow you to see.

The Tragedy of Darth Plagueis the Wise -600 CP
You can use this Perk to give any and all of your companions or any willing subordinates a **1-UP** by making physical contact with them, this requires you make physical contact with them after each **1-UP** has been used in order to grant them a new **1-UP**.
You can not give yourself a **1-UP** using this Perk.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Phase II Clone Armor -100 CP
This clone trooper armor was the standard issue clone trooper armor worn by clone troopers of the Grand Army of the Republic by the final days of the Clone Wars. The armor is capable of supporting more specialized equipment including advanced filtration systems that protects its wearer from air born and visual hazards. The armor plates are also lighter and stronger than that of Phase I making them more capable of withstanding impacts, pressure, heat and acrid vapors while being more comfortable to wear than Phase I armor. This Armor can be merged with **Phase I Clone Armor** gaining a merged appearance and the advantages of both.

Electrostaff -100 CP
This staff-like melee weapon was designed for single combat against lightsaber-wielders such as Jedi, and is plated in phrik alloy that gives it the ability to block lightsaber strikes. Each end of the staff is tipped with purple or yellow electricity, which was powerful enough to stop a being's heart after five seconds of contact.

Soulless One -200 CP
This customized Feethan Ottraw Scalable Assemblies Belbullab-22 is a single pilot starfighter constructed similarly to a landspeeder or groundcar than a starfighter relying on powerful engines and sheer speed to remain aloft. The vessel has independent shield generators, a Class 6 hyperdrive generator with a backup, close-range sensors, a navigation computer and is reinforced with impervium alloy armor. The vessel is also equipped with a sensor jamming system and two rapid fire laser cannons.

The Invisible Hand -400 CP
This modified Providence-class Dreadnought is propelled by a triad of Creveld-4 radial ion drives with each equipped with emergency booster engines, the ship has a Class 1.0 hyperdrive generator and 10 supplementary Class 10.0 generators all together making it incredibly maneuverable. The Invisible Hand is armed with a pair of large forward-mounted heavy ion cannons, fourteen quad turbolaser cannons, twelve point-defense ion cannons, thirty-four dorsal-mounted dual laser cannons, and anti-aircraft guns allowing it to conduct orbital bombardments and easily defend itself from larger vessels and a fleet of smaller craft.

Master

Utapau Sanctuary -100 CP
This somewhat portable city was built using Ossic architecture, featuring a type of fossilized animal bone, many of the city's structures jut out from the cliff walls which can be vertigo inducing. The city can be imported to the side of any landmass or structure large enough to hold it and returned to your warehouse at will. While imported this city will be partially out of phase from every angle other than the entrance preventing it from causing structural problems due to the loss of structural materials.

Meditation Room -200 CP
This room can be used as either a building or a warehouse attachment. While in this room you can focus on aspects relating to the spirit and have any form of spiritual or mental training improved 10 fold.

Kashyyyk Pod -400 CP
This single person evacuation pod is a simple spacecraft fitted with a heatproof hull and a built in perception filter which makes it appear to be a form of rubble that would be expected to be found in the local location such as a tree or an asteroid. This ship contains sublight thruster nozzles allowing it to reach 99% lightspeed, a sensor processor, guidance computer, and an optical sensor window were built into the pod's conical tip.

Hyperspace Transport Ring -600 CP
This Unique variant of the transport ring is able to expand or contract in order to become equipped to any vehicle providing it hyperspace travel capabilities. Due to this being a Jump enhanced item it will allow you to set the transport time to your calculated destination for each hyperspace jump so that it can be near instantaneous when in a hurry or if you are attempting to delay it can be slowed down to match the speed of a Class 10 Hyperdrive.

Apprentice

Experimental Clone Trooper Camo Armor -100 CP
This experimental variant of the clone scout trooper armor was equipped with a reactive camouflage system that has the armor plates change color to match its surroundings, the armor also contains built-in survival gear and macrobinoculars built into the helmet.

Dark Cloak -200 CP
This dark cloak has a perception filter that when Toggled passively hides your appearance and physical features beyond your general shape, it also conceals your presence so that it can hide any form of unique energy that you give off that could indicate who you are from abilities such as detect alignment or Ki sense.

Eta-2 Actis-class light interceptor -400 CP
The Eta-2 Actis is a single-pilot Jedi starfighter with an astromech droid port that replaced the Delta-7 thanks to its superior firepower. The ship features two laser cannons and two ion cannons. The ship's ion cannons fired bursts of plasma that cause temporary electrical disruptions to their target upon impact which have been boosted to act as a short range EMP upon impact. The ships targeting systems also have a special feature that allows them to determine the most vulnerable area to target and what weapon will be the most effective.

Venator-class Destroyer -600 CP
This republic starship is one of the largest capital ships capable of atmospheric operations, landing on planets to load and unload troops and vehicles. The primary purpose for this ship is for ship-to-ship combat thanks to its heavy arsenal and defensive array. The ship is also capable of acting as a starfighter carrier, a military transport and battleship escort. This vessel has all the features of the canon ship as well as a special connection to your warehouse. Anything stored within your warehouse can be summoned into any of the cargo holds or hangers so long as it will fit and when the Destroyer takes sufficient damage it will automatically be teleported to a warehouse extension which will keep the ship in stasis until it is in a stable condition.

Diplomat

Hovercart -100 CP
The hovercart is a utility vehicle that can be used to transport cargo. This model is self resizing to hold an object of any size and reconfigures itself to safely hold any amount of weight. It is also able to produce a number of glasses containing any common soft drink.

Convenient Pillar -200 CP
Whenever you are attempting to remain unseen you are able to summon this Pillar from your warehouse with it blocking the line of sight to you. This Pillar will not seem out of place regardless of the location but will not prevent someone from looking behind the Pillar if they feel they should.

Magna Guard -400 CP
You gain 3 IG-100 MagnaGuards, a form of Combat Bodyguard Droid by default they are equipped with Electrostaffs that can be extended from and retract into their bodies and are capable of continuing a fight even with the loss of one or multiple limbs or even their heads. They are capable of learning to wield any form of weapon or fighting style that they are physically capable of however their core priority is protecting their target by default that is you.

Asteroid medical facility -600 CP
This space capable medical facility consists of a series of white buildings and domes, with the main medical center rising slightly higher from the rear of the facility. A landing pad was connected to the facility, allowing external access to the medcenter. While within this medical center it is not possible for any patient to die, the facility has all the relevant tools and equipment which can be used for surgical and research purposes.

Politician

Senate Floor -100 CP
Your warehouse gains an extension which is an identical copy of the Galactic Senate Chamber. This room will have 1,024 repulsorpods which act as detachable floating platforms that are equipped with voice-amplifying microphones, translators, and hovercams that record the various proceedings. At the center of the chamber was the Chancellor's podium.

Galaxies Opera House -200 CP
Your warehouse gains a copy of the Galaxies Opera House, this building will be able to project either as a 2D image or 3D performance of any TV's show, Movie, music or plays from any continuity you have visited.

ChanPal SuRecon Center -400 CP
Your warehouse gains the Surgical Reconstruction Center can be used for perfect surgical augmentations and implement intensive cybernetic enhancement with a 0% chance of complications or the operation failing.

Mustafar -600 CP
Your warehouse gains a pocket dimension that houses a stable solar environment for the planet Mustafar with a copy of the planet. Mustafar's lava flow holds unique and valuable ores that can be mined from the lava and are extracted in different ways.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Scenario Option - Interrupt Order 66

To complete this scenario you must prevent the unnatural deaths of at least 25% of the Jedi who died between the events of the start of Episode 1 and the end of Episode 3, this can be done through a number of ways including evacuating the Jedi from Coruscant before the clone war, executing order 65, creating a parallel order that absorbed a quarter of the active Jedi or another way of preventing their death.

Reward:
If you complete the objectives you may take the Perk **A Favor Returned** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

A Favor Returned
Whenever you save someone you will gain two boons. First you will gain an affinity for everything they are proficient in, gain a small amount of almost subconscious memories in regards to training and experience that they have. Should you already know everything they do about the skill or ability they have, this will sure up the basics and slightly improve your efficiency with it. Secondly should you ever be in danger and they are able to help they will become aware of the problem and be incentivised to help.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

I can feel your anger +100 CP
You seem to radiate emotions as others seem to read your emotions as a book just by looking at you.

I know they don’t trust you +100 CP
People keep trying to make you paranoid about who is and isn't out to get you.

This is a happy moment +100 CP
Any time something good is going on that makes you happy something annoying or troublesome will happen nearby which will inevitably annoy you when you find out about it.

They need you more than you know +100 CP
You seem to have caused a galaxy wide spree of bad luck that you can deter as events that you could be involved with but are not are more likely to fail than those that you are interacting with or had no way of dealing with at all.

Revelation of the Sith +100 CP [Mandatory for "Darth and Droid"]
Yep you're still at the table, Tabletop game that is.

Less deliberating and more action +200 CP
Contrary to what you may think most of this mini-Juimp will be boring meetings and bureaucracy that you will find tedious and boring.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

Twice the pride double the fall +200 CP
Whenever you feel arrogant or prideful in your actions or accomplishments the universe will find a way to burst your bubble and embarrass you.

I'm not brave enough for politics +200 CP
Politicians really seem to have it out for you and will often go out of their way to make your life as difficult as they lawfully can.

What about the droid attack on the Wookiees +200 CP
It seems that events are going on around you that others seem to be passively disinterested about despite the importance of the events.

Wheeze +200 CP
You have a chest infection that although doesn't cause you much discomfort or pain will make you cough and wheeze a lot.

Hello there +200 CP
Whenever you enter a room or location you always seem to loudly announce yourself.

I'm tired of all this deception +300 CP
You are really bad at lying as each time you tell a lie you will feel emotionally drained with most lies only needing to be explained three times before you give up and tell the truth.

Do you have a plan “B” +300 CP
You will forget you have taken this drawback and Plan A will always fail.

Premonitions +300 CP
You will keep having visions of the future that show you horrible things and while some of them are real others aren't but you won't be able to tell the difference.

Only a Sith deals in absolutes +300 CP
You are now incapable of being 100% certain of anything and you are incapable of guaranteeing any of your answers on anything

Another happy landing +400 CP
It seems you have a Jostar Cure and every time you are in a flying vehicle it will be a crash landing

Kill him now +400 CP
It seems that it is very easy to convince you to kill someone, as all that you need to be told is that you should kill someone who you consider an enemy by someone you don't consider an enemy and you will almost without thinking try to kill them.

Always on the move +400 CP
Whenever you implement an out of the box solution to a problem the problem will solve itself and cause your solution to be more harmful than helpful.

His fate will be the same as ours +500 CP
At the start of this Mini-Jump you will be linked to someone in the galaxy at random you will be informed who they are and any harm or damage they take will instantly be applied to you.

Too dangerous to be kept alive +600 CP
Should you ever be captured your enemy will instantly attempt to kill you without mercy or theatrics.

The attempt on my life has left me scarred and deformed +600 CP
It seems that something unfortunate has happened to your face as like Darth Sidious your face has become shriveled and gray.

End of the Prequel Trilogy
This Mini-Jump ends on 18 BBY and any relevant Mini-Jump-only drawbacks end. By doing this you can take one of four options:

Next Episode: [Mandatory "The Long Road"]
You will need to exist within the universe until 0 BBY before you can start the next Mini-Jump in this Document **Episode IV – A New Hope**. You can either spend your time in Jump participating in the **Pre-Original Trilogy Scenario Options** and/or optionally go on another Jumpchain adventure while this Jump is paused.

Next Start:
You can move onto any section of this document that you have not yet completed.

Next Step:
You can move onto another Jumpchain and when you return move onto any section of this document that you have not yet completed.

Going Home:
The Jumpchains are over as you return to your original world from a galaxy far far away.

Scenario Options - Pre-Original Trilogy

None of these people seem to be a Skywalker, I'm not quite sure what's gone wrong but see if you can do what they didn't and take down the Sith backed evil organization before the original protagonist shows up and steals your thunder.



Scenario Option - Star Wars Rebels

You seem to have awoken on the planet Lothal the same day that the orphan Ezra Bridger meets The Ghost's crew. To complete this scenario you must secure Lothals independence from the Galactic Empire.

Reward:

If you complete the objectives you may take the Perk **The Little Guy** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

The Little Guy

When you designate a specific organization as your enemy you learn about every group fighting against the targeted enemy as you and how you can contact them. You also gain the skills required to manage the whole organization as if it were a few people.

Scenario Option - Soulcalibur IV

A wave of power has caused a disturbance in the force flowing from a gate to another dimension three warriors of the force will journey to the gate in order to deal with this power themselves, the Apprentice, Darth Vaider and Yoda. To complete this scenario you must enter the gate and deal with Algol yourself.



Reward:
If you complete the objectives you may take the Perk **Far, Far Away**, the Items **Soul Edge & Soul Calibur** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Far, Far Away
Using this **Narrative Perk** you can choose to insert any compatible Jump you have completed into the history of a new Jump so long as the connections you set up between the two are plausible. This perk allows you some control over the details of how they are connected, however the options must be canon and the perk itself will organize and orchestrate any details you do not fill in. For example using this perk you could make a Sci-Fi Jump's events take place in another galaxy from the events of a fantasy game, you could make the events of a historical comedy take place in the history of a futuristic grim dark story, making historic connections between the two continuity's and you could make the events of one fantasy story the long lost history of another.

Soul Edge & Soul Calibur
These two magical swords now view you as their true master and are loyal only to you.
The **Soul Edge** is a large blade, imbued with the power to consume souls and become stronger. It is also able to enslave the minds of anyone else who attempts to wield it. The blade itself takes on a crystalline structure with a red hue covering the blade and a blue core while having formed a proper handguard. The eye is now situated in the handguard instead of being on the blade itself. While wielding Soul Edge your connection to the dark side of any form of power is magnified. The **Soul Calibur** is a sword infused with a good energy damaging evil and cutting though any kind of physical barrier with ease. The sword has a large crystalline/ice structure vaguely resembling a sword, including the hilt. While wielding Soul Calibur your connection to the light side of any form of power is magnified.



Scenario Option - Fallen Order

You awaken on the planet Bracca on 14 BBY the same day that the Second Sister is looking for a Jedi.

In this Scenario you must join the crew of the Stinger Mantis in their scavenger hunt for a Jedi Holocron that contains the information on all potential younglings.

To complete this Scenario you must get the Jedi Holocron and prevent the Empire from getting a hold on it.

Reward:
If you complete the objectives you may take the Perk **Force Echo**, the Item **Youngling Holocron** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Force Echo
This perk can work with or without the force but will be more powerful the more powerful your Force abilities. Using this you are able to acquire information about people or events associated with an object or a place simply by touching or entering it.

Youngling Holocron
This Jedi holocron contains a list of the names and locations of every Force-sensitive person across the galaxy, as well as their approximate talent and potential for mastering the Force. This Holocron updates itself every time it's opened allowing you to track a specific jedi by toggling them.
Post-Jump you can alter this to pick up other types of supernatural abilities such as picking up every living wizard.



Scenario Option - The Force Unleashed

You awaken on the Rogue Shadow with everyone believing you are supposed to be there, on the day that Galen Marek is sent to assassinate Rahm Kota. To complete this scenario you must either insure the formation of the organized resistance or the creation of Darth Starkiller.

Reward:

If you complete the objectives you may take the Items, the **Helm of Darth Starkiller**, the **Ceremonial Jedi Robes** and the **Sith Stalker Armor** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Helm of Darth Starkiller

This helmet resembles that of a bounty hunter helmet with two chunks of metal that curve into the side of the head. While being worn the user is able to magnify the amount of power they can wield dramatically by instilling fear in their enemy and awe in their allies.

Ceremonial Jedi Robes

These white Jedi robes have been worn by only the most honorable Jedi Masters or given posthumously to those Jedi who sacrificed everything to protect and defend the galaxy. They have an innate connection to nature, life and light allowing you to greatly enhance your connection to the light side of the force.

Sith Stalker Armor

This sinister armor is normally painfully grafted to the flesh and bone of its weare in order to magnify their pain, rage and suffering. While wearing it you are able to connect to those emotions focusing them without the negative consequences allowing you to greatly enhance your connection to the dark side of the force.

Scenario Option - Survivor [Requires Fallen Order]

You awaken at 9 BBY on the Imperial capital world of Coruscant on the date that Cal Kestis and Bode Akuna attempt to steal military data from Senator Daho Sejan. To complete this scenario you must arrive on Tanalorr with none of your enemies alive on it.

Reward:

If you complete the objectives you may take the **Hilt Shifter**, **Hilt Addition** and **Blade Shifter**, **Blade Addition** lightsaber modifications for **Free** or be refunded the cost if you already have either as well as gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.





Scenario Option - The Force Unleashed II [Requires The Force Unleashed]

You awaken at an Imperial facility on the planet Kamino, at the same time that Darth Vader observes the training of a clone of his former apprentice Starkiller and labels the clone a failure. To complete this scenario you aid the clone in their journey of self discovery ending with the scenario ending when the clone faces the decision to either capture or kill Darth Vader.

Reward:

If you complete the objectives you may take the **Amplification** lightsaber crystal and **Twin Saber** lightsaber modifications for **Free** or be refunded the cost if you already have either as well as gain a customisable **Maulkiller** Alt-Form and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Original Trilogy



You gain **+500 CP** which can only be spent in the Original Trilogy section.

Origin Selection:
Within this Jump you will have the option of what origin you have by selecting an origin you will lock into doing this Trilogy until you have completed Episode 6 the Return of the Jedi.

Scoundrel

You live by your own set of rules and will lie, cheat and steal if the situation calls for it

Knight

You are kind and brave, and likely to try and rescue others from a difficult situation.

Princess

You are an official representative, who could be in distress or kicking ass depending on the situation.

Lord

You are the one in command and all those who follow you will be better off doing what you say instead of what they want.



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 0 BBY.

Perks:

Where are you going -200 CP
Using this perk you can target someone in order to find the location that they believe they are going to.

Scoundrel

Made the Kessel run in less than twelve parsecs -100 CP
When using this perk you will gain a simple statement for each situation which will tell you how easy to scam the ones you are telling it to are from their responses.

Let the Wookiee win -200 CP
When playing a game against another person you can use this perk to put psychological pressure on your opponent causing them to feel distress and as though they should lose.

No mystical energy field controls my destiny -400 CP
You can toggle this perk in order for you to become a blank spot in fate hiding you from any form of precognition or prophecies.

Hokey religions and ancient weapons are no match for a good blaster -600 CP
Using this perk you are able to bypass magical or otherwise supernatural weapons when using purely mundane weapons such as knives, swords and guns.

Knight

I'm Luke Skywalker I'm here to rescue you -100
When rescuing someone you will be able to make them instinctively know that you are there to help them and how dependable you are.

That wizard's just a crazy old man -200
At the start of each jump you can activate this perk in order to find a master of any supernatural abilities you have ever from in jump focus that you could learn or jump document purchase's.

Sand people are easily startled -400 CP
By activating this perk you can force your enemies to feel frightened and activate their flight response for about a minute. Once they have regained their composure they may come back with greater numbers.

If you strike me down -600 CP
Not quite more powerful than you could possibly imagine but with this perk you gain a specialized **1-UP** which allows you to become a force ghost upon death which will not count as a jump failure.

Princess

Only you could be so bold -100 CP
Sometimes you have to deal with the most arrogant and pompous of people but with this perk you can gain a simple sentence that will embarrass your target and make them look like an arrogant fool to anyone who hears you.

I recognized your foul stench when I was brought on board -200 CP
Whenever you enter a location or facility such as a space station you will instinctively gain the knowledge of how many people are there and who if any of them you know the names or alias of.

Help me, Obi-Wan Kenobi. You're my only hope -400 CP
Whenever you are in danger or trapped this perk can guarantee that whatever attempts to reach out for assistance will succeed and will persuade the person it reaches to help.

Somebody has to save our skins -600 CP
No matter the situation no matter the problem you're facing you can always come up with the quickfire solution to get you out of the immediate situation but this doesn't guarantee you wont get into another tight spot so you may have to use this a few times in a row to get out scot free.

Lord

You are part of the rebel alliance and a traitor -100 CP
Simply by declaring a target as a traitor you can passively remove all sympathy your subordinates would have towards that target.

I want them alive -200 CP
Your subordinates will not be capable of killing their targets if you tell them to capture them alive, instead they will be put into a stasis that you are able to deactivate instead of death.

An alternative form of persuasion -400 CP
Using this perk you will always instinctively know the right leverage to get information out of anyone you focus on whether that is a kind word, a bribe, a threat or an act of violence.

Escape is not his plan. I must face him alone -600 CP
Whenever you challenge an opponent to a one on one duel no one else will interfere with your battle and your opponent will not consider fleeing from you or attempting to escape.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Gaderffii - Free
The Gaderffii, or Gaffi stick, was the traditional melee weapon of the Tusken Raiders of Tatooine. It was a pole weapon with a spike or blade on one end and some kind of bludgeoning instrument on the other.

Restraining Bolt and Caller - Free
When this small, cylindrical device is affixed to a droid it will limit its functions and enforce its obedience. When inserted, a restraining bolt restricted the droid from any movement its master did not desire, and also forced it to respond to signals produced by a hand-held control unit known as a caller.

Stormtrooper Armor -100 CP
The standard armor worn by the stormtroopers of the Galactic Empire consists of a white plastoid composite worn over a black body glove. The overlapping plastoid composite plates can disperse energy, protecting the wearer from glancing blaster bolts. The helmet contains a rebreather that can filter out most airborne toxins, an integrated comlink, a broadband communications antenna, anti-glare lenses, a built-in heads-up display which also provides targeting diagnostics, power levels and environmental readings at the corner of the wearer's eyesight. You can also use the helmet to access data on various military subjects or to interface with any form of accessible data network such as the internet.
This Armor can be merged with **Phase II Clone Armor** gaining a merged appearance and the advantages of both.

TIE-Fighter -200 CP
The standard Imperial starfighter although it lacks combat shields, hyperdrive, and life-support systems, its advanced engine design with the reduced mass of the fighter gives the ship exceptional maneuverability. It also has optimized solar arrays and a number of independent generators that optimize the ships performance.

Escape pod -400 CP
This dynamic pod is stored within your warehouse and can be used from within any vessel you are in. This pod will automatically activate if a spaceship you are in blows up, placing you and up to 11 other people within it either those specifically targeted or the 11 closest people. Anyone who scans or views the pod will think that it is debris from the vessel's destruction.

Death Star 1 -1000 CP
Referred to as the Ultimate Weapon the Death Star is a moon-sized, deep-space mobile battle station constructed by the Galactic Empire. It is designed to fire a single planet-destroying superlaser powered by massive Kyber crystals which would destroy any planet targeted.
The Death Star can be placed within a warehouse extension and can itself import appropriately sized warehouse extensions and rooms within its structure.

Scoundrel

DL-44 -100 CP
This heavy blaster pistol offers above-average firepower without compromising accuracy, and is easily modifiable.

Dejarik Board -200 CP
This game board produces two teams of holographic creatures who you can control and maneuver in order to have them battle each other on a holochess table. This board is also programmed to alter its shape and generate pieces in order to allow you to play any board game.

Millennium Falcon -400 CP
This Corellian YT-1300 light freighter is defined by two convex saucers welded together, a pair of front-facing mandibles and an outrigger-style, side-mounted cockpit with transparisteel viewports. The Millennium Falcon has heavily modified Girodyne SRB42 sublight engines with a SLAM overdrive that rerouted energy for acceleration bursts and it has a Isu-Sim SSP05, a Class 1 hyperdrive, that has been jury-rigged into a Class 0.5 drive. The ship has multiple deflector shields with three deflector shield generators, concussion missile launchers, beam lamps, two CEC AG-2G quad laser cannons, two Arakyd ST2 concussion missile tubes and a BlasTech Ax-108 "Ground Buzzer'' blaster cannon,

Mos Eisley Spaceport -600 CP
Your warehouse gains a pocket dimension that can store this copy of Mos Eisley's spaceport, you can summon a landing platform for any ship and then store the vessel within one of the 362 hangars where the built in DUM-series pit droid can do maintenance and repair.

Knight

6-2Aug2 hunting rifle -100 CP
This advanced slugthrower has an elongated barrel that allows for precise, long-range shooting, making up for the lack of a laser targeting sight or scope. The 6-2Aug2 was known to be easy to repair and maintain. It was quite similar to the Tusken Cycler rifle although more modern and with a faster rate of fire.

Marksman-H Training Droid with Blast Helmet -200 CP
When using this training droid your reaction time and aiming skill progresses at 5 times the rate they would if this were a regular training droid and if you wear the blast helmet at the same time it will aid your perception training by 20 times.

X-Wing -400 CP
This starfighter is named for its distinctive S-foils that resemble character "X" when in attack formation. They have a laser cannon at the tip of each S-foils and proton torpedo launchers in the fuselage. It is equipped with a long-range hyperdrive system consisting of four GBk-585 hyperdrive motivators and has T-65B's sensor systems inside the X-wing's nose cone.

Do you speak Bocce? -600 CP
This Gold Plated C-3PO unit dynamically learns every language at the start of each jump allowing it to act as a perfect translator. C-3PO can also teach nearly any sentient being any language it knows in a perfect language orientation course that can take as little as 20 minutes with the learned language skill not being affected by any perk or item drawbacks. When within a Gauntlet or if you take an item restricting Drawback you retain a Lego Minifig of C-3PO which can still teach you in any language it knows.

Princess

Satine's Lament -100 CP
This Defender sporting blaster pistol is used for small game hunting and self defense. The blaster is lightweight, and can be disabled for concealment. When in its three components, the blasters could pass through most security scans undetected.

Medal -200 CP
Your wearhouse will gain a customized medal for every heroic action you take and operation you succeed in allowing anyone who you let look at them relive the memories of those events as though they were there.

Backup Alderaan -400 CP
Your wearhouse gains a backup copy of the planet Alderaan the second before it gets destroyed, you may choose to use this planet to replace the destroyed one either in its original location or another viable one or you may keep it. If you do give us your copy of Alderaan you will gain a replacement at the end of the jump but without the people who live on it.

The memory systems of this R2 unit -600 CP
At the start of each Jump this R2-D2 Unit will gain the Data Blueprints or instructions for the main antagonist's greatest weapon or asset, whether this be a literal weapon, a meditation technique, a type of medicine or a magic spell.

Lord

E-11 Blaster Rifle -100 CP
This light blaster combines three power settings; lethal, stun, and sting with impressive range and built in aim assist. Unfortunately the official E-11 Blasters are incompatible with the hud in a storm trooper’s helmet causing them to have terrible accuracy, this model’s aim assist is fully compatible with any form of view screen.

IT-O Interrogation Unit -200 CP
This droid was designed in order to coax information out of its designated targets. It has been programmed with all known methods of physical and psychological torture. This droid is able to set off large amounts of pain without causing the target any long term physical harm.

TIE Advanced Fighter -400 CP
This altered TIE fighter has a greater speed than the regular TIE Fighter, is armed with heavy twin blaster cannons and has cluster missiles. This ship also has a hyperdrive, a deflector shield generator, a more effective solar ionization reactor, a life-support system and stronger hull.

The Devastator -600 CP
This Imperial Star Destroyer is armed with turbolaser batteries, ion cannons, and several tractor beam projectors. The ship has a tractor beam targeting array with diagonal support beams (located between its two deflector shield generator domes and a communications tower with vertical support beams. Any ships drawn into its docking bay via tractor beam can be stored within a secure facility within your warehouse.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Self Insert - Free
You can choose to replace any canon character in the Star Wars Prequel films gaining their body as a new AltForm, their knowledge of their life so far and any skills they have so far. Followers and companions may take this drawback.

Early Start - Free
You may choose to start this Jump up to 3 years before the start of the first film on 3 BBY.

Legends Continuity - Free - [Incompatible with "Darth & Droid!"]
You can select any aspects of the continuity from the Legends universe instead of the Disney Canon and make them canon, such as if the Yuuzhan Vong and the mother exist or not.

Fan Fact - Free - [Incompatible with "Darth & Droid!"]
You can select any fan theory and anything not directly stated within the star wars movie series and select for it to be canon within your Jump. Theories must be compatible with the franchise. Similarly, contradictory, illogical or inconsistent lore may be resolved in the way you choose through this option

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

Now that's a name I've not heard in a long time +100 CP
For some reason no matter how many times you correct them people keep calling you the wrong name, even if you convince them what your name is they will unconsciously call you the wrong name.

Cover me, Porkins +100 CP
All of your codenames or call names are specifically insulting to you.

Aren't you a little short for a stormtrooper +100 CP
You are vertically challenged as you are far shorter than you should be and everyone thinks that they need to point out that you're a tiny guy.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

She lied to us! +200 CP
You are shockingly gullible and will constantly be surprised when people someone lies to you

Blast it! my guns jammed +200 CP
Any weapon you touch is twenty times more likely to malfunction while you are using it.

All systems have been altered to your presence +200 CP
Whenever you attempt to sneak into a secret facility or break into a location you're not supposed to be in you will automatically set off the security alarm.

Curse my metal body +300 CP
For the duration of this Mini-Jump you will be locked into the **Alt-Form** of a protocol droid similar to C-3PO. Post Jump you may keep this **Alt-Form**.

He doesn't like you +300 CP
There's something about you that causes strangers to pick fights with you for no discernible reason and there's almost nothing you can do to stop them without causing them notable harm.

She May Not Look Like Much +300 CP
This drawback causes a visual downgrade with every vehicle that you own causing it to look like it were made to go on a C list 70's sci-fi show as it now contains tinfoil, plastic and scrap material. Post jump any vehicle you own will gain this as an Alt-Form.

Great, kid! Don't get cocky +300 CP
You are blindly arrogant about your own abilities and keep thinking that you are the best at everything you do.

Wretched hive of scum and villainy +300 CP
Every bar, restaurant or other eating establishment you go to will be full of unruly and unpleasant people who will go out of their way to cause trouble for you.

I guess it's what your best at +300 CP
For some reason everyone acts like you're being difficult or an asswhole, even if you were to become the darkest lord or brightest hero they consider you less intimidating than annoying and dislikable.

Only Imperial Stormtroopers are so precise +400 CP
The in-Jump Blasters are now compatible with the Stormtrooper Helmets giving them perfect accuracy with their weapons fire.

Darth & Droid +500 CP
With this instead of following the plot of the movies your prequel Jumps will now follow the plot and logic of a group of Tabletop players. Now instead of A New Hope you will be in the continuity of A New Generation. Unlike other drawbacks these points can be saved to be used in any other Prequel Mini-Jump from this Jump Document.

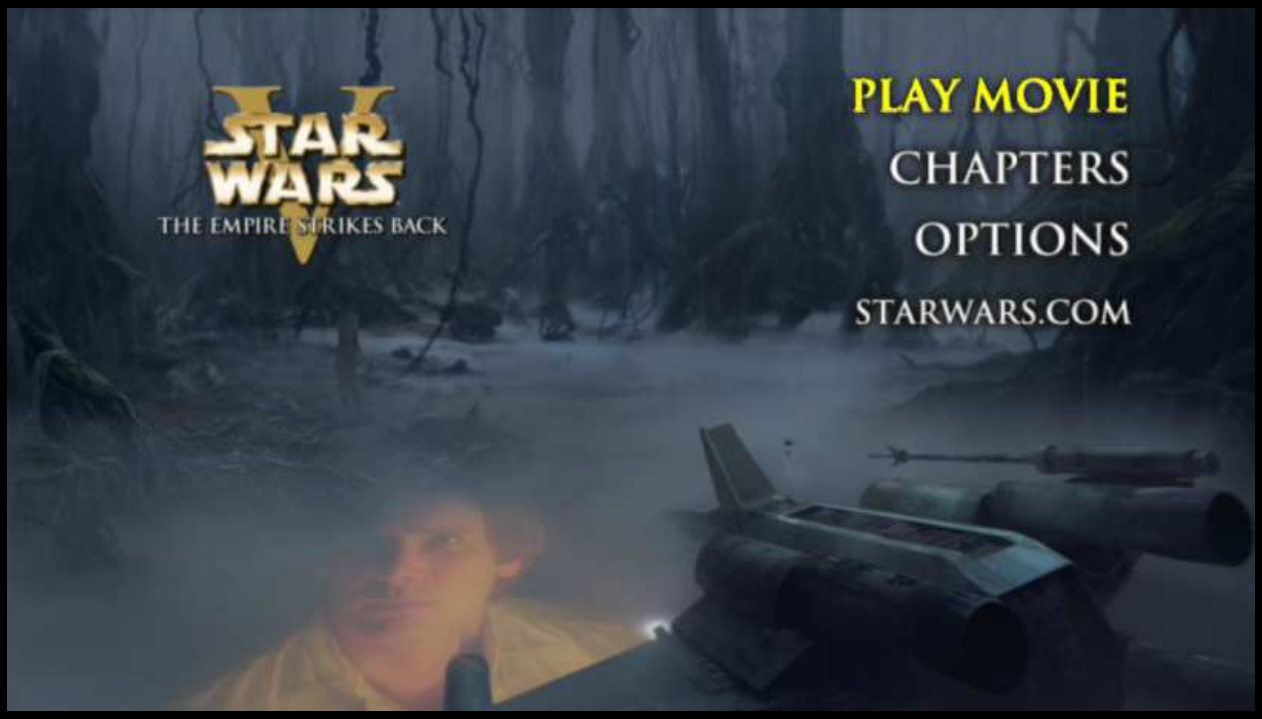
We intercepted no transmissions +600 CP
The events of rogue 1 failed to get the plans off planet the rebels don't have them anymore.

End of Mini-Jump
This Mini-Jump ends on 1 ABY and any relevant Mini-Jump-only drawbacks end. You will need to exist within the universe until 3 ABY before you can start the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select "Next:" and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode V – The Empire Strikes Back**.

Episode V – The Empire Strikes Back



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 3 ABY.

Perks:

No, There Is Another -200 CP
Using this **Narrative Perk** you can retroactively insert an additional viable candidate to be the target option for any type of prophecy either by making it so that an existing canon character matches the requirements or by creating a new previously non-canon character who does.

Scoundrel

You sound like a businessman, a responsible leader -100 CP
You can toggle this perk to allow yourself to have the gravatas and authority that causes others to think that you are a figure to be respected and should be able to take control of the situation.

I Know -200 CP
Whenever you look at someone you will passively know how they truly feel about you. This will bypass any form of acting, mental protections or mind control.

No sign of life out there -400 CP
This Perk enables you to see the glowing outline of any nearby living creatures, even through walls. You may also feed your force manipulation into this Perk allowing it to increase the range of this Perk.

Shut him up or shut him down -600 CP
You can use this to remotely deactivate droids causing any droid you target with this to either activate their self-destruct function or start the process to power down their functions.

Knight

Ready for some power -100 CP
You know what any creature or entity you meet eats or consumes just by looking at it. You can tell what the optimal portion sizes for it are and how best to prepare it for the creature's needs.

You're lucky you don't taste very good -200 CP
You can toggle this perk so that you dynamically taste disgusting to anything that attempts to eat any part of you. You can also use this to make specific parts of you taste disgusting.

A Jedi's strength flows from the Force -400 CP
With this perk you can convert any type of energy you are in contact with directly into a physical boost. This can also include any innate energy such as body fat, or more complex energy types such as a lightning bolt or a battery. You may also feed your force manipulation in order to fuel this Perk.

I'm looking for a great warrior -600 CP
By looking at someone you can tell how powerful they are and gain a sonar like effect that lets you tell when powerful people are near and what direction they are in from you.

Princess

You're a great help to us -100 CP
Whenever you don't want to tell someone the main reason behind a decision or opinion you can use this perk to give you a number of true excuses that support your arguments.

Give the evacuation code signal -200 CP
When you activate a retreat alarm at least 70% of your subordinates who are in danger will successfully escape.

I don’t know where you get your delusions laser brain -400 CP
Using this perk you are able to insert an idea, opinion or concept into someone's mind causing them to believe that it is true regardless of if it is or not. You may also feed your force manipulation into this Perk in order to deeper instill this belief in their mind.

Reroute all power to the energy shields -600 CP
You can dynamically set up your shields either technological or supernatural to charge to the exact amount needed to deflect each incoming attack with you instinctively knowing when you don’t have enough power.

Lord

Distance to Power Generators -100 CP
You have perfect sensory measurements which allow you to perfectly measure distance, weight and volume with 100% accuracy.

Obi-Wan never told you what happened to your father -200 CP
Through this perk you get the full story of what happened to your in jump family, as well as a full breakdown of why, showing you who planned the events, their intentions behind it and how the events were orchestrated.

That’s it the rebels are there -400 CP
Using this perk you are able to determine the difference between false leads and positive ones as when you are individually shown a lead you can identify what the other possibilities are and how they are possible or impossible.

You have failed me for the last time -600 CP
Your subordinates will always remember any mistakes that any other subordinates have previously made making it highly unlikely the same mistake will happen twice.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Snowtrooper Armor -100 CP
This Armor is well adapted to the intense cold, it has terrain-grip ice boots allowing the wearer to walk faster in a cold environment. The armor is equipped with a powerful heating and personal environment unit which has a self-sufficient life support system. Its utility belt contains high-tension wire, grappling hooks, ration packs, blaster ammunition, ion flares, as well as a survival kit containing a portable heater, a collapsible shelter, spare power packs, a homing beacon, a comm unit, and additional ion flares. This Armor can be merged with **Stormtrooper Armor** gaining a merged appearance and the advantages of both.

Storm IV Twin-Pod Cloud Car -200 CP
This dule pod armored aircraft has a small yet powerful Kyromaster dual ion engine system and repulsorlift systems connecting them. This aircraft is capable of reaching speeds of up to 1,500 kph while using the repulsorlift drive for difficult maneuvers. Each of the cloud car's pods contain a cockpit. The pilot controls the left pod and the gunner manned the right pod. This fiat backed variant is able to create a mind merge of the pilot and gunner for instantaneous communication and cooperation.

Scoundrel

Hydrospanner -100 CP
This special hydraulic spanner is a hand tool that dynamically shapeshifts to adjust for nuts and bolts of any shapes or sizes allowing it to also work as an all-purpose socket wrench and bit driver.

Floating Garbage -200 CP
Whenever you need to cover your retreat you will be able to summon a large amount of area appropriate garbage to hide yourself which will not be questioned by those who see it.

Bowcaster -400 CP
This crossbow-like weapon uses magnetic acceleration to be more powerful and accurate than the average blaster. The propelled plasma energy has the same level of cutting power as a lightsaber but causes a large explosion of unstable plasma shortly after collision, however they are much heavier than standard blasters requiring strength similar to that of a Wookiee to use. This fiat backed version has an authority based requirement making it so those not given permission would not be able to lift it and those who have permission would not feel its weight.

Carbon-Freezing Chamber -600 CP
This chamber can be used to encase the set up targets into carbonite slabs which puts them in a state of perfect stasis. Anything in carbonite stasis will be in a limbo state being dead by all detectable measures both supernatural and mundane but the cannot be contacted or revived any other method other than using the password controlled panel on the side of the carbonite slab. Any carbonite slab can be retained between jumps with the contents retaining viability.

Knight

Blue Squadron Supplies -100 CP
This selection of futuristic camping supplies includes a blue satchel made from gundark-skin with many pockets, a blue rations relocation tray with eleven slots which each contain a different type of long lasting field rations which restock once per day and a power unit, a small, power generator used to recharge energy cells.

T-47 Snowspeeder -200 CP
This light airspeeder is equipped with a specialized tow cable that allows it perfect accuracy when firing to grapple onto a target. This airspeeder has also been equipped with a specialized temperature shield that allows it to negate any external temperature variants and function in any environment.

Bacta Tank -400 CP
This cylindrical tank can be used to accelerate healing and treat major injuries by simply submerging a target into it for an extended period of time. Anyone placed within this tank will be in a state of pseudo-immortality as they will not be able to die but may be in a state of unconsciousness depending on their state.

Cave of Trials -600 CP
This dark and powerful cave will manifest a customized challenge to anyone who enters into its depths showing them both literal and symbolic visions of the past, future, or possible futures. Anyone who enters into this cave is guaranteed to grow stronger from the lessons they learn in the cave but what they must face is what will change each time they enter.

Princess

Respirator -100 CP
This breathing mask is a device able to provide breathable air to whoever was wearing it. It can also act as a life support system allowing the user to get optimized oxygen artificially pumped into their lungs to survive from respiratory issues even in low-oxygen atmospheres.

Frozen Wardrobe -200 CP
This wardrobe can dynamically produce any dynamic mundane outfits with it producing any types of gemstones such as diamonds and pearls.

Echo Base -400 CP
This stocked military facility is set within your warehouse and can be placed into any location, creating inter-connected artificial corridors seven levels below the surface linked together with structural supports and protected from orbital bombardments by a massive shield generator. The lower levels contain barracks, rec rooms, maintenance hangars and fuel stores, the mid-level house the command rooms, med center, and two large hangars.

Ion Cannon -600 CP
This giant cannon can carve up an ion blast that will disable any electronics within a mile of the impact zone with greater charges increasing the intensity of the electrical interference and the range that the impact has.

Lord

Probe Droid-100 CP
This Viper probe droid has a fiat backed search and assessment system that allows it to find the closest quantity of whatever you program it to find. This can be a specific animal, mineral or group of interest with the droid immediately moving towards its target.

Meditation Chamber -200 CP
While closed in this hexagonal dais you will be in a state of simultaneous life, death, existence and non existence allowing you to interact with both your physical form and spiritual form while you occupy all the space within the chamber. When the chamber is open you return to the state of being you were in when you entered.

All Terrain Armored Transport -400 CP
This four-legged combat walker of the All-terrain vehicle line used by the ground forces of the Galactic Empire. This version has a special holographic overlay that allows you to make it appear to be any 4 legged creature in the same shape and size as the vehicle.

Super Star Destroyer -600 CP
The largest warships in the republic and the empire’s arsenal which acts primarily as a command ship.
This model has a special ability that it can fold its vertical spatial dimensions so that it can occupy a 2-Dimensional plane of only width and breadth with the internal volume retaining its 3 Dimensional space.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Scenario Option - Rogue II

To complete this scenario you must Before the end of this mini-jump you will have to recover the blueprints for the Death Star 2 or the rebel alliance will not get them in the next Mini-Jump.

Reward:
If you complete the objectives you may take the item **Second Death Star Plans** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Second Death Star Plans
Any time you complete any type of blueprint you will gain an additional set of blueprints of what you have just completed with additional features and fixes for some of the issues the original had.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

The Enemy Let Slip +100 CP [Mandatory for “Darth and Droid”]
Yep you're still at the table, Tabletop game that is.

Judge me by my size do you +100 CP
You are short with your proportions being a quarter in height depth and breadth what it otherwise would be without this drawback.

Never tell me the odds +100 CP
Every time you try to do something someone will point out the worst odds for you succeeding.

Stay and help you I will +100 CP
A demented little goblin has decided he is your friend and will go out of his way to help you by doing things such as taste testing your food, breaking things open to check what’s inside, hitting things he dislikes and pointing you is a random direction that could be right but you won’t know. He is not Yoda but is very similar to Yoda’s facade.

I hope you know what your doing +100 CP
You often volunteer or are volunteered to do things that you have no experience in and have little to know knowledge of before getting started in doing it.

Now all I gotta do is find this Yoda +100 CP
Yoda is not on Dagobah and you will have to find him at some point during this Mini-Jump or lose 100 CP in the next Mini-Jump.

This is no cave +100 CP
You keep accidentally entering the mouths of gigantic creatures and not realizing it.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

The boy has no patience +200 CP
You are always restless and find yourself quickly losing your temper under any irritation, delay, or opposition to your actions.

Perhaps you feel you are being treated unfairly +200 CP
It seems that everyone in a position of authority over you will take a sadistic glee in flaunting it to make your life difficult.

Laugh it up fuzzball +200 CP
You have an overactive funny bone and can't stop laughing at stupid things.

A death marks not an easy thing to live with +200 CP
You have a massive bounty on your head that most hunters will be happy to go after.

All right don't lose your temper +200
Everyone has a short temper when it comes to you treating everything you do as if it's one of the most annoying things possible.

As clumsy as he is stupid +200 CP
You will constantly put the wrong foot forwards in front of others, accidentally making simple mistakes and incorrect observations but only when someone else is watching.

I'm sure he's forgotten about that +300 CP
It seems that everyone you have ever slighted in any way will hold a grudge in a similar proportion to what you did as if you had only just done it.

Why did you take this apart now? +300 CP
Anytime you need to use a vehicle or device for the first time in a week you will find that it is being refurbished or is under maintenance

This may smell bad kid +300 CP
Everything smells awful in their own unique and disgusting way.

Then I'll see you in hell +1000 CP
At some point during this jump you will find yourself in The Void also known as Chaos, and referred to as Hell in Corellian mythology. This dark region of the Netherworld of the Force inhabited by the spirits of deceased Dark Lords of the Sith, Dark Jedi, and the spirits of all evil sentient beings who had died. Your perception of time will move differently with seconds feeling slow and drawn out. With this being a spiritual realm what would be considered physical is far different within this space. If you do not escape this place by the end of this Mini-jump it will count as a jump failure.

End of Mini-Jump
This Mini-Jump ends on 4 ABY and any relevant Mini-Jump-only drawbacks end. This Jump will end at the start of the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select “Next:” and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode VI – Return of the Jedi**.

Episode VI – Return of the Jedi



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 4 ABY.

Perks:

We shall double our efforts -400 CP
Whenever you are performing a quantifiable action you can activate this perk in order to gain twice the results for any of the activities you perform.

You have that power too -400 CP
You can grant anyone access to a basic package version of any type of power you have access to such as the force, ki, Stands, conduit abilities or magic powers however their version may be different than your own reflecting how it would work if they got it through the normal method.

Scoundrel

Fly Casual -100 CP
You know how to pilot any vehicle you already know how to pilot in an inconspicuous manner allowing yourself to be overlooked by making yourself seem unimportant and mundane.

She won’t get a scratch -200 CP
No vehicle you pilot will ever take cosmetic damage with any bumps or scrapes instantly repairing unless the damage has a functional effect on the vehicle.

I thought you were blind -400 CP
Your aiming skills will no longer be hindered from a lack of line of sight as you gain a mental aim-assist that integrates with any skill that normally requires perspective of range. This aim assist lets you know what changes you need to make to your aim in order to hit your target.

Someone must have told them about my little maneuver -600 CP
Through this perk you are able to manipulate the anonymous promotions and demotions of yourself and others in an official capacity.

Knight

I warn you not to underestimate my powers -100 CP
Through this perk you can **Toggle** a passive aura to make others feel how powerful you are or **Toggle** specific people in order to have them feel how powerful you are in proportion to them.

But I have no sister -200 CP
Using this **Narrative Perk** you can retroactively insert family connections and change who is related to who. These relations can be set to be retroactively revealed through adoption, memory loss or whatever explanation that makes sense within the situation.

There's still good in him -400 CP
You can target someone with this perk in order to gain an awareness of how much good and evil they have in them. This can also be used to see what can be used to redeemable them and lessen the darkness of their heart.

It is the name of your true self -600 CP
Through this perk you will instinctively know the true name or names of anyone you meet. By using this perk with that knowledge you are able to manipulate the target to an extent in order to restrict their powers and abilities.

Princess

Find out if that code with worth the price -100 CP
Whenever you are about to purchase something you will instinctively know when what you're purchasing is genuine, a counterfeit or a fake.

Someone who loves you -200 CP
Using this perk you can make others aware of any romantic feelings they have for you. You can either use this as a passive field so that everyone is aware of their feelings, You can **Toggle** specific people to be aware or unaware and set filters so that only certain types of people become aware of their feelings for you.

It only takes one to sound the alarm -400 CP
So long as any of your subordinates survive an initial encounter with an enemy you will instantly get an alert and report about it allowing you to respond appropriately.

Somehow I've always know -600 CP
Using this perk you can choose to gain a list of any pivotal plot information relevant to your jump that could be stated in a single sentence. If you do not wish to know any of the knowledge on the list you can retroactively erase those lines from your mind only knowing how many lines you decided to erase.

Lord

I'm here to put you back on schedule -100 CP
Through this perk you have a tremendous boost to your Task management skills and how you interact with your subordinates. This allows you to effectively manage how to use the subordinates and resources you have available in order to best way to reach your goals.

I sense you wish to continue -200 CP
By targeting someone with this perk you are able to feel what they want. This can be used to feel what someone wants in the moment, what they think they want the most and what they really want deep down.

He will come to me -400 CP
Through this perk you can target a specific person you know of and create a reason for them to seek you out.

I'm time you will call me master -600 CP
Through this perk you can target someone in order to gain an awareness of how best to manipulate, mold and tempt them to your side as a loyal subordinate.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Slave Outfits - Free
You gain an unlimited amount of customisable slave leia outfits.

Scout Trooper Armor -100 CP
This armor is worn by the Imperial scout troopers and is noticeably lighter than normal stormtrooper armor, The helmet features an electromagnetics vision enhancement visor and a boosted comlink system for long-range communication, the faceplate has macrobinocular scopes that allow them to see longer distances, for sniping and reconnaissance purposes can also be lifted up while still being worn, allowing the wearer's face to be revealed unlike regular stormtrooper helmets.
This Armor can be merged with **Snowtrooper Armor** gaining a merged appearance and the advantages of both.

Death Star II -1000 CP
This massive battlestation was constructed by the Galactic Empire. It was larger and more powerful than the first Death Star but with finer control. This version is fully complete but has an Alt-Form that allows it to appear in the incomplete state of the canon version, it also possesses millions of millimeter-wide exhaust ports scattered over the surface of the station removing its fatal weaknesses. The most prominent weapon on the Death Star II is its immense superlaser which is capable of destroying a planet with a single blast. Unlike the original the concave focusing dish consists of seven smaller equal sized beams circling the dish and one larger beam located in the center, which are directly by the station's hypermatter reactor into a single destructive beam and thereby require minutes instead of hours to recharge. The Death Star can be placed within a warehouse extension and can itself import appropriately sized warehouse extensions and rooms within its structure.

Scoundrel

Gamorrean Battleaxe -100 CP
This Gamorrean weapon is a staple of their culture and this one has been modified to function both as a Battleaxe and a guitar.

TT-8L/Y7 gatekeeper droid -200 CP
With this purchase you can implant a gatekeeper droid into any door you come across allowing it to lock the door and produce a robotic eye which can communicate with anyone attempting

to get through while it is able to send the video and audio feed it receives. To a device of your choosing

Luxury-class sail barge -400 CP
This floating vehicle has a top speed of one hundred kilometers per hour over a variety of relatively flat terrain, including water or sand. It is able to automatically generate customisable hominids in order to fill the positions of the required crew and staff. These customized staff are by default mindless soulless automatons but can be customized in order to make them truly living beings.

Jabba's Palace -600 CP
This opulent Castle is initially a perfect copy of the palace on Tatooine constructed from a large sandrock and durasteel. The structure can change to match the style of any jump location you have visited, gaining the location's luxury equipment, self-refilling consumables, protection, and entertainment, all of which can be implemented in any version of the Palace.

Knight

Convenient Bone -100 CP
Whenever something tries to eat you you can summon a bone the perfect size and strength to trap its mouth open.

I present to you a gift -200 CP
Your warehouse gains an empty room that will contain a single box whenever you plan to make a business meeting or negotiation. This box will always contain an appropriate gift for the person you are meeting which will give you an advantage at the start of negotiations.

EF76 Nebulon-B escort frigate -400 CP
This vessel features 7 aft-mounted ion engines connected to the forward blade-like body by a thin, cylindrical hull section. The propulsion module also contained the ship's deflector shield generator situated at the top of the craft. This ship acts as a medical frigate equipped with mundane bacta tanks, medical droids, and full-service hospital facilities and can perfectly integrate any magical or technological medical devices into the spaceship without issues.

Endor -600 CP
This replica of the Forest Moon of Endor is placed within a pocket dimension within your warehouse. The moon is segmented into numeros sanctuary zones that dynamically alter themselves to best fit any lifeforms you place in them. The segmented environments that each dynamically facilitate whatever species lives in the area allowing the zone to change the heat, air composition and even the laws of physics without affecting the surrounding sanctuary zones.

Princess

Thermal Detonator -100 CP
Whenever you are negotiating with another person you can pull out this bomb and threaten to activate it and kill you both, regardless of your intentions the other person will believe you.

Bounty Hunter Helmet -200 CP
This high tech helmet contains a Voice changer with a customisable disguise feature which will cover any of your notable visible features.

Choking Chain -400 CP
You can summon this unbreakable chain at will which can be used to either restrict the movements of your target or wrap around their equivalent of a neck in order to choke them out.

Sentinel-class Landing Craft-600 CP
This large-scale troop transport has a built-in disguise filter to look like any enemy vessel but skin deep.

Lord

74-Z Speeder Bike -100 CP
This model of speeder bike is useful for combat reconnaissance thanks to its powerful repulsorlift engine and forward-mounted blaster cannons. The bikes also have built in acom-links, optical sensors, and a close-range com link jammer that you can use to block all signals or just specific frequencies and devices.

All Terrain Scout Transport -200 CP
AT-STs are anti-personnel walkers equipped with two chin-mounted MS-4 twin blaster cannons, a cheek-mounted 88i twin light blaster cannon and one cheek-mounted DW-3 concussion grenade launcher. Unlike the original this model has a built in mental interface that allows the user to gain a complete 360-degree view of the combat zone in real time.

Shield Generator Facility -400 CP
You gain a full shield facility that once placed in a setting and activated will be able to perfectly protect any external target. The facility itself has a lesser plasma shielding system though it will not be able to block any slow moving projectiles or infantry.

Throne of the Empire -600 CP
The throne is devoid of ornaments and symbols of plush comfort being flanked by view screens which are linked to everything you own or rule. Using the computers and communications systems you can interface to any device under your rule or contact any of your subordinates.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

The Jedi Reloaded +100 CP [Mandatory for “Darth and Droid”]
Yep you're still at the table, Tabletop game that is.

This is an unexpected pleasure +100 CP
People that you have to be polite to keep showing up at inconvenient times.

From a certain point of view +100 CP
People keep misleading you with half truths.

It's a trap +100 CP
You are always surprised by traps, even the really obvious ones.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

Let the hate flow through you +200 CP
You are easily tempted by the dark side.

Unexpected this is and unfortunate +200 CP
Mildly unpleasant things will happen to you at least twelve times a day.

New ways to motivate them +200 CP
A bureaucrat keeps putting pressure on you and your subordinates to get things faster even if it's not possible to speed up.

When we have confirmation of your code transmission +200 CP
Any details you provide will be double and triple checked with any abnormalities being scrutinized.

Jittery little thing aren't you +300 CP
It's like you have been juiced up on super coffee as you are constantly agitated and fidgety.

Sick have I become +300 CP
You will be ill with various diseases at a similar level of severity as a cold or the flu for the entirety of this Mini-Jump.

Everyone gets delusions of grandeur +300 CP
Everyone else on your side seems to think that they are amazing in their own special way and tend not to be willing to compromise or follow other people's lead.

I'm endangering the mission +300 CP
An enemy of yours will always become aware of you in any stealth mission you are on.

Hibernation Sickness +400 CP
For the entirety of this Mini-Jump you will suffer from intermittent bouts of exhaustion, weakness, dehydration, dizziness, memory loss, and temporary blindness.

Many Bothans died +600 CP [Incompatible with "Rogue II"]
The rebels never got the plans for the second Death Star and do not even know it is under construction.

As you are slowly digested over 1,000 Years +2500 CP
You must spend 1000 years independent but before the mini-jump starts in a temporally displaced pocket dimension being slowly digested by the Sarlacc. For the duration of this drawback you will lose access to your warehouse and lose all of your perks and items other than body mods. During this drawback you will not be able to escape, you will not be able to die or age, you will not need food, water or sleep although you may sleep if you wish too.

End of the Original Trilogy
This Mini-Jump ends on 5 ABY and any relevant Mini-Jump-only drawbacks end. By doing this you can take one of four options:

Next Episode: [Mandatory "The Long Road"]
You will need to exist within the universe until 34 ABY before you can start the next Mini-Jump in this Document **Episode VII – The Force Awakens**. You can either spend your time in Jump participating in the **Pre-Sequel Trilogy Scenario Options** and/or optionally go on another Jumpchain adventure while this Jump is paused.

Next Start:
You can move onto any section of this document that you have not yet completed.

Next Step:
You can move onto another Jumpchain and when you return move onto any section of this document that you have not yet completed.

Going Home:
The Jumpchains are over as you return to your original world from a galaxy far far away.

Scenario Option - The Mandalorian



This scenario can happen either before or after any Mini-Jump.

This scenario begins on 9 ABY you will be taking a bounty hunter mission instead of the Mandalorian Din Djarin in order to retrieve the fifty year old child Grogu.
To complete this scenario you must reunite Grogu with his kind and deal with anyone who attempts to take him for themself.

Reward:
If you complete the objectives you may take the Items **Tomes of Tarre Vizsla, Bars of Beskar** and **Mandalorian Scrap Armor** for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Tomes of Tarre Vizsla
These ancient books contain the militaristic understanding of the force that Tarre Vizsla learned throughout his life as well as how he understood how the force can be used in warfare.

Bars of Beskar
Once per week you gain eight ingot bars of Beskar that have been stamped with the Galactic Imperial Crest. These bars can be melted down in order to forge Beskar weapons and armor.

Mandalorian Scrap Armor
This set of Mandalorian armor is made mostly from durasteel and leather, however it has pieces of Beskar armor including a shoulder pauldron, helmet, and heartplate.
This armor can incorporate any Armor FiatBacking it and can absorb any materials. This allows you to swap out any pieces of armor for the same armor space or consume the equivalent amount of material in order to shape it into the shape of any absorbed armor.

Sequel Trilogy



You gain **+500 CP** which can only be spent in the Sequel Trilogy section.

Origin Selection:
Within this Jump you will have the option of what origin you have by selecting an origin you will lock into doing this Trilogy until you have completed Episode 9 the Last Skywalker.

Scavenger

You are not a t of the great struggle and are merely trying to reach tomorrow.

Resistance

You are one of those who stand against a that which should never be allowed to return.

Traitor

You abandoned the life you were forced to live and have turned against it.

Imitator

You emulate what came before you in order to insight the fear and power it once had.

Episode VII – The Force Awakens



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 33 ABY.

Perks:

To me, she is royalty -100 CP
Using this **Narrative Perk** you can change the context of any position of authority that an individual has making it so that a Princess can become a general gaining all the knowledge and experience that their possession would require.

Scavenger

I can do this I can do this -100 CP
This perk acts as a confidence booster telling you when what you're attempting to do is possible and letting you instinctively know when what you are attempting to do is actually not possible for you.

You could use a co-pilot -200 CP
Whenever you are working in tandem with someone you are able to passively raise the level of competence in the task for both of you in order to reach the level of competence of the one who is better at the task of the two of you.

Classified, me too big secret -400 CP
Whenever you want to learn the backstory of anyone you can target them with this perk in order to find out the truth as if they had openly and earnestly told you it themself.

You know how to use one of those -600 CP
You instinctively understand how to aim and fire any weapon bypassing any restrictions or personal cost the weapon would normally have whether magical, mundane or supernatural.

Traitor

Ten wants the prisoner -100 CP
Whenever you are dressed as a member of an organization any discrepancies between yourself and a real member of that organization will not be noticed unless you reveal yourself or are specifically found out due to external factors.

Stay low it confuses their tracking -200 CP
You instinctively understand how best to confuse or block any tracking systems that you are aware of which might be tracking you.

It uses the power of the sun -400 CP
For every social technology you learn including steampunk and magi-tech you know how to use that machinery to create energy conservation technology which can convert any form of energy into and out of an appropriate storage device which has vertically 100% conversion efficiency. Though the tools and devices created may be different the underlying methodology and theories may be the same depending on the similarities of each society's technology.

I can disable the shields but I have to be there -600 CP
You Instinctively know the easiest way to disable anything you target, through this you could learn how to make a full space station powerless, how to solve a supernatural puzzle box in order to close a magical portal and even how to cause an overload in power armor that would eject its occupant.

Resistance

That's not how the force works -100 CP
Through this perk you gain an instinctive understanding of the underlying rules and principles of any form of power you possess allowing you to understand its limitations and what situations create exceptions that you can be taken advantage of.

If you live long enough you see the same eyes in different people -200 CP
You can instinctively understand the character archetypes and character tropes of anyone you target with this perk, allowing you to potentially learn unexpected secrets and make educated guesses about the actions of vertical strangers.

It's safer with you than it is with me -400 CP
By scanning someone using this perk you can see how likely on a percentage scale someone is to protect a target in a situation and why. By using this on a number of available people you can work out who would be the best option for protecting the target in each circumstance.

The light it's always been there it will guide you -600 CP
Using this perk you can gain a simulation of heroic and righteous ways to use any type of power and a simple explanation of how to replicate it.

Imitator

Tell me about the droid -100 CP
Using this perk you can force your target to start talking about a topic or specific thing you are interested in. This won't stop them from realizing what's happening, leaving or going on barely relevant tangents such as discussing the history of the carpets in the room that what you asked about happened in but they can't actively lie or mislead you.

We have what we need -200 CP
Whenever you are trying to solve a problem that requires knowledge or tools you will instinctively know whenever you have an alternative option available. Through this you will know who else that is at hand knows that knowledge or what materials within range will work as an alternative tool for your purposes.

Programmed from birth -400 CP
You can control the skills and abilities that any of your children inherit from you as well as what genetic memories you pass along. This can include setting appropriate powers such as the force or magic and the knowledge of how to use it.

Show me again the power of the darkness -600 CP
Using this perk you can gain a mental simulation of cruel and evil ways to use any type of power and a simple explanation of how to replicate it.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Polystarch Portion Bread - Free
You gain 3 portions per day of this simple mix of polystarch flour. When this powder is mixed with water it has a chemical reaction that creates a self-rising miniature loaf that is quite tasty and filling.

First Order Armor -100 CP
The design of this armor draws inspiration from the armor of clone troopers and stormtroopers. The armor is extremely flexible with it actively bending, shrinking or growing to appropriately match the size and shape of the wearer's. The helmet has a near-constant stream of data giving the user information about telemetry, firing solutions, atmospheric conditions, ID tags of those in view, the suit's stability and the ammo count for any weapon the suit is holding.
This Armor can be merged with **Scout Trooper Armor** gaining a merged appearance and the advantages of both.

Star Killer Base -1000 CP
This mobile planetcraft was once the ice world of Ilum and is protected by planetary shields which protect it from outside forces and keep the atmospheric temperature within liveable ranges, allowing it to function as a habitable world even when it is in an absolute void.
The planetcraft is armed with a superweapon that functions by siphoning a star and storing stellar energy. Your version has unlimited energy storage.
When fired it is capable of destroying entire star systems halfway across the galaxy by opening a hyperspace tunnel and projecting the concentrated energy of the star into its target, essentially throwing the star into it at hyperspace speeds.

Scavenger

NN-14 blaster pistol -100 CP
This blaster pistol has a compact grip, enlarged power core, reinforced frame, a safety switch, armored body shell, and flash suppressing/stabilizing muzzle.

Custom Speeder -200 CP
You get a fully customisable speeder made from scratch using scavenged parts from the starship graveyard on Jakku. The resulting vehicle will contain the combined characteristics of a speeder and a swoop, making the most out of scavenged military hardware and civilian machinery. The speeder will be extremely fast and will be able to carry a heavy load, making it ideal for long-range scavenging trips.

Quad-Jumper -400 CP
The TUG-b13, also known as the quadrijet transfer spacetug and more commonly known simply as the quadjumper, is a spacetug that uses magnetic clamps to attach themselves to the undersides of cargo containers and then quickly move them around using their four large thrusters. The bow cockpit is designed to give the single pilot maximum visibility and so consisted of almost entirely transparisteel viewports. The ship has full 360 degree visibility with the ship itself being able to become transparent for internal view. The ships magnetic clamps have built in homing mechanisms that allow it to attach to vessels or freight containers even when they are moving at 80% light speed and instantly absorb its target's inertia bringing it to a full stop.

Starship Graveyard -600 CP
Your warehouse gains a pocket room which contains a Starship Graveyard. By default this will be a copy of the Graveyard of Giants from the desert area of the planet of Jakku but whenever a ship crashes in a state that it is unresponsive a copy of it will be added to your Starship Graveyard.

Traitor

Z6 riot control baton -100 CP
This non-lethal melee weapon is capable of resisting the plasma blade of a lightsaber and sparkes with electric currents while in use. When it makes contact with an opponent it delivers a stunning shock that can knock a normal human unconscious. The hilt also has a special grip that allows the baton to be spun in combat.

Handy Jacket -200 CP
Whenever you put on this Jacket you are able to completely hide your identity. People will still recognise your features but they will not be able to realize that you are the same person as when you are not wearing it.

AAL-1971/9.1 Troop -400 CP
This Atmospheric Assault Lander is an armored troop carrier designed to ferry passengers from orbital vessels to planetary surfaces in less than thirty seconds. Unlike the original this model is dynamically larger on the inside with its internal space growing to accommodate as many people that enter it without changing the external size.

The Map to Skywalker -600 CP
Once per jump or every 10 years this deactivated R2-D2 can be reactivated in order for it to display a map to any one important mcguffin regardless of if that is a person, item or location regardless of if you know how important it is.

Resistance

EL-16HFE Blaster Rifle -100 CP
This heavy blaster rifle is larger than the standard version and included a stock and a longer barrel. The rifle features a stock with gas reservoir, a macroscope adjustment control, and a removable galven-circuitry barrel tip allowing it to be used as either a combat rifle or sniper rifle.

BB-8 -200 CP
This small astromech has a dome-like head and a ball-like body which allows it to move by rolling. It also contains a small pocket that has a perception filter on it blocking people from being aware of its contents.

T-70 X-wing Starfighter -400 CP
This starfighter is faster, more expensive, and more complex than the former T-65B, featuring more advanced weaponry and is more versatile than its predecessor. For targeting systems, the craft has a builtin holographic imaging system that makes a perfect 3D model of anything within its direct line of sight.

Maz Kanata's Castle -600 CP
This fortress and its surrounding Lake are stored within a warehouse extension but can be imported into an empty plot of land in-Jump. The castle has sensor grids and advanced communications gear within its main facility that tracks everything within the forests and lake. Beneath the main levels, the fortress contains dungeons, storerooms, and catacombs which are able to randomly import important lost items from that continuity into random locations within those rooms. These items can be things specific to that continuity such as a Jedi's lost lightsaber or items relevant to multiple continuities such as the Ark of the Covenant.

Imitator

F-11D Blaster Rifle -100 CP
This ranged weapon served as the standard issue weapon of First Order stormtroopers and includes an adjustable J19 electroscope with eight-power magnification and low-light capability, a removable stock assembly, an adhesion grip with integrated power feed instigator and a collapsible foregrip.

Plastron -200 CP
This piece of articulated restraint technology is part of an interrogation chair that is able to completely restrain any mundane human completely restricting normal movement. This does not however block supernatural abilities such as magic or Jedi mind tricks.

Upsilon-class Command Shuttle -400 CP
This multi-purpose transport armored shuttle is armed with twin heavy laser cannons and advanced sensor suites. The shuttle is equipped with an internal hyperdrive and a warp vortex stabilizer was specially installed to help ease the ship's entrance and exit from hyperspace. The shuttle has top of the line monitoring and signal scanning technology which will pickup and decrepit any type of signal as well as triangulate its source origin and what type of device emitted it to effectively detect and predict hostile encounters.

Resurgent-class Star Destroyer -600 CP
This model of battlecruiser is armed with high quality weapons and is almost twice as big and much better equipped than its imperial predecessor. This vessel is also equipped with a psionic deterrent that makes anyone not excluded from its effects feel terror and dread that only grows the closer they get to this vessel.

Companions:
Companions cannot purchase Companions.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Self Insert - Free
You can choose to replace any canon character in the Star Wars Prequel films gaining their body as a new AltForm, their knowledge of their life so far and any skills they have so far. Followers and companions may take this drawback.

Early Start - Free
You may choose to start this Jump up to 3 years before the start of the first film on 31 ABY.

Fan Fact - Free - [Incompatible with "Darth & Droid!"]
You can select any fan theory and anything not directly stated within the star wars movie series and select for it to be canon within your Jump. Theories must be compatible with the franchise. Similarly, contradictory, illogical or inconsistent lore may be resolved in the way you choose through this option

Legendary Story +100 CP - [Incompatible with "Darth & Droid!"]
Instead of entering into the Sequel trilogy you will start in the legends book continuity beginning in **9 ABY** during the events of the "**Heir to the Empire**", "**Dark Force Rising**" and "**The Last Command**" novels.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

So Who Talks First +100 CP
Every conversation you are a part of starts in a very awkward way for both you and those you are speaking to with this interaction resulting in you looking like a fool.

You need a pilot +100 CP
You don't know how to pilot or drive any type of vehicle and are incapable of figuring it out for yourself.

He means nothing to me +100 CP
You do not care about anyone or anything for the duration of this jump so long as you fulfill your goals.

Women always figure out the truth always +100 CP
All of your in universe friends and allies will vaguely figure out what you are within days of meeting you.

Stop taking my hand +100 CP
People keep trying to lead you around like a child and it is very annoying to you.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

Wrong Fuses +200 CP
You will forget that you have taken this drawback and are guaranteed to always open the wrong door first.

The cannon is stuck in forward position +200 CP
Any type of vehicle blaster you use gets jammed and can not be moved from its standard position.

I know all about waiting +300 CP
You will have to spend ten years on Jakku before the Jump begins.

The murderers, traitors and thieves you call friends +400 CP
Everyone you make friends with seem to reveal themselves to be complete psychopaths over the time you spend with them and you can't tell if they are or if this drawback is messing with your mind

We got company +400 CP
Any time you take a rest in unfamiliar territory the enemy will have reinforcements arrive.

Darth & Droid +500 CP
With this instead of following the plot of the movies your prequel Jumps will now follow the plot and logic of a group of Tabletop players. Now instead of The Force Awakens you will be in the continuity of The Forced-Away Kin. Unlike other drawbacks these points can be saved to be used in any other Prequel Mini-Jump from this Jump Document.

End of Mini-Jump
This Mini-Jump ends part way through 34 ABY and any relevant Mini-Jump-only drawbacks end. The next Mini-Jump in this Document will start immediately after this one however you may optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select “Next:” and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode VIII – The Last Jedi**.

Episode VIII – The Last Jedi



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 34 ABY.

Perks:

The trees the text the Jedi I'm gonna burn it down -300 CP
You can target a concept or an idea and instantly learn how best to corrupt or destroy it, making it so that anyone who knows of the concept or idea will either think poorly of it or not think anything of it at all.

Scavenger

That was a cheap move -100 CP
You know the easiest and most emotional way to manipulate someone into giving you at least the bare basics of what you need.

I'm gonna walk out with a laser sword and face down the whole first order -200 CP
You now have the proficiency power to cause others to make sarcastic statements that will predict the future of events that will be personally important to them and you will always be able to tell what the statement is but not necessarily what it means.

The greatest teacher failure is -400 CP
Whenever you make a mistake or fail, you will learn from the experience, allowing you to be passively aware of it whenever a similar occurrence is happening allowing you to realize whenever you are about to make the same mistake again.

He must have thought I was dead -600 CP
Whenever you are defeated either legitimately or staged for effect and you are out of sight of your opponent they will assume you are dead. This can be used multiple times on the same person and they will never grow suspicious of your supposed demise.

Traitor

Need a lift -100 CP
Whenever you are stranded the nearest vehicle that can give you a lift will feel compelled to come to you.

Let's see who formerly owned this gorgeous hunk -200 CP
Whenever you gain possession of property either legitimately or through theft you can see a mental list of who owned anything you touch as well as the basic details about them.

Codebreaker, Thief I can do it -400 CP
Through this you will become a master of hacker, theft and criminal of other similar non-violent crimes. At the start of each jump you will gain expert knowledge and skills on all local criminal utility skills such as lock picking, ward breaking, computer splicing, money laundering and pick pocketing.

He's one against an army -600 CP
You can now improve your quality in proportion to your opponents quantity. For every enemy that outnumbers you, you gain a 5% boost to all of your abilities. Should you outnumber or face a single opponent unaided you will not gain a boost but when fighting against 21 opponents on your own you gain a 100% boost, should you face an army of millions single handedly the boost shall be dramatic.

Resistance

Okay, I'll hold -100 CP
Sometimes the best way to defeat an opponent is to hinder their ego and through this you can convince anyone that you can't hear them causing those who are desperate to monolog to hesitate to take further actions until they believe you can hear them.

This is the only way in or out -200 CP
Whenever you enter a building or structure you instantly gain knowledge of the number of entrances and exits in the building and where they are in relation to your current location.

They can track us through lightspeed -400 CP
You are now able to mentally tag anything that you have direct line of sight on allowing you to know its location in relation to yourself regardless of the distance between you and it.

Force Space Flight -600 CP
This perk can work with or without the force but will be more powerful the more powerful your Force abilities. Without the force you are able to create a protective field around your body that will protect you from the vacuum of space and can use it to maneuver yourself through a zero gravity environment as if you were flying. With enough power in the force this could be used to survive and fly on hostile planets and black holes with your flight being able to move at hyperspace speeds.

Imitator

Lets at least remind them that we're still here -100 CP
Through this perk you can keep a psychological pressure on your enemies causing them to feel as though you are standing right behind them whenever you are hunting them.

You wonder why I keep a rabid cur in such a place of power? -200 CP
Sometimes your subordinates have issues that would normally cause them to be problematic in specific situations but with this perk you gain an instinctive asset management awareness which will let you know what position would be the most beneficial for a specific subordinate and what subordinate would be best for any specific position.

I saw what all masters live to see -400 CP
You are a master of finding the diamonds in the ruff as you can instinctively see the innate potential and learning capacity of anyone you meet allowing you to instantly know how well they would learn anything you are capable of teaching.

Why is the force connecting us -600 CP
Many worlds have their own interpretation of soul bonds, these can be red strings of love, fated friends and destined enemies. Using this **Narrative Perk** you are able to create, manipulate and destroy these bonds allowing you to control what the relationship between any two or more individuals should be. In any world where these bonds may have supernatural effects such as a Force Dyad, True Love's Kiss or a type of Creature Bane any bonds you create will be capable of having these functions.

Items:
If any of your items are damaged, destroyed, or go missing, they will be repaired and return to your warehouse within 24 hrs.

Phasma's Armor -100 CP
This unique stormtrooper armor of the First Order Captain Phasma is polished in chromium, which had been salvaged from a Naboo yacht that had once belonged to Emperor Palpatine of the Galactic Empire. The armor's chromium acts as a perfect shield from radiation, protecting the wearer from the radiation of the fresh impact site of a nuclear blast. The armor's gauntlets were modified to enhance the grip of the user allowing them to perform high power precision crushing strong enough for a normal person to crush steel into dust. The armor is capable of resisting the physical strength of a Wookie and is blaster fire-proof.
This Armor can be merged with **First Order Armor** gaining a merged appearance and the advantages of both.

Snoke's Boudoir -400 CP
The Supremacy is a Mega-class Star Dreadnought that served as the flagship of Supreme Leader Snoke. The proportion of this ship made it the largest capital ship in galactic history and with 32 sublight engines as well as a very powerful hyperdrive it is capable of moving at speeds that its size would normally make improbable.
In addition, the vessel possesses thousands of heavy turbolasers, anti-ship missile batteries, heavy ion cannons, and tractor beam projectors all powered by six fusion reactor complexes, the bow of the ship possesses numerous long-range heavy turbolaser towers.
The main point of alteration for this version of the ship is that its communication complex acts in real time allowing it to monitor the HoloNet traffic of every planet throughout the galaxy and automatically identify trends and weaknesses that could be exploited.

Scavenger

Han's Lucky Dice -100 CP
This pair of aurodium-plated gold dice are a symbol of good luck and while you have them your luck is slightly boosted so that if the odds were an even **50/50** without them with them the odds become **35/65** in your favor, were the odd **99/100** against you without them then the odds would become **98.5/100** against you. It may not be massive but every little helps.

Mirror Cave -200 CP
This cave has a strong connection to the dark side of the Force, whenever you enter the cave with a question the obsidian cavern walls will act like a curved mirror answering your question in a confusing way that may not make sense until you have worked out the true answer.

Jedi Rock -400 CP
This normal looking large stone has an interesting ability if you meditate on it you will be able to project a perfect 3D hologram of yourself that cannot be differentiated from the real you with the exception of it not having a physical presence. Through this you can also slightly alter the appearance of your long distance projection and what they have on them.

The Sacred Jedi Texts -600 CP
With this you gain a collection of eight bound books and scrolls that date back to the dawn of the Jedi Order. The books contain lost Jedi wisdom, and abilities including Force projection and Force healing. In all future Jumps you will gain texts of ancient knowledge at similar levels of power and wisdom relevant to that Jumps system of power.

Traitor

Hasien smelt -100 CP
Once per week you gain a ten centimeter cube of the Haysian smelt, a rare type of pure gold that is an excellent conductor of electricity with the material only being found on the planet Hays Minor, in the Otomok system.

V-4X-D ski speeder -200 CP
This low-altitude airspeeder uses a stabilizer strut to keep balance when moving across terrain though the strut could be retracted so that the speeder could gain some altitude, however this would often make the craft experience severe wobbling.

Red Plom Bloom -400 CP
When you activate this beautiful red flower broach it instantly locates whoever you're looking for and floats towards them at a notable speed. When it reaches them it will latch onto them and act as an indicator of who they are even if they are a shapeshifter.

The Libertine -600 CP
This Star Yacht was built to signal the wealth of its owner with luxurious amenities, a chromium-detailed streamlined hull whose plates were interwoven with radiation shielding and an abundance of other technology. The main asset of this ship is that it contains a Fiatbacked mail order system that allows you to use its search engine to purchase anything that is for sale anywhere in the current continuity. The purchased items will require the specific payments required teleporting them to the seller and teleporting the property to you.

Resistance

Signet Ring -100 CP
This special ring can switch what it shows in order to show the symbol of any organization you're a part of and anyone who sees the symbol shown will instantly believe you when you say you are a part of that organization.

Cloaked Binary Beacon -200 CP
This twin set of transmitter beacon’s constantly track the others location but are otherwise completely untraceable making it impossible for anyone else to find them. You and only you can choose to toggle the Binary Beacons in order to make one a transmitter and the other a receiver making it impossible for the transmitter to track the receiver.

B/SF-17 heavy bomber -400 CP
The MG-100 StarFortress SF-17 is a heavy bomber featuring six sublight ion thrusters, a single hyperdrive, and artificial gravity projectors. At the bottom-front of the ship strutted a targeting sensor mast, which contained a targeting sensor and active-tracking array. Two short range comms antennas were located along the top of the ship along its keel line.
The B/SF-17's intended purpose was to deliver a payload of 1,048 proton bombs on top of a target.

The Raddus -600 CP
This MC85 Star Cruiser possesses eleven sublight ion modules for engines, which also included an ion injection manifold and turbo injectors. Its thrust allocation matrix improved the efficiency of the engines making them powerful enough to outspeed a fleet of Resurgent-class Star Destroyers for several hours. The Raddus is equipped with 18 heavy turbolasers, 18 heavy ion cannons, 12 point-defense laser cannons, and 6 proton torpedo launchers. It was also outfitted with experimental deflector shields that could withstand immense damage when correctly angled for incoming fire. Likewise, its advanced deflector shield envelope could extend far beyond its hull.
Unlike the original, the command chair of the emergency bridge can be taken off the ship while still allowing full access to the control systems allowing full control of the entire ship regardless of distance between the ship and the chair.

Imitator

Tailor and ironing bot -100 CP
This complex and well programmed droid is capable of designing and crafting any type of mundane clothing you wish to wear including complex uniforms, comfortable swimwear and business attire. What's more this droid will always perfectly repair and clear any clothing that is returned to it.

Melee Weapon Collection -200 CP
Through this purchase you gain a complete set of the Praetorian Guards arsenal of melee weapons. These are high-tech versions of unpowered analogs found in primitive societies across the galaxy, such as long vibro-voulges, electro-bisentos with an electro-plasma energy filament running along the blade's edge—flailing Bilari electro-chain whips, and heavy double-bladed vibro-arbor blades that could also be separated into dagger-like single-bladed weapons to adjust to any battle scenario.

Kylo Ren's TIE silencer -400 CP
The TIE silencer is an advanced TIE space superiority fighter that is notable for its speed and ferocity, as well as its highly powerful laser cannons and missile launchers. It also featured customized flight controls specifically made to adapt to its pilot.

Mandator IV-class Siege Dreadnought -600 CP
This Dreadnought was designed and developed in order to face long drawn out battles against a defending force, its dorsal surface featured twenty-six point-defense laser cannons for protection against starfighters, and six tractor beam projectors were located on the ship's bow. This Siege Dreadnought’s most notable feature is that it is armed with two orbital autocannons that can fire a salvo of two rounds each in quick succession before a recharge was needed. These weapons had been built to scour planets of life with a single shot being capable of obliterating planetary deflector shields as if they were an afterthought and turning a hundred cubic meters of crust into vapor and slag.
This variation has one feature that the original does not, the orbital autocannons can now be programmed for tereforming purposes allowing you to completely restructure a planet's biome with only a few shots.

Companions:
Companions cannot purchase Companions.

Porg - Free
Porgs are a species of sea-dwelling beakless bird. They were native to the planet Ahch-To. This Porg can understand linguistic terms and can act as a pet though it will often be fascinated by shiny objects and should their curiosity run unchecked, they could wreak havoc.

Vulptices -100 CP
What is a Pokémon doing in Star Wars? I don't know but now you can choose to have this as the actual creature from the world of Crait or gain the rock type eeveelution named Salteon.

Import -50/200 CP
You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP
For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.
Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:
You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.
After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

The Legend Continues +100 CP - [Mandatory for "Legendary Story"]
Instead of entering into the Sequel trilogy you will start in the legends book continuity beginning in **16 ABY** during the events of the "Before the Storm", "Shield of Lies" and "Tyrant's Test" novels.

Wilhelm scream +100 CP
Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

The Jedi List +100 CP [Mandatory for “Darth and Droid”]
Yep you're still at the table, Tabletop game that is.

The fleet is running on fumes +100 CP
Any vehicle you get into will have almost no fuel in it requiring you to get more if you intend to use it at all.

I have a bad feeling about this +200 CP
You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

That’s Admiral Holdo? +300 CP
For some reason all of the people in positions of authority that you meet tend to be insufferable jerks who find it more important to insult you than solve any problems.

I came to this island to die +300 CP
This drawback can not be taken if you are Luke Skywalker otherwise at the start of this Jump Luke Skywalker is already dead.

Was it worth it +300 CP
Everyone you have to work with keeps taking large and dramatic actions that keep hindering your plans and unintentionally aids your enemies.

The galaxy has lost all its hope +400 CP
There is now a galaxy wide depression that causes everyone who is not your enemy to give up on anything improving.

Thorns +400 CP
You will forget that this drawback was even an option. Rose and her sister are traitors to the resistance and true members of the first order resulting in the failed offensive against the First Order dreadnought. The sisters are helping the first order track the resistance ships through a cloaked binary beacon. Should Rose return to the first order she will reveal the resistance’s escape plan and the location of Luke Skywalker.

There’s still conflict in him +500 CP
You now have an inner voice who will constantly attempt to convince you to do the opposite of what you believe and they are oddly convincing.

The deed split your spirit to the bone +600 CP
Your spirit is damaged and your will is waning as you find yourself in a state of senseless depression that you just can't find a way to surpass.

Darkness rises and light to meet it +1000 CP
There now exists an Anti-Jumper one whose only goal is eradicating you. The Anti-Jumper will have access to this document and +**8000 CP** to spend in order to customize themself to kill you.

End of Mini-Jump
This Mini-Jump ends at the start of 35 ABY and any relevant Mini-Jump-only drawbacks end. The next Mini-Jump in this Document will start during 35 ABY you may optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select "Next:" and continue onwards with the next Mini-Jump in the series.

Next:
You continue into **Episode IX – The Rise of Skywalker**.