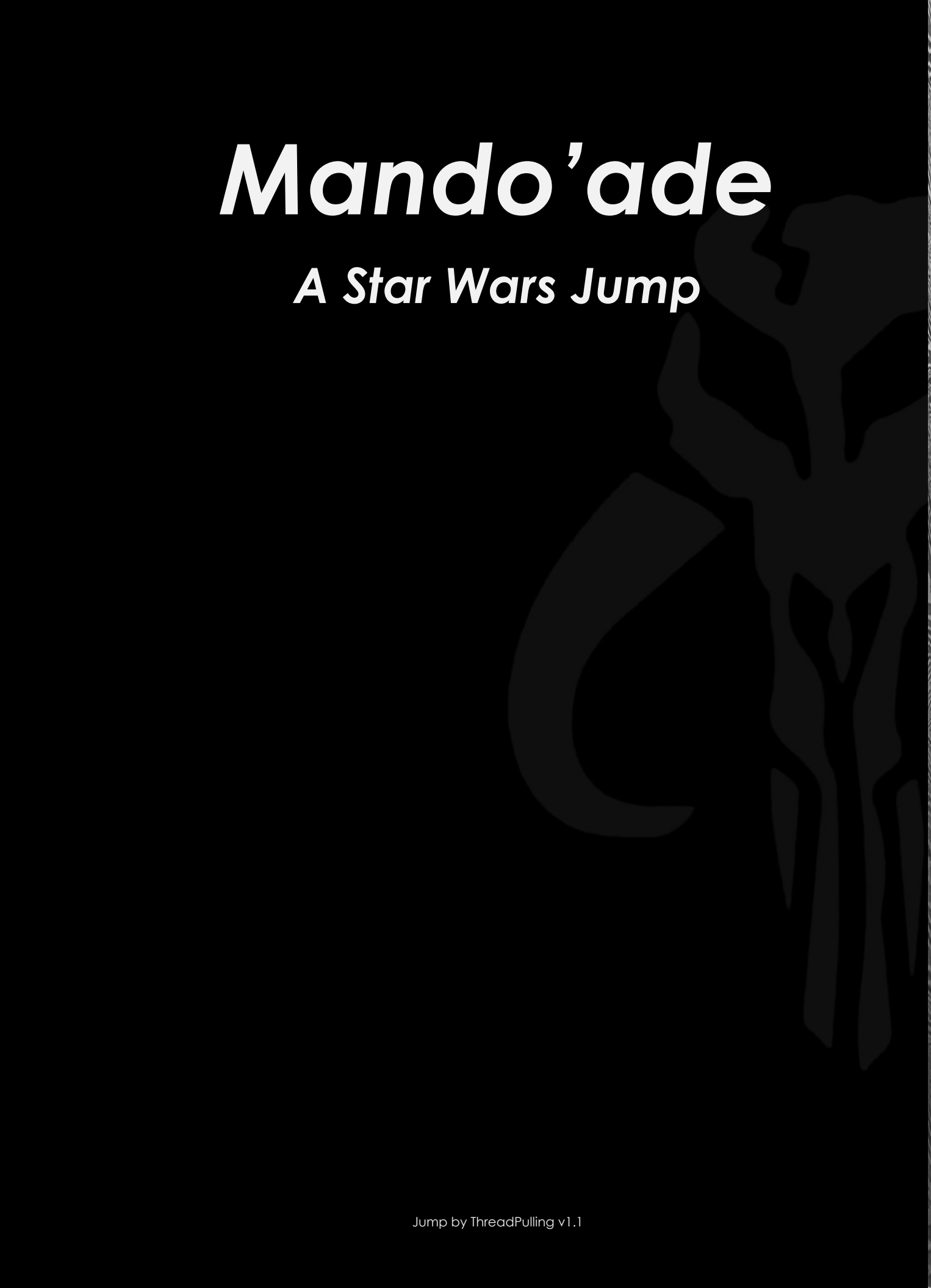
Mando'ade

A Star Wars Jump



Jump by ThreadPulling v1.1

Introduction

Perhaps more than any other culture in Star Wars, Mandalorian society has traditionally embraced war and placed an emphasis on proving one's worth through combat. This has been the case to such an extent that they are among the only people who consistently clash with Force wielders and still have a reasonable chance at winning, which is reflected in their history of conflicts against the Jedi. Of course, given their high standard for warriors, Mandalorian children are taught from a young age how to fight, maneuver in armor, and wield weapons of battle.

A key development surrounding this warrior culture is the Mandalorian propensity for adopting orphaned children, which has translated to an ingrained feeling that blood ties are not the core component of the family. This is one of the driving reasons behind the Mandalorian people being a nation unto itself. They may have family by blood, but it does not define their identity. They may have a homeworld and sector, but they are not tied to it. No, it is the Mandalorian culture and creed that binds them into a nation of people.

Unfortunately, with their focus on martial might, Mandalorian society is frequently a fractured one, with many clans vying for control and would-be rulers vying for the title of *Manda'lor*, the leader of the Mandalorians. The factions come in many forms, from those driven by power hungry warlords to those who wish to cast off their traditional focus on war entirely.

Drop Details

This jump contains a blend of canon and Legends elements. As such, the jumper may freely choose whether they drop into canon, Legends, or an amalgamation of the two. Should you opt not to blend universes, feel free to take items, perks, followers, or Companions within the jump usually not found in your setting of choice.

Location

You may freely choose your drop location or roll a d4, should you prefer it randomized. You may not appear in restricted areas, unless your origin gives you good reason to be there. You will appear either in the Mandalore Sector, a public area, or aboard one of your ships docked in a neutral or friendly port.

Core

The center of the galaxy and, in most eras, also the heart of the galactic power as well. As a consequence, this translates to the core being well-developed, well-traveled, and well-patrolled part of the galaxy. Here, you'll rarely want for culture or material goods, though unless you're involved in some less-than-legal exploits, you may find it lacking in opportunity for adventure. Still, many a wealthy patron wouldn't mind having a heavily armed Mando watch their back.

Mid-Rim

Here, any central government in place will not have as much reach, meaning that regional powers and norms have more of a presence and impact. In times of intergalactic war, this is often where the major theaters of war lie. During peace, while conflict hardly defines the Mid-rim, isolated power struggles do occur. Mercenary work, on a small and large scale, can be found here in excess. Further, the Mandalorian system is found in this region.

Outer Rim

Lawlessness is the defining feature of this region, the one furthest away from the center of galactic power. Where official power wanes, unofficial power creeps in to take hold. The Hutts and other criminal empires of the kind rule here. There is no shortage of work to be found for heavily armed and armored individuals across all levels both for those looking for an employer or those seeking to serve their own interests However, if honor is a concern of yours, perhaps it would be best to look elsewhere unless you're looking to play the thankless work of a liberator.

Unknown Regions

Home of the Chiss, Lehon, and Yuuzhan Vong. To describe such a place as lawless would imply a degree of civilization that does not exist here, at least not on a wide scale. You could find esoteric mysteries or eldritch horrors or long forgotten secrets in such a place, if you can survive the vast, uncharted abyss and unforeseen threats lurking within.

Time Period

Pre-Republic

Before the Jedi, there were the Je'daii. This is during their era, alongside Xim the Despot's. You could shape the foundations of Mandalorian society here in its infancy in place of or together with the taung, the species that founded the Mandalorians.

Old Republic

The early years of the Republic. While not at the height of its power, the Republic is present during this era and projects its power in a significant way, though other forces may frequently challenge its power. This is the time of figures like Exar Kun, Mandalore the Ultimate, and Satele Shan and it spans several millennia. Perhaps you'd like to join the Neo-Crusaders and attempt to conquer the galaxy, reform the Mandalorians together with Mandalore the Preserver, or sack Coruscant alongside Shae Vizla.

High Republic

The Republic at its height – its golden era. It's also a high point for the Jedi Order, which comes into its own and peaks as an order during this period. The galaxy is rife with adventure and wonder in this era where civilization flourishes but discovery is still around every corner.

Decline of the Republic

The fall of the Republic takes millennia, but it goes out in style. The galactic order gradually grows into a stagnant beast, and it leaves many unhappy with its flawed administration.

Empire

Though it likely seemed to drag on for those who lived during this period, this era is relatively short in comparison to the others. Nevertheless, it is a significant time for the galaxy. Emperor Palpatine's reign send shockwaves throughout the galaxy, and virtually everyone is weighed down by its tyranny.

Post-Imperial Era

A large divergence is here, depending on whether you opt for canon or Legends. You will either experience something of a renaissance as the galaxy recovers from the Emperor's reign (which isn't to say there won't still be plenty of conflict to go around) or you will find yourself in a destabilized galaxy as the New Republic struggles to find its footing and the First Order rises from the ashes of the Empire.

Gender

Jumper's choice.

Age

Jumper's choice.

Species

Mandalorians take anyone willing to take and follow the creed. You may, in turn, pick your own species, though some will be pricier than others. Though Force sensitive Mandalorians can be Force sensitive, Force wielders are rare

amongst them and feature in a comparatively small number of their stories, as such the price for Force sensitivity for all species is 200 CP.

Note that the wide-ranging number of species and abilities in Star Wars may make it difficult to determine where a given species may fall on the scale below. Exercise your best judgment.

Baseline

(free)

If you wish to be a human or another species with similar capabilities, you are free to select such a species for yourself free of charge. Advantages that either mostly stay within the range of humanity (allowing for some wiggle room concerning those whose averages in one respect are above humanity's own average but still within humanity's uppermost range) or differences that otherwise confer no great benefit are appropriate for this level. Examples would include a Mirlialan's reflexes, a Twi'lek's lekku, or an Echani's greater than average tendency for passing on physical traits to their offspring.

Species at this level are likely to perform on par to humans in most respects, barring societal or technological (dis)advantages.

Beyond Human

(100)

At this level, species with abilities outside the scope of humanity's or abilities that are significantly superior to those they do possess (so, realistically unattainable for an unaltered or non-Force wielding human), though no so advantageous that a human could not use a different advantage they possess to get equalize performance. Examples may include a Rodian's infrared vision, a Quarren's ability to breathe underwater and withstand pressure, or a Falleen's pheromones.

Species at this level perform averagely compared to humans in most respects but have a subset of areas in which they consistently outperform humanity, barring societal or technological (dis)advantages.

Superior

(200)

This level includes species whose abilities lie significantly outside of the range of humanity's capabilities. Their abilities will either be unreachable without technological assistance or cross beyond the threshold of what technology can replicate. Examples may include a Trandoshan's regenerative abilities, a Wookie's sheer physicality, or a Miraluka's inherent Force sight and sensitivity.

Species at this level are likely to outperform humanity in a majority of matters, barring societal or technological (dis)advantages.

Ascendant

(300)

This level includes species whose inherent qualities surpass humanity on all levels or in one respect to such an extent that it gives them an advantage so overwhelming, it cannot be confined to a subset of skills. Example include the Gen'dai's preternatural senses, reflexes, and regenerative abilities; Yoda's species's apparent inherent strength of connection to the Force and extreme longevity; and the Anzat's terrible swiftness, eons long lifespan, hypnosis, and ability to feed on the life essence of others.

Species at this level are certain to outperform humans across most if not all endeavors, barring societal or technological (dis)advantages. Note that this option does not allow for the purchase of species akin to a force of nature unto themselves such as The Ones or living planets like Zonama Sekot.

Origins

Foundling (Drop-in)

You are a foundling, new to this universe and the ways of the Mandalorians. Regardless of the culture from which you previously came, this is your life now. You will spend much of your first moments here learning the tenets that govern your people. However, you will also bring with you new skills, outlooks, and tools that will benefit your new people.

Crusader

Battle. Conquest. Power. These are the touchstones of your life. Like the Crusaders, Neo-Crusaders, and Maul's Supercommandos, reaching for the pinnacle of strength and then exercising it over others is not just natural but an admirable pursuit for you. And regardless of whether your true goal is to rule or merely to test yourself in battle, the galaxy will see the truth of your incomparable might and find itself wanting.

Protector

While less preoccupied with war than all but the Pacifists, these individuals have no less battle prowess or lethal efficiency than their peers. Mandalorian Protectors are the peacekeepers and guardians of Mandalorian society, upholding law within their sectors and stamping out threats to their people when under attack.

Pacifist

Perhaps the newest faction of the Mandalorians, at least in terms of ideology. While you may still have the unwavering will and strength from your roots, you choose to direct those qualities to a different set of principles. It will no doubt take a considerable effort to turn your warrior culture toward peace, but if you are successful, surely it will serve as an example to the wider, war-torn society around you.

Traditionalist

As with the Children of the Watch, the Old or "True" Mandalorians, and, if you ask them, the Death Watch, you are dedicated to upholding the old ways or at least carrying forward the warrior traditions of your people in some capacity.

Mercenary

The bread and butter of most Mandalorians is merc work, whether that means operating solo as a bounty hunter or serving alongside their fellows as a foot soldier in someone else's war. And while some of these individuals have greater principles or designs, most are just simple people trying to make their way in the universe. This is the kind of Mandalorian you are. You aren't preoccupied with political struggles or trying to shape or conquer the galaxy. You're just a warrior, pure and simple.

Perks

General Perks

Mando'ade

(free)

You have a standard immune system for your chosen species. Additionally, you can speak Basic and Mando'a and are familiar with Mandalorian culture, as well as use *dadita*, the Mandalorian equivalent of Morse code.. You have basic combat proficiency with blasters and hand-to-hand, as well as a solid grasp of combat tactics (equivalent to that of a standard clone trooper's). You are accustomed to moving and fighting in armor. Additionally, you can take one of the perks in this section tagged **[Martial]** for free.

Keldabe Kiss

[Martial]

(100)

A Keldabe Kiss is a headbutt, but with this perk, you'll add not just that technique but also many to boost your skill at hand-to-hand or melee weapons. The Mandalorian approach to this form of combat, as with most, is not graceful, but it is brutally efficient. Notably, the *Mando'ade* are some of the few able to contend with Force wielders up close.



Gunslinger

[Martial]

(100)

You have superior form with blasters and fighting at range. You have superior marksmanship at medium range with a blaster rifle, as well as being able to function as a sniper. Additionally, you have the hand-eye coordination to be lethal dual-wielding blaster pistols and can outdraw all but the fastest of opponents.

The Heavy
[Martial]
(100)
Taking full advantage of your armor, you become a walking tank. You are able to wield heavy weaponry in addition to gaining knowledge and experience with leveraging heavy armor to full effect. You will be able to outgun your foes, true, but you will also be able to withstand virtually any attack from any weaponry short of an anti-material weapon (and even in those cases, you may still very well walk away, though you'll certainly pay for it the next morning).

The Way of the Phoenix
[Martial]
(100)
Though the Way of the Phoenix is the Mandalorian art of fighting with a jetpack, with this, you will be an expert at all combat whilst in flight. Whether you're simply maneuvering to get a better vantage point in a gunfight or dogfighting in a space fighter, it will come as naturally to you as walking or running.

Ka'rta
(100)
Iron heart.
The symbol frequently found at the center of a Mandalorian's chest plate. You are exceptionally resilient emotionally, mentally, and physically. Further, if you are with other Mandalorians, all working together toward a single cause, this effect will be multiplied, taking your fortitude to nigh-preternatural levels. This effect only applies to those in your immediate vicinity.



Ori'ramikad

(200)

Supercommando.

Take the other three **[Martial]** perks for no cost. Your tactical skill and expertise will likewise be increased to a higher degree of mastery and extended beyond smaller scale engagements to larger battle strategy.

Instead of taking the three other **[Martial]** perks, you can choose to use one of the three instances to stack upon the one already selected from ***Mando'ade*** to amplify its effects.

Aliit Ori'shya Tal'din

(300)

Family is more than blood.

While Mandalorians can reproduce and have families much like any other civilization, there is a lower than typical emphasis on blood relation when it comes to family. Anyone you personally teach the Mandalorian tenets and induct as a Mandalorian will gain ***Mando'ade***, ***Ka'rta***, and the 100 CP perk of your origin (this does not include the 100 CP perk from **Patchwork Armor**). The effects of ***Ka'rta*** stack but only slightly, and there are diminishing returns with each additional instance of the perk.

Patchwork Armor

(300, purchasable twice)

Not an actual suit of armor. Mandalorians frequently pass down pieces of armor (or even full sets) to their younger family members upon death. Like them, you have the ability to don a piece of armor from those who came before and carry them with you. Select another origin, take its freebies and one of its associated non-600 CP perks or items at a discount. Can be purchased twice; if you do purchase it a second time, the non-600 CP restriction is lifted from one of the two origins you chose.

Foundling (Drop-in) Perks

No One Cares Who You Were

(100)

…only who you will become. A variation on the actual Mandalorian saying. Mandos take in those from all walks of life. And once you take the creed, your former life no longer matters – only that which lies ahead in your new life as one

of the Mando'ade is important. You have an easy time leaving baggage behind and reorienting to walking new paths. And indeed, life will furnish you with new paths to walk if you will it. Consequently, new acquaintances are a little more willing to accept you into their communities, offering you a greater degree of camaraderie and support.

Magnetic

(200)

For someone alone in the galaxy, marking connections can be a vital skill. With perk, you will find yourself well-placed to make friends or allies, though you will likely need to bail them out with your skills if you wish to further build on that relationship.

You will find that these friends will later be in a position to help you in small ways throughout your jump. Their fates will, to an extent, be tied to yours. As you find success and move up and onward in life, so too will they (though the majority will never find quite the same level of success as you); this will ensure your support network will always be able to help you and vice versa.

Rite of Passage

(400)

As such a new addition to the culture, you likely will still need to prove yourself and solidify your reputation as a warrior of skill. Likewise, because of your lack of experience, you will probably find yourself in need of a signet to distinguish yourself and your new clan. By taking this perk, you will ensure that you will have an opportunity to do both and win a great deal of recognition for your efforts. Not only this, but whichever enemy or beast you defeat will see that you gain both some qualities of the foe you faced as well as perhaps a signature technique that you used in the course of this rite of passage.

The technique and qualities won will come to define your own unique style of combat and will slowly continue to be refined and grow, respectively throughout the jump. In either ten years or the next jump, whichever comes sooner, you may opt to take on a different rite of passage and signet.

The Questioner

(600)

Rohlan Dyre waged war against the Republic as a Mandalorian Neo-Crusader under Mandalore the Ultimate. However, while the Mandalorian Wars raged on and his fellows threw themselves up against the rest of the galaxy, Dyre paused to question the greater circumstances of the war. Though he was no coward, he deserted the war effort many times to investigate why exactly the war was being waged. Though it is unknown if the Questioner ever found his answer, his suspicion was not out of place – the Sith were the ones behind Mandalore the Ultimate's push for galactic conquest.



You now have the same spark that earned Dyre his epithet. It is nigh impossible to bend your mind or fool you entirely, through mundane or supernatural means. You may not always realize the full extent of what is wrong or what is being hidden, but you will understand when events are being orchestrated from the dark. Further, you are no longer susceptible to being wrapped up in causes or blindly following authority figures – you alone make your decisions. This sense of self and direction extends to the physical as well, as you make an excellent navigator.

Finally, you will be drawn to breadcrumbs or pivotal events in the galaxy, and should you choose to follow the threads you find at them, you will be able to unravel grand mysteries and conspiracies.

Crusader Perks

Crusader

(100)

Before the Neo-Crusaders were formed under Mandalore the Ultimate and Cassus Fett, Mandalorian Crusaders had no structural hierarchy. Because they fought wars for their god of destruction and later for war itself, the chaos of battle was part of their holy crusade. Without leadership, each Crusader had to hone their own senses to respond to the ebb and flow of battle, coordinating movements and actions on the fly.

Like the Crusaders, you have an increased awareness in battle and will not lose yourself or your bearings in the chaos and violence of battle. This makes it easier not only to maneuver yourself for an attack or retreat but also work in tandem with nearby comrades.

Rally Master

(200)

The rank of Rally Master was a central pillar of the Neo-Crusader restructuring. Existing somewhere between the roles of drill sergeant and officer, Rally Masters trained, boosted the morale of, and led their fellows into battle.

Like the Rally Masters, you are skilled at instilling discipline into fresh recruits and keeping the skills of your warriors sharp. You are also a magnetic presence on the battlefield, with those under your command rallying around you and always seeming to take your direction in the heat of combat. Finally, you are good at keeping morale high in the worst of times.

Geroya be Haran

(400)

Game of annihilation.

The annihilation game is a Mandalorian custom wherein two aggrieved parties agree to a fight to the death. The loser of this honor duel not only loses their life but also has their legacy, achievements, and identity stricken from history.

By invoking this perk, when faced with an enemy, you can quite literally wipe your enemy from existence should you defeat them or vice versa.

The caveat is that you must not receive outside help during the battle. If one-on-one, this means honestly besting your opponent with no direct or indirect interference. If conducting a battle as a commander, it means using your own forces (Mandalorians, in this jump) only against your enemy during an engagement rather than relying on allies to support you.

The Ultimate

(600)

While Mandalore the Ultimate's Neo-Crusaders ultimately failed to conquer the Republic, his efforts did rally the Mandalorians into something almost entirely different than what they were. Under his leadership, they became more than a

species and instead transformed them into a group of people who transcended genetics and geography. In turn, their enemies had to transform to beat the Mandalorians, as the Revanchists increasingly pulled on the Dark side to combat the Neo-Crusaders.



With this perk, you too can reforge your people anew – drawing on their strengths to push them to new heights, so long as you have a cause to rally around. However, as with Mandalore the Ultimate, your opponents will likewise evolve to meet you; it will be up to you to ensure your own people's growth overcomes that of your enemy's. Regardless of the outcome, drawing on the power of this perk will forever change the landscape of your jump.

Journey Protector Perks

Royal Guard

(100)

You are well-equipped to run a protection detail and act as an elite bodyguard. You know how to best compensate for sightlines and avenues of attack, plan secure routes for travel, identify potential threats, and generally danger posed to your charge. You have a mild link with your charge, as well, having something of a sense for when they are in danger as well as generally being better able to read their mood or intentions



Peacekeeper

(200)

By taking this perk, you are trained and capable when it comes to suppressing violence or tensions and

maintaining tension in your surrounding community, wherever that may be. Keeping the peace can be especially difficult to do, particularly in a society that holds conflict in high regard – the use of force often invites a reciprocal response. You, however, are adept in neutralizing threats in such a way that encourages all parties to let the matter lie in the moment. This is largely limited to specific moments when you are specifically acting in your capacity as a peacekeeper.

Additionally, those you are stationed around are far more likely to act in an orderly and peaceful manner.

Risk & Crisis Management

(400)

You can identify critical weaknesses or areas of risk in an organization or society, sussing out the major areas that invite disaster. By finding these potential hotspots, you can workshop ways to prevent disaster from striking by shoring up these weaknesses or divertying outside factors to other, more stable areas thereby preventing weak spots from being tested at all. Likewise, you can plot a course for how a crisis is likely to progress, meaning that when one does occur, you know what you need to do in order to limit its fallout.

So long events that you foresee play out according to your projections, the plans you lay out will never go off the rails due to accidents or coincidence.

The Destroyer

(600)

Ranah Teh Naast was a *Manda'lor* whose sobriquet was the Destroyer. She was remembered for many things, one of which was leading the siege of Luon. During that siege, she gave a speech to the leader explaining to the governor of the city that her people could not be beaten because they were an idea and that unlike societies that bound themselves to geography, leadership, species, or bloodline, ideas could not be killed.

While Mandalore the Destroyer turned this core facet of the *Mando'ade* on the offensive, when you rally your fellows against an invasion force, you embody this idea on the defense. Latch ditch escape attempts, desperate final stands, desperate manuevers or suicide missions all are far more likely to work when you are involved.

Further, the spirit of the Mandalorian code seems to be a living thing when you are commanding on the battlefield or directing a defensive initiative. Your people are difficult to kill and even after some have been written off dead, they turn up alive under odd circumstances. Conversion during times of crisis also seems to swell, in terms of recruitment but also in odd ways like numbers of Mandalorians appearing greater than they did before the war, as if there were many that went unrecorded. So long as you are around, it is almost impossible for your people to be destroyed.

Pacifist Perks

Disarmament

(100)

Just because you're a pacifist doesn't mean you won't defend yourself. You're an expert at disarming opponents. Opponents sometimes make the mistake of believing your restraint is a sign of weakness (indeed, this perk makes that more likely so long as you don't enter into negotiations in bad faith), and you use that to your advantage to great success. Furthermore, you can find ways to adjust your weaponry to strike at opponents in a non-lethal manner.

Artistry

(200)

Power comes in all forms. Soft power uses culture to shape minds and attitudes, and one of the forms of soft power is art. You are a talented artist in your field of choice. You have a mastery of the conventional styles of Mandalorians during your selected era, as well as a solid start on developing your own style, which will quickly threaten to become almost synonymous with Mandalorian culture as you continue to produce artwork.

You are able to endow your work with concepts or ideas that go on to become talking points amongst your people and shape their conceptions abstract philosophy as well the practical goings on of the galaxy.

Cin Vhetin

(400)

Literally: white field. A fresh start.

Regardless of the situation – no matter how much destruction is wrought or what tensions rage in the galaxy, you can see a vision of what peace would look like for your people in the midst of it all. What you see is not a fiction or a fever dream – it is a very real end state that could be reached. The catch is that you do not know how to reach it.

However, so long as you stay the course and fight for peace,, you will continue to get glimpses of this possible future (though it may drastically change should your actions push things in a different direction), which can provide you with clues about how you can bring it about.

The Duches

(600)



You are a political force with which to be reckoned, whether you are acting as an orator swaying an entire populace with your word or an arbiter brokering peace between bitterly opposed factions. Connections, ideologies, and paradigms of those nearby resonate within you, giving you a much better handle on how to coax them into taking a particular stance or adopting your ideals (as well as giving you a better idea of abstract philosophies in general). When reviewing data or studying populaces in large, you get a similar effect, and while you may not have as good of an idea of how to sway them you will have a preternatural understating about them.

You can craft policies that not only shape your own society but also funnel other societies around yours to behave in certain ways when interacting with your people – preserving the integrity of and insulating your society from external factors.

Traditional Perks

Resol'nare

(100)

Six Actions.

The six tenets of Mandalorian life: wearing armor, speaking the language, defending oneself and family, raising your children as Mandalorians, contributing to your clan's welfare, and when called by the *Manda'lor*, rallying to their cause. Your people have a code. So long as you live by it, you will never find yourself unmoored in life or without a sense of direction. You can instill a degree of this sense of purpose into those around you as well, should you wish to teach them.

Ba'slan Shev'la

(200)

Strategic disappearance.

Should you ever find yourself on the backfoot, you will know before the finishing blow to your or to your people shall come. And before it happens, you will know how to get toground so that no one can find you. You will be in hiding, gone with no trace that you were ever there.

A warning will always come your way should your foes catch onto your trail, and said clue will give you enough time to once again disappear, though should you operate too conspicuously it may not be enough to keep you hidden.

Armorer

(400)

You are a master of perhaps the most central trade of the Mandalorian people. Though a warrior is more than their armor, there is no denying that *beskar'gam* is at the center of Mandalorian culture. But you are not just a master of metalworking – you are forger of people as well. Whenever setting out to mold *beskar* or the people who wear it as armor, you know what you must do to bring the subject of your focus to its potential or craft it according to your desire. This could lead you to pioneering new techniques in metallurgy to bring out hitherto unknown qualities out of *beskar* or the creation of rites of passage that grant your people legendary prowess or skill.

Indomitable

(600)

Your faithfulness to the tenets central to the *Mando'ade* have ensured that you are something of a paragon or an exemplar of what a Mandalorian should be. Like Mandalore the Indomitable, you are a superb warrior because of your understanding of and devotion to warmaking even when it may be prudent to focus upon other things. Devoting yourself to war in its purest sense or refraining from politics or intrigue will see you grow throughout the course of a given jump into a warrior who can not be stopped on the field of battle. While your armies can be outmaneuvered or your people worn down, you will never be worn down and will gradually grow in prowess



More than this, however, you inspire a similar level of devotion from those around you, and because of your example, your own philosophy concerning the traditions of the Mandalorian people are more likely to take hold and spread, buoying your people through the ebbs and flows of life whether at war or peace.

Mercenary

Taking Terms

(100)

You have a good sense for incentives when it comes to your clientele. You know when someone is trying to obscure something about a job or when they're lowballing their price. This won't help get you whatever terms you desire, but it will help get a good offer and keep you from taking a job that would get you in over your head. This applies to renegotiating new terms when unforeseen circumstances arise.

Solo

(200)

If working alone, you get a minor boost to your skills and physical attributes. Additionally, when handling unfamiliar tasks or equipment, you remember long

forgotten knowledge or seemingly trivial observations that may be applicable to your situation. While not as useful as firsthand knowledge, what you receive will still generally be enough for you to piece together how to accomplish a given task or wield a certain tool serviceably enough.

Company Leader
(400)

Just because you're capable and lethal working while solo doesn't mean that there aren't jobs that wouldn't be easier with a full team. Whenever you run into a job that is better suited to a team, you will be able to find individuals who are capable of filling whatever role you have in mind for the job. To accompany this, you will also receive a boost to your plans for more complex operations – meaning you will know what skillsets you will require for them. The individuals you find will be ragtag, at first, but with repeated jobs any recurring members will find themselves more suited to their given roles, receiving a small skill buff with each job (this will eventually cap out). Meanwhile, your own skill in working alongside a group as a team member increases.

Right Hand
(600)

Your talents and qualities are such that powerful individuals take notice of you. While this perk will impart a small degree of additional skill while taking on mercenary contracts and the reputation you build from successful jobs, the core of this perk is rooted in the connection you make to powerful clientele. At worst, you will be on the shortlist for important figures in the galaxy whenever they have a high paying job; at best, you will essentially become an unofficial lieutenant for them, enjoying a degree of command over their resources and the luxuries of such a position when working for them without the demands of an

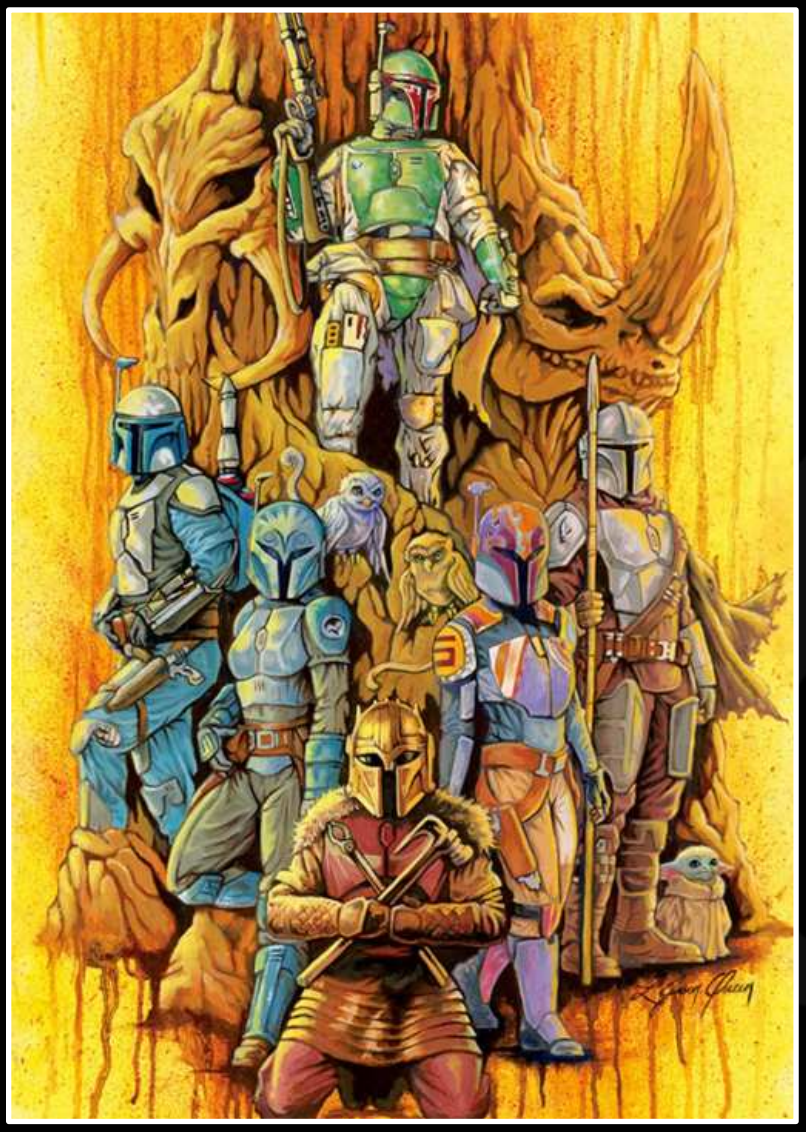


official position

Whenever you take such a posting, you will rapidly accrue skills that allow you to occupy your new role to the fullest. Where you once may have been the best of your field, you now begin to redefine how people think of someone in your line of work. You also get a feel for your patron, accruing some of their strengths and getting an instinct for how to neutralize their enemies as well. Should you switch to another patron, these buffs will gradually fade as new ones emerge but you will always keep a fragment of the prowess you attain.

Beskar'gam

300 CP stipend for this section only. Two 100 CP items are free, and one other item of choice is discounted.



Iron skin.

Mandalorian combat armor, the hallmark of Mandalorian society and the thing that identifies Mandos on sight to those of other cultures. While its defining feature is the *beskar* metal that goes into its creation given its ability to weather blasterfire, the Mandalorians also pride themselves on turning their iron skin into an arsenal unto itself as well. Your default suit will be made of beskar alloy that, while not as effective as pure *beskar*, can still repel the overwhelming majority of blaster fire. Should you wish to purchase a second suit of armor, it is 300 CP.

Standard Features

(free)

Beyond the armor plating itself, these features come free: macrobinoculars, magnetized boots, computerized vambraces, and a commlink.

Durasteel

(+200)

Seems an odd choice for one in this particular jump. Your armor will no longer be *beskar* alloy. It will instead be made of durasteel. Durasteel affords some protection – it may very well prevent a blaster bolt from a less powerful blaster or a less-than-well-placed bolt from having lethal effect. However, it will not turn aside blaster bolts completely and it certainly will not provide adequate protection against lightsabers.



Pure *Beskar*

(200, discount Foundling)

The best protective material in the galaxy. Unlike with *beskar* alloy, sustained blasterfire or contact with lightsabers may burn the wearer, but it will not make it through the plating. Likewise, it is more absorptive, meaning kinetic force will dissipate more efficiently and dampen the likelihood of being thrown off balance or knocked down. Rarely, if ever, needs repair.

Jetpack

(200, discount Pacifist)

A jetpack capable of sustained flight at a range of speeds (as well as hovering), offering a high degree of mobility. Missile optional.

Stealth Generator

(200, discount Crusader)

A personal stealth field generator built into your armor. Renders the user invisible to the vision of most organics in addition to providing a much more limited degree of protection against electronic means of detection. Operates indefinitely until the user takes direct or involved action like attacking an enemy.

Shuk'orok

(200, discount Journeyman Protector)

Crushgaunt.

Armored Mandalorian gauntlets. These gauntlets have *beskar* plating, but the special thing about them is the reactive fabric underneath, which drastically increases the strength of the wearer's hands, making them capable of crushing

or punching through hard materials like bone or metal. Of course, because of the *beskar*, they're not just durable but also capable of feats like catching and holding lightsaber blades.



Armor Mount: Whistling Birds
(200, discount Traditionalist)
Whistling Birds are tiny, guided projectiles that get their name from the high-pitched whine they emit while in flight. Quick paced, they are made of *beskar*, so most conventional armor can do nothing to block them. A payload of multiple Whistling Birds can be launched at once, targeting separate individuals. Purchase comes with both the projectiles and the launcher required to fire them.

Heavy Plating
(200)
Heavier plates with a higher amount of coverage than the typical set of *beskar'gam*. Some may call it overkill, but whatever's being killed, it certainly won't be you.

Armor Mount: Dart Launcher
(100)
Dart launcher. Equipped with a small supply of various darts including poison, electro, and explosive darts. Useful for a variety of situations that may require a more complex action than direct force (or maybe just a higher degree of it, in the case of rocket darts).

Armor Mount: Whipcord Launcher
(100)
Whipcord and launcher. Most often used to either restrict a mobile target or served as a grappling device.

Armor Mount: Flamethrower
(100)
A flamethrower that can be attached to armor. Does need fuel, but it has plenty enough at a time for a couple of minutes of sustained use.

Armor Mount: Miniblaster
(100)
A miniaturized blaster mounted to one of your armor pieces, generally a vambrace. Not especially powerful, but it is nevertheless reliable, leaves one's hands free for other weapons, and highly unlikely to be separated from the wielder in combat.

Armor Mount: Vibroshiv
(100)
A small, vibroblade hidden in your vambrace. Can spring out whenever you need to use it. As a bonus, comes with wristblades – smaller, non-vibrating blades that spring out of the side of your vambrace.

Armor Mount: Personal Combat Shiel
(100)
A small plasma shield about the shape and size of a small buckler shield. Capable of deflecting blaster bolts and lightsaber blades, though it is is likely that sustained contact would see the shield short out.



Armor Mount: Personal Energy Shield

(100)

Unlike the **Personal Combat Shield**, this shield envelopes its user entirely, more or less form-fitting in its coverage (as opposed to a bubble, as with droidekas). It is, however, weaker than the **Personal Combat Shield**. Though it protects from both energy-based and physical attacks, it can take substantially less punishment before it shorts out, and once activated, it only lasts for fifteen minutes at a time. Each shield has five charges; after all five have been depleted, it will need to be charged for a period of twelve hours.

Helmet Feature: Breathing Apparatus

(100)

While the helmet is always pressurized and a limited air supply available, this option offers increased airflow management (such as filtration and delivery) as well as a larger air supply. Typically for individuals who experience regular or intense environmental conditions that affect air pressure or quality, like routine space fighter use.

Helmet Feature: Advanced HUD

(100)

Upgraded HUD. While a basic heads up display can zoom in, keep track of targets within line of sight, ammo counts, and display readouts you can connect your armor to, remotely or directly. This upgrade adds options like night and thermal vision, motion tracking, and a 360 degree field of view.

Helmet Feature: Antenna & Rangefinder

(100)

Significantly boosts the range and breadth of your helmet's signal, as well enabling you to track specific targets on your HUD and with guided weaponry. You may launch the rangefinder, should the target be in danger of moving out of tracking range or should you simply wish to increase the odds of your guided weaponry hitting the target.

Items

Unless stated otherwise in an item description, the following can be assumed for any item purchased here:

Following an item's destruction, it may be found in the Jumper's warehouse following a twenty-four hour period that begins immediately upon destruction for items 200 CP and under. Items above 200 CP to 400 CP will take a week. Items 600 CP and above will take a month.

Upon the start of any new Jump, the Jumper may opt for the item to either retain its default form (as it appears here in its home jump) or take a form more suitable to the current Jump (this new form is lost to the item once the Jump ends). Once this decision has been made, the appearance is locked while outside of the Warehouse. Inside the Warehouse, the form may be toggled. Note that items will proffer the same advantages and have the same weaknesses regardless of form — the adaptation of form to a Jump is purely cosmetic.

In the case of followers, you may freely choose whether the individuals in question travel between jumps or are freshly recruited from jump-to-jump. Do note, however, that should one die, such a death will be final and local replacement will soon replace them.

Any items owned by the jumper may be brought into the jump in place of an equivalent item here, with the jumper deciding at the outset which features the item will take on. The same holds true for existing followers and companions, who may be imported as followers purchased in this section (note that companions imported this way do not gain the benefits listed in the import options of the dedicated Companions section). Further followers purchased here may be later imported as followers to stack follower benefits (numbers permitting) or as companions later on, individually.

General Items

Undiscounted. You have 100 CP stipend to spend on **Blaster**, **Blaster Rifle**, **Melee Weapon**, and/or **Heavy Weapon**.

Blaster

(free/50/100)

A standard blaster, the default being from the Westar line or a heavy Mandalorian blaster pistol, should those models be present in the jumper's timeline. The first of this variety is free, with duplicates costing 50 CP and different blaster models costing 100 CP. alternatively, the jumper has the option of purchasing a holdout blaster for 50 CP or a specialized or exotic blaster (such as Mandalorian Rippers or Chiss masers) for an additional 100 CP on top of the base cost.

Blaster Rifle

(100/50)

As with the **Blaster**, duplicates are discounted after the initial purchase, while separate models require paying the base fee. Specialized models (such the Verpine shatter rifle or the Amban phase-pulse blaster) cost an additional 100.

Melee Weapon

(100)

Either a bladed or blunt instrument of your choosing should a ranged option not be available in a given scenario. Not that while these tools may be effective at close range, they will not stand up to lightsabers. If you would like to change that, you may pay an additional 100 CP to have your weapon be made of a more resistant material like *beskar*, phrik, or cortosis. Perhaps you'd like a *beskad*, a traditional Mandalorian iron saber?

Heavy Weapon

(200)

Anything ranging from a minigun or heavy repeater to missile launchers. Sometimes you need to hit something really, really hard, and for those moments in your life, this option is here for you.

Mandalorian Vault

(200)

Also known as a Mandalorian Sarcophagus, this rectangular box is made of *beskar* and has been constructed to contain Force-wielding prisoners – this item will also have additional Force-dampening properties to that end. It holds a single individual, restraining their limbs and covering their mouth. It is additionally sound proofed and can only be opened from the outside. Comes with a set of Mandalorian manacles, also made of *beskar*.

Carbon Freezing Unit

(200)

A carbon freezing unit small enough to fit on a personal ship but large enough to freeze humanoids as large as a Wookie. Comes with eight carbonite blocks and a rack that can hold them.

Shipment of *Beskar*

(300/150)

Every month, you'll get a ton of *beskar* in the form of ingots delivered directly to you or to your warehouse. The first purchase is 300 CP. Subsequent purchases are discounted, and you may purchase many as you like.

Three total purchases can instead give you an entire lode of *beskar*, which will appear on whatever planet you designate (taking a week to reset if you change its location), complete with a dozen laborer droids to mine and refine it. This vein of *beskar* will be self-replenishing and in addition to yielding the three tons of *beskar* regular shipments would give you at the end of each month of mining, it will also randomly yield up to two additional tons of beskar.

If you wish, once you have acquired a lode of *beskar*, you may opt to divvy up how much you receive in shipment form and how much is mined. You may even decide to have three tons shipped to you and gamble on how much your mine produces (0-2 tons/month). Once you make this choice, you can choose to change the ratio again, but it will take a month for the changes to go through.

***Bes'ulik*-class Starfighter**

(300)

A Mandalorian-Verpine starfighter constructed under the rule of *Manda'lor* Boba Fett. Versatile, the ship can be crewed from anywhere between one to

three individuals and can function as anything from a stealth fighter to a planetary bomber to a long-range hunter-killer.

Each fighter is equipped with baffled exhausts, four blasters, two additional weapon mounts, and a cockpit capable of emergency ejection. Additionally, the controls were tuned so finely as to take direction from gestures as subtle as the direction of its pilot's gaze. Finally, the fighters are protected by *beskar* – as to whether this is the default ultra-thin layer of beskar or a solid hull of Mandalorian iron is up to the jumper's discretion (note that while the latter will afford more protection, it will also make it heavier and less nimble). By default, these fighters are V-shaped, gray, and sport a mythosaur on their hulls.

May be substituted for a D5-Mantis Patrol Craft or a Firespray-31-class patrol and attack craft at the Jumper's discretion.



Darksaber

(600)

A unique lightsaber with a black, irregularly shaped blade. In addition to its unique appearance, it also has properties that make it far different to wield as well. This weapon belonged to Tarre Vizsla, the first Mandalorian Jedi, and it has become a symbol of Mandalorian leadership. Many are unwilling to acknowledge someone who does not wield it as the leader of their people, and there is a strong emphasis placed on winning or earning the blade through combat.

Unlocks Force sensitivity. Whenever you defeat an enemy with it, it slightly increases the revere your people have for you (diminishing returns). When you defeat enemies who actually pose a significant threat to you in combat, you find it easier to defeat enemies of that kind or class (again, diminishing returns).

Mask of Manda'lor

(600)

The first *Manda'lor* was a taung, who led his people and first developed the tenets that would go on to form the foundation of the Mandalorian people. This helm is the same one he wore. This relic has traditionally been held by subsequent Mandalores and those who have not donned have generally been dismissed as pretenders.

If purchased here, it will grant you the aura of a general and a warrior king. So long as you wear it, it will amplify the gravity of your words, instill dread into your enemies, and bolster the morale and performance of your forces. So long as you are on the offensive, possible operations and strategies flow into your mind after each objective you achieve, presenting you with possible routes to the next victory in your campaign.

Foundling (Drop-in) Items

Holobook

(100)

A small black book that contains pre-recorded holos. When in an unfamiliar situation, the messages from this book-shaped object will play when opened. The messages will give bits of advice or coach the user through objectives that will help them get footing in a new situation or career or at the start of a jump.

Strill

(200)



Need a new companion for your new life? Here's a Mandalorian hunting animal. Highly intelligent and carnivorous, *striile* are frequently kept by Mandalorians as lifelong companions and passed down from one owner to another, due to their longevity. *Striile* are instinctively protective of their owners, as well those they deem as part of their family, particularly juveniles. They sport fearsome claws, sharp fangs, wide mouths, whip-like tails, and flaps of skin between their six legs that they use to glide down from above onto unsuspecting prey. Furthermore, they are strong enough to carry heavy loads, even flying – even the weight of an armored, adult human. Also of note is their hermaphroditism, meaning they can both sire and bear offspring and their pungent odor. Your new friend will be steadfastly loyal to you and eagerly follow your instruction so long as you treat it well.

Lancer-class Pursuit Craft

(400)

This MandalMotors vessel exists somewhere between an interdiction ship and a cargo freighter. Not only do its ion drives outperform other patrol vessels in terms

of speed but its redundant systems also make it a robust, durable, and easy to maintain craft. Outfitted with both a Class 2 hyperdrive and Class 12 backup hyperdrive, Lancers also have a laser turret, twin laser cannons, and a tractor beam along with enough space for three months of consumables. All of this and the Lancer's ability to sustain four to six individuals at a time means that this vessel is well-suited to someone who may be doing a fair amount of living out of their ship.

May be substituted for an ST-70 class Razor Crest M-111 Assault Ship, per the jumper's discretion.

Living Waters

(600)

A vial of that contains a sample of the Living Waters from the MInes of Mandalore. When emptied into a body of water, bathing in said water has a cleansing effect. Physical ailments like injuries and illnesses are washed away but so too are other types – mental and emotional scars as well as stains of dishonor (though the latter will only be cleansed if one is truly repentant). The person bathing in these waters feels refreshed, almost like a new person, which is a feeling that is much harder to shake than usual.

The effects of these waters are not limited to the Jumper, but only other Mandalorians, Companions, or Followers receive the benefits. While they will not reap the benefits unless you deem it so, mythical creatures or beasts of legend will be drawn to these waters as well, sensing the special effects (though they can resist this should they choose – it is not an absolute compulsion). Such creatures will be positively disposed to you.



Vial refills after one month. Once emptied again, the previous body of water no longer retains the cleansing effects.

Crusader Items

Swoop Bike

(100)

This swoop bike is quick and sturdy. What sets it apart from the rest, however, is that it has a stealth unit installed that can render it invisible to the naked eye and dampen its signature so electronic means of surveillance are drastically less likely to spot it. Excellence for rapid transit and reconnaissance.

Rally Master Lance

(200)

One of the signature implements of a rally master, this lance has a weighted end fit for bludgeoning and a tipped end suitable for spearing opponents. Carrying this will typically get even the most stubborn of Mandalorian recruits to listen to you. Wielding the weapon in battle will allow the wielder to activate an ability that reinvigorates allies in their immediate vicinity, who will fight with increased vigor, precision, and coordination for a window of fifteen minutes (hour long cooldown). Additionally, the wielder's voice can be projected, allowing them to easily issue commands in the thick of battle and perhaps intimidate their enemies whilst doing so

Bes'uliik

(400)

Iron beast.



A Basililisk war droid. Originally created by the Basilisk species listed elsewhere in the jumpdoc, Mandalorians would drop onto planets from orbit mounted on these quadrupedal droids. Capable of operating in both the vacuum and in atmo, they were heavily armored and outfitted with a suite of deadly weaponry. The primary weapons were located on the "nose" of the droids – a cluster of shockwave generators that when fired generated plasma so intense it could punch a hole in the hull of a ship.

Crusader-class Corvette

(600)

A corvette produced by Mandal Hypernautics, it is the fastest ship of its class. Crewed by around eighty individuals and with a cargo capacity of 3,600 tons, it is outfitted with two point defense laser cannon batteries and three point defense lasers, which are tuned such that they can shoot down enemy missiles or torpedoes in order to protect both allies and the corvette itself. The corvette has two hyperdrive systems (a primary Class 1 and back up Class 12) as well as sub-light engines.

While piloting this corvette, you will have an intuitive grasp of ship-to-ship warfare and tactics, and every enemy ship neutralized will repair damage down to your own ship, proportional to the enemy ship's class, with neutralizations at full repair netting you a small increase in one your ship's system. With every battle you win, the ship will steadily climb in infamy amongst your enemies, increasingly demoralizing them as a given war drags out. This effect will wane after a war has concluded.

Crewed by competent but otherwise mindless droids, though these may be replaced should the Jumper arrange for it personally.

Journeyman Protector Items

Honor Sash

(100)

Exemplary Journeyman Protectors wear these sashes (typically reddish brown) to signal having accomplished a particularly noteworthy deed or exemplary record of service.

Your own sash affords you a larger degree of respect from those around you, with those of lower station being more deferentia and even those of higher stations being marginally more likely to weigh your input. Ne'er-do-wells also tend to be a little wary of causing trouble around you. Also good for an occasional drink of choice on the house

Fang-class Fighter

(200)

A MandalMotors fighter used by the Journeyman Protectors. Its design is based upon that of the *Kom'rk*-class fighter/transport, particularly its pivoting wings,



which together with its ion engine and generally narrow profile provide nearly unparalleled agility and maneuverability. Fangs are outfitted with two laser cannons and a hidden torpedo cannon that retracts into the underside of the fighter in order to stay hidden from enemy spacecraft. It holds a single pilot, one to three days of rations, a nav computer, and a Class 2 hyperdrive.

May be substituted for an N-1 starfighter per the jumper's discretion.

Battle Droids

(400)

A small detachment of six battle droids – BL series Legionnaires. These are fourth degree combat droids originally designed by the CIS. Capable of lifting thousands of kilograms and running 30kph for twenty-four hours, in addition to their military hardware, they also each carry a first aid kit and sensor jammer. Lethal with standard blasters, they are also equipped to use more advanced weaponry and pilot military vehicles.

Protector Camp

(600)

An outpost that can serve as a base of operations for a small task force of Protectors. It can field a little over a half dozen Fang fighters and perhaps a couple of dropships or bombers, as well as a space for a larger class ship like a frigate (though you'll need to furnish supplies for that larger ship yourself). Beyond that it has a barracks, armory, mess hall, and sensory equipment fit to monitor an entire solar system.

The encampment can operate at full capacity around eighteen individuals, maintaining routine patrols and responding to minor emergencies. It has enough supplies to last during that time with that number of individuals manning the encampment – activity exceeding the norm or fielding more personnel will require you to furnish additional supplies.

Comes with six Protectors, each with armor, a sidearm, and a Fang fighter of their own, which only they can use. They count as Followers and have the Way

of the Phoenix perk. Any more individuals you recruit into their ranks may be counted as followers as well up to eighteen total, all of whom get the perk. The squadron members will carry out Protector duties without complaint, though with some convincing, can be talked into handling other tasks, especially if they are in the interest of preserving the integrity of Mandalorian Space.

Pacifist Items

Cornucopia

(100)

You have an assortment of traditional Mandalorian food and drink – enough for a veritable feast. The contents of this includes uj'alayi (cake made with uj syrup, dried fruit, spices, and ground nuts), *gihaal* (fishmeal), *haarshun* bread (thin, dry, hard bread rations), *tiingilar* (spicy casserole or stew with meat and vegetables), Pog soup, Mandallian Narcolethe (a potent spirit the uninitiated often mistake for ship fuel), ne'tra gal (sweet, black ale), and shig (spiced herb tea).

The portable bundle you have is enough to feed three or four hungry Mandalorians, though if you lay it out on a dining table or a table in a mess hall, it will supply enough for many, many more. Good for contentment, satiated appetites, and literal and figurative breaking of bread.



War Paint

(200)

Mandalorians are known for painting their armor, with almost every color imaginable by the human eye adoring at least one Mando's iron skin. You now have a set of paint for your armor (or whatever else you please). Once applied, it will not fade unless you opt for it to.

Many Mandalorians use colors or sigils to symbolize certain concepts. Should you do this, your chosen flourishes will evoke such feelings or abstractions associated with said flourishes in those who look at you. It will also provide a minor buff, should they be linked to particular attributes. This effect is not especially noticeable should someone other than the Jumper use a painted item.

Oyu'baat

(400)

A hotel and tapcaf, this building is a staple in a major Mandalorian city – it will stand for well over a millennia, and with this purchase, you are its owner. The Oyu'baat may be rustic by the standards of Coruscant, but on Mandalore, it is the closest one will come to a five-star establishment. It is a wood and stone structure, with oddly situated windows.

Inside, there is an immense room outfitted with two bars, an array of tables, and booths with privacy curtains lining the walls. Food and drink are served here, with the roof's skylights bathing the patrons in sunlight during the day in the dark, wooden room as well as the tapestries on its walls. At night or simply during the cold months, there is a fireplace nestled in an alcove, though the tapcaf does indeed have central heating. For entertainment, there are holovid viewscreens where sporting events are typically displayed and tables set up for bar games. The two floors above the first are also designated for food service and overlook the first floor. Beyond that, there are hotel rooms on the upper floors and hidden rooms for private meetings.

Beyond the not inconsiderable profit gained from this, there is also an opportunity to shape the minds of the Mandalorian people, as it is frequently the meeting place for relaxation, business, and politics across all levels. Set the tone for your people in this critical setting.

Nau'ur-class Yacht

(600)

A luxury liner, transport ship, and diplomatic vessel constructed by Kalevala Spaceworks, a Mandalorian shipbuilding company. It is a match for Duchess Satine Kryze's own *Coronet*. It has seven total engines (two of which are auxiliary) and two hyperspace drives. Though it is a luxury liner, it is nevertheless outfitted with weaponry capable of offering a modest defense – two ion cannons and two laser cannons. Crewed by 75 individuals, it can hold approximately 1,000 passengers and a generous amount of cargo.

Most striking is the Promenade – the grand hall. It is outfitted with fine goods from Mandalorian Space, such as Jakelian tuft-oak, lapis from Draboon, and carpets woven from the looms of Harswee. There is aso a throne room, staterooms, royal

suites, a library, a casino, and myriad of other rooms to be explored in addition to the many guest suites.

When using this vehicle for diplomatic purposes, it will not be attacked, though should you attempt to abuse this to craftily attack, trap, or otherwise harm your enemies, the effect will cease. Guests will find their time here perfectly tailored to their tastes, and any negotiations conducted will proceed peacefully with much greater odds of success. You have an impressive communications suite with a large database for contacting important figures in politics.

Crewed by competent but otherwise mindless LEP, 3PO, and BD-3000 droids, though you may replace or upgrade them at your discretion.

Traditionalist Items

Bes'bav

(100)

A traditional Mandalorian flute made of *beskar*. Weighted like a club and has a tip sharp enough to bludgeon or stab annoying music critics according to your preference. Wielding it grants you the ability to play it passably, though you can always master it to a greater degree with practice. Also comes with a book of Mandalorian chants.

Playing it the flute or chanting the chants will soothe or provide a morale boost for nearby comrades.

Vheh'yaim

(200)

A Mandalorian hut. While built to be able to assemble and disassemble on the move, like many things of Mandalorian construction, they are rugged enough to use as permanent dwellings as well. They are circular and built partially underground, made of green wood, mud, grass, and back in order to provide camouflage. They generally have an armory, infirmary, kitchen, and living quarters.

Can be packed into a single duffel bag in an unusually short period of time when under duress and deployed just as fast once in a more suitable environment.

Basilisk War Droid

(400)

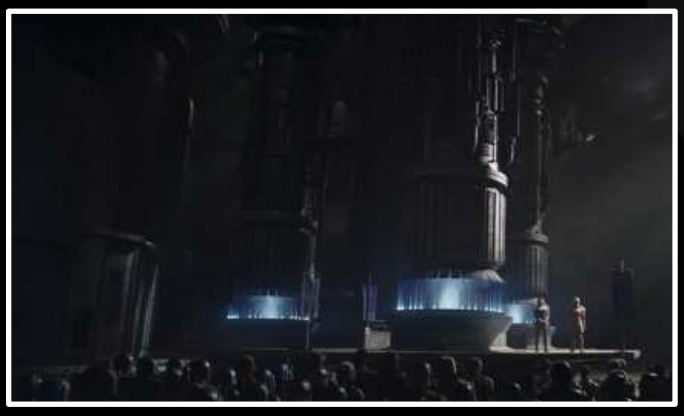
Unlike the *Bes'uliik* found in the Crusader items or the *Bes'ulik*-class starfighter in General Items, this model's chassis is shaped not unlike a StarViper ship and can function as a fighter and is equipped with twin blaster cannons. However, what sets this spacefaring vessel apart is its purpose as an insertion vehicle, able to weather descending from the vacuum, through atmosphere, and impact upon the ground all while keeping those inside protected. It can carry a small crew of four to six, though it will be a cramped ride at max capacity. This particular model additionally has a robust hyperdrive, and its droid brain will make adjustments according to its surrounding circumstances to try and shield you and other passengers from harm.

May be substituted for a Pursuer-class enforcement ship.

Forge

(600)

This is a forge from the Great Forge itself. It is not only capable of but specifically built to forge *beskar*. Most civilizations are unable to work and shape Mandalorian iron, but with this you will be able to reliably outfit an entire Mandalorian house with *beskar* armor or more, should you choose. Comes with a enough *beskar* to forge a full suit of armor that replenishes monthly (see **General Items** > **Shipment of *Beskar*** for more), though you may use it to forge whatever you wish



Full suit of armor created by the forge will grant lesser versions of **Ka'rta** and random **[Martial]** perk to those who wear them, providing an additional buff to those who have those perks already. You will additionally find that you occasionally receive eureka moments or other moments of inspiration while using the forge.

Mercenary Items

Adrenal Stims

(100)

A rotating supply of adrenal stimulants of varying effects. They affect fortitude, strength, stamina, dexterity, awareness, and cognitive functioning. At a basic potency, they boost a single attribute by 5% (boost applies to the jumper's base attributes, applied without consideration to other artificial effects). A stim of intermediate potency can provide two 5% boosts, either to two separate attributes or a single one. Advanced potency yields three boosts, though the most a single attribute can be boosted is twice (even if multiple stimulants are taken). The jumper receives five doses of a single variant from each potency level randomly every week. Once a variant has been obtained, the jumper has its formula.

Implants

(200)

May be purchased up to twice.

A purchase gives the jumper an implant that gives the effects of an advanced Adrenal Stim in perpetuity. Unlike with Adrenal Stims, an Implant may boost an attribute up to 15%. Alternatively, the jumper may instead gain an Implant that boosts the jumper's natural healing rate or their skill with a particular weapon or technology.

Unlike the stims, no recipe will be given for this item. However, the Jumper may choose to tweak which attribute or effect is affected by their implant, with the change taking place roughly twenty-four hours after the decision is made.



Kom'rk-class Fighter/Transport

(400)

This transport is fit for a mercenary, as well as any small merc company they may have. Produced by MandalMotors, it has a pair of forward and rear laser cannons and heat-seeking missiles. Additionally, it is equipped with two hyperdrive systems (Class 1 and 10) and can hold up to

24 individuals, though this space is generally geared toward short-term transport

May be substituted for an AIAT/i gunship at the Jumper's discretion.

Stronghold

(600)

The center of your power where you can securely revel in your wealth. The location is up to your discretion, though by default it will be on Mandalore or on a Mandalorian planet, should the homeworld itself be occupied by invaders. Any item you pick up on your journeys may be moved here, should you not wish to carry it with you. And while you must physically retrieve anything you keep here, you may access the Stronghold instantly from any ship you own, so long as you are not being attacked at the time of this fast travel. You may also purchase goods from vendors you have met in your travels (or with which you have otherwise done business), with the goods simply appearing in your home.

Though it can be found, it begins with no one in the galaxy but you knowing its location, and it is secure enough that only you and your Companions and Followers can access it, along with anyone else you designate. Your Stronghold is well-protected, able to stand up to attacks (though it is not invulnerable). Further, it is stocked with food and weaponry and you have six Followers followers who guard it. These Followers are mercenaries who have been contracted for the express purpose of protecting your Stronghold. You may choose their nature but they will be no more or less capable than a clone trooper and will be similarly outfitted in terms of weapon in armor.

The quality of the Stronghold and what it provides, while already above average, will increase as you yourself rise in wealth, power, and/or reputation. An example of this would be your Follower gradually working their way up in terms of competency from a basic clone trooper to an ARC or moving from plastoid to a durasteel to *beskar* alloy armor.

Additionally, any review of past jobs or planning of previous jobs will yield significant insights into areas of improvement or ideas for success, respectively. Training for any given mission here will likewise leave one better improved or prepared.

For every two years you spend in a jump, you may pick another place in the galaxy to host an additional Stronghold.

Clan

The importance of familial connections is central to Mandalorian society, and clans form the basic unit of the family. Clans vary wildly in size, starting a very small number of two and growing much, much larger. (Note that both because of unclear numbers in the source material and balancing issues, clan numbers may seem significantly lower than one may expect for a spacefaring society).

Clan

(300)

A clan of your own, with the Jumper as either a member or the leader according to your preference. Your clan will be predisposed to following your lead and will be a steadfast supporter for all of your endeavors (though mistreatment may see that change) and friendly, warm faces as well. As with most Mandalorians, they are capable warriors, and all of them will have *beskar'gam*, a small collection of weapons of their own, and perhaps a few ships between them. Note that while they will have the Jumper's back, they do have lives of their own and are not servants.

Your clan begins with eight members, with room to grow twelve. Each of them have access to the free [Martial] skill the Jumper took, indicating the clan's specialty. See **Tier Increase** and **Scale Up** if you wish to grow it beyond that limit.

Tier Increase

[Clan Upgrade]

(200/100)

Your default clan starts at Tier III. An initial purchase using 200 CP will elevate it to Tier II and a second purchase with 100 CP will elevate again to Tier I. At Tier II, your numbers swell to twenty-five at starting with a cap of fifty. At Tier I, the starting size will be eighty with a cap of one hundred twenty.

Scale Up

[Clan Upgrade]

(100)

If you want to boost the size of your clan and nothing more, a purchase of this will do so. For Tier III, the size limit becomes 200. For Tier II, the new limit is 500. Finally, the limit becomes 1,500 for a Tier I Clan.

Elite
[Clan Upgrade]
(200)
With this purchase, select one of the following per Tier: your entire clan gains your 100 CP origin perk (if you took **Patchwork Armor**, you may choose which members get which perk, but they only receive a single one), your entire clan gains an additional **[Martial]** skill for all clan members, a single clan member per Tier gains **Ori'ramikad**, or a single clan member per tier gains **Ka'rta**.

Friendly Clan
(200; 100 if **Clan** has been purchased)
An allied clan. Though they are self-governing and will not act outside of their own best interests, should you remain a good ally they will generally support you in matters of the military, politics, and economy. Ally clans get a [Martial] specialty of their own.

Purchases come in two varieties: allied clans and vassal clans, with the latter requiring a Tier II Clan of your own or higher. Allied clans will be of roughly equal strength to your own clan. Vassal clans will be of at least one tier lower than your own but will be much more subservient than allied clans; they can still choose to defy you should you mistreat them, but they are much more inclined to follow your policies without question.

You may apply **[Clan Upgrades]** to this option, should you choose, but they must be purchased separately – your **Clan** and your **Friendly Clan** do not share the same **[Clan Upgrades]** pool.

Followers

GNK Power Droid

(100)

A big walking battery. Not the smartest or most capable droid but it will serviceably charge any equipment you might have that needs charging (barring things too large like starships or particularly advanced or exotic machinery). Would almost certainly follow an owner who didn't treat it like furniture to the ends of the universe.



Footman Droid

(100)

A droid that is made to act as one's footman. It can receive guests (though it does not speak the array of languages or know the assortment of customs an actual protocol droid would), handle basic administrative tasks, or simply tidy up your space. Prone to deliverling wry quips and world-weary observations.

Mandalorian Corporation

(800)

You have a small branch of either the shipbuilding company MandalMotors or the Mando weapons manufacturer Concordian Crescent Technologies of your own, complete with 1,500 Follower droids to run it solely for the purpose of operating the company.

At the beginning of the jump, you have enough resources on hand to construct a solid supply of product. Should you choose MandalMotors, you can produce a single capital ship, a dozen other smaller class vessels like frigates or corvettes, and multitudes of smaller vessels. If you instead choose Concordian Crescent Technologies, you have enough resources to construct a million of each of up to a dozen of your company's weapon lines, including names like the WESTAR-34 the WESTAR-35 blaster pistols and the GALAAR-15 blaster carbine

Whether you use these resources to construct your own fleet or arsenal or intend to sell your productions to buyers, sourcing materials afterward will be up to you, though your underlings at the company can take care of that should

you allow them access to company accounts or your own personal coffers. Note that most production by Mandalorian companies do not contain *beskar*, so you will have to make a special effort to obtain some if you want your ship built of that previous iron. Additionally, while your droid employees will run your company based on the designs they currently have, their ability to create brand new designs is limited. They can create original products that make minute improvements on current designs but nothing truly innovative (though they can implement changes based on designs you create or otherwise obtain). So, as with supplies, you will need to find upgrades or replacements should you wish to move very far beyond what your company is already equipped to create.



Companions

Unless stated otherwise, Companions may neither take Drawbacks nor purchase other Companions. Should a companion purchase followers, those followers may not become companions, as detailed in the Items section for a Jumper's Companions. Drop-Ins may choose a single named companion option to discount.

Of the named Companions, the jumper may choose one of the three they receive at a discount for free. Additionally, Foundlings and Pacifists get a single **[*Aruetii*]** companion discount, Crusaders and Traditionalists get a single **[Mandalorian]** companion at a discount, and Protectors and Mercenaries get a single **[Droid]** companion at a discount. Discounts stack.

Import

(Variable)

For 0 CP, you may import up to eight Companions; for an additional 100 CP, each companion imported will receive an origin and its associated freebies. You may also choose to convert jumper CP to import CP at a rate of 1:2 in order to create a stipend for your imports to purchase perks and items, with the resulting stipend total being the CP that each import receives (ie, converting 200 CP will give each import 400 CP); converting CP in this way will impart an origin as well. Non-human sapients gain a human body.

Import: Pet

(Variable)

A sentient (not sapient) pet may be imported for no cost as a companion. Unlike with the baseline Import option, the jumper's pet does not have to inhabit a human body and may keep its own body should it be a creature that could reasonably exist in the setting. If it does not fit this criteria, it will instead gain a new form that is setting-appropriate. For 100 CP, you may bestow upon your pet an origin and 600 CP, though it's worth noting that any perks will adjust themselves according to your pet's lack of sapience. If you select the regular Import option, you may instead choose to bestow an origin and CP through its rules, though your pet will count toward the eight companion total.

Created Companion

(100)

You may create a Companion using an Origin, freebies, and 600 CP to spend on perks and items. This Companion may optionally gain an additional 200 CP if you post your build for them, along with a write up of their background.

Canon Companion

(100)

You may choose to elevate a canon character to Companion status, with the caveat that you convince them to come along of their own free will without coercion, including through the use of Perks or Items.

Inevarro

(300)

Inevarro is a Basilisk – sapient, winged draconic species that the Mandalorians once subjugated and used as mounts, though depending on your jump entry point, they may be either free or extinct. This one, however, is your willing partner rather than a mindless servitor. His hide is highly resistant to even heavy blaster fire, his immense strength is capable of almost casually sweeping aside small vehicles, and he can breathe fire intensely enough to incinerate something in a matter of seconds.

He is something of a grumpy companion, frequently grousing to or at you for some (usually minor) inconvenience, and he seems even less tolerant of other individuals, frequently to the point of being rude. In spite of this, he never seems hesitant to join you in whatever suicide mission for which sign yourself up and while it can probably go unsaid that he pulls more than his weight in battle, he is also has a talent for working out logistics during the planning stages of operations.

Fond of baths, he can usually be found lounging in the nearest body of water that can accommodate him in between errands or action, though unless it is heated, he will be no less grumpy.

Chiyi Cadera
[Mandalorian]
(200; discount Foundling)
A middle-aged human, Chiyi has seen a little of everything, but unfortunately for her, all of that experience came with tragedy at each step. Early in her life, her clan participated in a minor war in the Mid Rim that saw her parents and one of her three siblings killed during an airstrike. Her time flying as an escort for merchant convoys took her all across the Western Reaches but ended in a freak accident that killed her younger brother. She ran security on a science vessel that surveyed and charted previously undocumented systems in the Outer Rim only to lose her arm extracting her fellow crew members from a raiding party's attack.

Since then, Chiyi has largely kept to the Mandalorian sector, where she has devoted her time working on a security team for a Mandalorian shipbuilding company which also did her the favor of building a custom prosthetic arm. Patient and even tempered, she is a steady and calming presence regardless of the circumstance. She has established herself well in the system as a guiding presence not only to those she comes across professionally but also her young nieces and nephews who look up to their aunt as a role model. Still, as much as she wants to help oversee the next generation of Mandaorians, Chiyi has recently gotten the itch to go on the move again. She isn't quite ready to settle permanently.

T3-Y1
[Droid]
(200; discount Foundling)
This utility droid has a wide array of skills, including astronavigation. Her past before meeting you is unclear and until she has time to "build" one, she may seem somewhat absent of a personality, meaning that your time together will be very formative for her.

Regardless, she will remain by your side and follow your direction even after she begins to develop her own whims. You will find that her navigation charts are always current, though particularly obscure, well-hidden or unknown locations and routes will not appear in her database.

Genna Treader
[*Aruetii*]
(200; Discount for Foundling)
A human born in the slums of Nar Shadaa, Genna is a conwoman and a petty thief. She both owes and holds markers for favors for many a person in the criminal underworld, freely trading them to not only stay one step ahead of those out for her blood but also to keep her pay days coming. Pursuing this strategy keeps life on a razor's edge for Genna, with her sometimes on the lam, hiding out in hovels one night then living large like a celebrity the next. Despite this chaotic lifestyle, Genna has always had a reputation for looking out for her friends, frequently stepping up and in the way of danger whenever someone needs a helping hand.

However, while Genna does have a wide array of friends, Genna also has a tendency to seek out trouble and do things that fly in the faces of powerful figures wherever she goes, always ready to take someone down a peg if she thinks they deserve it. Though her martial skills leave much to be desired, her streetwise savvy, working knowledge of people, and odd assortment of skis ensure she always has options at hand.

Ku'vath Houngo
[Mandalorian]
(200; discount Crusader)
Ku'vath was not born a Mandalorian. Before he recited the Creed and earned a set of *beskar'gam*, the Twi'lek was an engineer pressed into service aboard a pirate vessel. When his Mid Rim system was conquered by the Mandalorians, Ku'vath again found himself at the mercy of more heavily armed individuals, maintaining their heavy equipment and war machines. When enemy forces waylaid his unit, Ku'vath distinguished himself in the ensuing battle, and he soon found himself getting more and more assignments on the field of battle, proving himself up to the task each time.

Ku'vath's capturing of a heavily fortified moon bunker saw him elevated to the rank of rally master. Where he once was a meek soul at whim of the powerful, Ku'vath has now found a sense of purpose and power of his own in the conquest and camaraderie of the Mandalorians – through conflict he has grown beyond what he was. Nevertheless, when he is off the battlefield, Ku'vath can still be found amongst the hum of machinery. The rally master is now at

something of a crossroads – will he maintain ties with the man he was before or embrace the path of the crusader to its fullest?

Krath War Droid
[Droid]
(200; Discount Crusader)
From the line of infamous droids that fought against the Jedi and the Republic on behalf of the Krath cult alongside the Mandalorian Crusaders – the same model that would later inspire the designs of General Grievous and his bodyguard. You find this droid in poor circumstances, defunct in some corner of the galaxy. In spite of the circumstances, it still has its blinding speed as well as its short sword and Pulse-wave bow.

Curiously, it seems to possess more sophisticated cognitive abilities than the rest of its line, which are typically limited to search and destroy protocols. However, while it is considerably more intelligent than its brethren, its personality is still fixed upon the protocols the Krath war droids all operate – that translates to this unit being eager, aggressive, and rather dauntless when it comes to violence. It will grouse if it goes overlong without action and react enthusiastically to you setting it upon your enemies.

B'hezheran
[*Aruetii*]
(200; Discount for Crusader)
A Niordi, B'hezheran's people have developed cutting edge cybernetic technology and like many of his fellows, he has been modified to integrate weapons into his body as part of an ongoing conflict with a neighboring system. As a result, he is far more in tune with war than even most Mandalorians, having literally been tuned to process information on a battlefield. Because of this,, B'hezheran doesn't so much as flinch at artillery strikes or other horrors of war and seems to have developed a wry, dark sense of humor to cope with the violence that has informed most of his life.

Though he fights alongside the Mandalorians, B'hezheran has little interest in joining the culture. Instead, he supports their war effort due to a pact he has made with several of the Mando warriors that once they finish their current conflict, they will return to B'herzheran's home in the Unknown regions to help his people in their conflict in a decisive manner.

Severine Ordo
[Mandalorian]
(200; discount Protector)
Exacting and impatient with anyone who doesn't share her expectations of perfection, Serverine is the shotcaller for a group of Journeyman Protectors assigned to a system with a small listening post on the outskirts of the Mandalore sector. In spite of her disposition, she is less of a tyrant with her fellows and more a conductor who ensures her train runs on time. Exactly what her duties are depends on the goings on in the broader galaxy. Depending on how stable things are, she could simply be helping to monitor the traffic in or around the Mandalore sector or she could be running sorties against pirate gangs or running counterintelligence only military threats.

Though Severine spends most of her downtime poring over reports or planning security details, during actual moments of leisure she keeps to herself and reads pulp holobooks or returns to her clan's homeworld where her extended family gathers to compare notes and stories about how they are living up to the reputation of their clan's ancestors.

Pooling their resources together, many of the clans, including Severine's, have seen signs of a burgeoning regional power taking interest in the Mandalore sector. As part of the first line of defense, Severine is quickly finding herself as an important figure in the spearheading of preparatory efforts against this potential attack.

ID8c Seeker Droid
[Droid]
(200; Discount for Protector)
A seeker droid that is used for espionage and reconnaissance, it is a small flying droid that when inactive, can mount itself to your person. Quiet and maneuverable, it is outfitted with shock weaponry and highly adept at slicing into even the most secure of systems. This model is also outfitted with motion tracking and other surveillance tools.

ID8c is a prototype for the generation of his line and as such has been programmed to be bold, independent, and highly curious in order to push the bounds of his capabilities. This combination of traits can occasionally result in

ID8c going off script during assignments and deviating from original orders. However, the seeker droid also has solid judgment and should you opt to extend trust to it, you will find that it will frequently yield better results or intelligence than you had originally anticipated.

Jil'ar Vog'at
[*Aruetii*]
(200; Discount for Protector)
Jil'ar is an Assembler, an arachnid species. They serve as an information broker, often operating in a gray area between the law. While they freely interact with the criminal element in other sectors, Jil'ar toes the line in the Mandalore sector, maintaining a mostly positive relationship with the Journeyman Protectors, trading info on illegal activities occurring within the sector for modest sums or small favors from his heavily armed and armored friends.

Meticulous and cunning, Jil'ar is nevertheless earnest in his business dealings, opting for transparency when interacting with his clients, and he makes an effort to set those around him at ease, knowing that many find his appearance unsettling. He is just as considerate with his network of spies and informants, carefully managing them to ensure their safety while also maximizing their values as assets.

Eladin Kast
[Mandalorian]
(200; Discount Pacifist)
Eladin's clan is not one known for pacifism and his decision to embrace that path has left him bereft of the family ties upon which Mandalorians rely upon so heavily. Though he may have had better luck finding common cause on his homeworld, Eladin has instead busied himself in sectors previously ravaged by Mandalorian aggression. There, he devotes his time to the establishment of agricultural projects that are aimed toward leaving the small communities self-sufficient in terms of food resources.

Gregarious and even-tempered, Eladin manages to win over even the most skeptical of individuals and has amassed a loose network of friends and acquaintances across the sector in which he devotes his efforts. Unfortunately, though he'd rather lay down his arms for good, the Outer Rim is a violent place, and raiding parties frequently seek to take what little those living there have –

very few find that they can stand up to Eladin when he makes a stand to defend the defenseless.

HK-82
[Droid]
(200; Discount Pacifist)
A fearsome-looking but ultimately peaceful and faithful companion, this protocol droid is fluent in nearly any language you could come across, as well as the cultures, laws, and customs of those who use him. His behavioral analysis subroutines likewise make exceptionally skilled during a negotiation. In spite of his usefulness, HK-82's appearance meant that it was passed over by many diplomats in the past, but perhaps he will find a better home alongside a Mandalorian.

Though he is loath to make use of them and will only rely upon them in a bodyguard capacity, HK-82 is also possessed of unusually refined combat protocols as well. He is particularly touchy about anyone who conducts maintenance upon him, especially when it comes to his behavioral unit.

Eila Vao
[*Aruetii*]
(200; Discount for Pacifist)
A powerbroker who resides in the capital of one of the galactic superpowers, Eila is a Ruutian Twi'lek who acts as a mover and shake, serving as a fixer for major actors in the political and economical scene. Cutthroat in her business dealings, Eila's skill at intrigue is undeniable and all but the most powerful of individuals are unwilling to risk alienating her.

Though many are off-put by her caustic tongue and smugness, Vao has proven that as long as those in her circle remain loyal to her, she is willing to go to great lengths to stack the deck in their favor.

Deqet Vau
[Mandalorian]
(200; Discount Traditionalist)
Though they were born to a relatively small clan, Deqet's *buir* was nevertheless a well-known individual amongst the *Mando'ade* before he died in a conflict

against the Echani. Because of that legacy and perhaps because of the relative unimportance of their clan, the burden to excel is heavy upon Deqet's shoulders. To cope with that weight, Dequet turned to the sacred tenets of the Mandaorians for strength. In doing so, their devotion has been such that even many more seasoned Mandalorians have touted them as a paragon of what it is to be *Mando'ade*.

All of this was before the meteoric ascension of a superpower that began to exert its power and influence all across the galaxy. With competing voices arguing for isolationism, alliance, or aggression, Deqet is once again under immense pressure as they assume the position of the steady center of the Mandalorians.

8D-338
[Droid]
(200; Discount for Traditionalist)
An 8D-series smelting droid. A Verpine-built droid that resembles a Muun, this droid is built to withstand extreme temperatures associated with metalworking. 8D has an extensive knowledge of metalworking and engineering and a number of weapons and part schematics downloaded in his memory, which will automatically expand as you come across or create any other designs. Unlike other droids, he has the knowledge necessary to work with *beskar* and can forge armor or parts for you, should you have the material or assist you during your own forging.

8D is impatient, sarcastic, and dour. He is rarely happy unless he is working on a new design, malcontent with both idleness and dull work on standard equipment. While he is obviously more comfortable in a workshop, the nature of his creations means he is well-equipped and able to dispatch hostiles with the various gadgets he has on hand.

Evax Trulio
[*Aruetii*]
(200; Discount for Traditionalist)

A Kyuzo whose clovoc or warrior order left its homeworld of Phatrong. Having settled on a small world bordering the Mandalorian sector, Evax's clovoc is well acquainted with the Mandalorian neighbors. As warriors bound by a code of

honor, the two groups have gotten along well, and interact on a semi-regular basis, even forming something of a mutual defense pact. Evax in particular has taken great strides to learn and respect the ways of his new neighbors and has been appointed as a point of contact between the two groups, often spending more time amongst Mandalorians than his own people.

So far, Evax has managed to make a positive impression with not only his devotion to martial prowess but to his people's code. While he is willing to learn the ways of the Mandalorians, he also is quite willing to speak his mind and has firm, unwavering beliefs of his own. Most take his attitude in stride, as it is a reflection of their own, but those who escalate heated discussions to the physical find that he is just as formidable in a fight as he is in a debate.

Rivka Farr
[Mandalorian]
(200: Discount Mercenary)
The vast majority of Rivka's clan was declared *dar'manda* or no longer Mandalorians and exiled from Mandalorian space because of their association with an ancient cult. Though Rivka was not explicitly named in this excommunication, she has nevertheless opted to maintain a wide berth between herself and clan politics, as well as her clan members. She now finds herself at home in her ship alone, traversing the galaxy as a lone gun-for-hire, commanding a respectable price.

Prickly and standoffish, the Zabrak largely keeps to herself, befitting her reputation as a stealthy operative with a light touch – someone to turn to for jobs that require the utmost discretion and professionalism from wetwork to infiltration. Those who do make her acquaintance find that is a font of trivia and esoteric knowledge, perhaps owing to her clan's own background.

ASN-X112
[Droid]
(200; Discount for Mercenary)
A flying courier droid modified for assassination, with a suite of specialized sensors, a small payload for toxins or venomous creatures, radar jammers, stealth plating, and a small weapon mount. X112's batch was offered to certain select customers by an enterprising offshoot branch of the primary manufacturer. X112 is made to hide in plain sight, as her model is not uncommon in the galaxy. She

can slip into and out of places largely overlooked as part of the scenery, which is helped by the dampeners that make her movement whisper quiet, a rarity for droids outfitted with repulsors.

X112 is mostly happy to be a silent companion and many mistake her for a mindless drone, though her cognitive functions rival that of high-end astromechs. Fairly by-the-book, X112 focuses on providing reliable performance in the field, though she is not without the capacity to recognize when to adapt to unforeseen circumstances, deftly anticipating your expectations.

Shellai Dyril
[*Aruetii*]
(200; Discount for Mercenary)
A Kiffar skiptracer, she has the ability frequently found in her species to read the memories of inanimate objects. She uses that ability and her own wits to track even the most wily of "skips" or individuals on the run across the galaxy. Though she's no slouch in a fight, Shellai prefers to offload the heavy-lifting to hired muscle. When she's forced to capture her quarry herself, she typically sets traps for her foes, ensuring they can't put up a fight before zapping them with her Stun Master.

As someone who makes a living getting in the heads of other people, Shellai is quite sociable, commanding the attention of any room she's in with an easy charisma. To an undiscerning eye, she appears to make friends easily, but in truth, she drifts along in space without making lasting connections, rarely working with others for more than one or two jobs before moving on to the next sector.

Quests

Quests are mini-scenarios. Though each one is associated with a background, any Jumper of any Origin may do any Quest regardless of background. Each Quest has three rewards from which to choose, with one reward always being a Quest Reward Token. When completing a Quest that matches the Jumper's Origin, an additional Reward may be taken.

Jumpers may do multiple Quests, but each Quest may only be done once. If there is a Quest reward that you miss out on, you may buy any given Quest Reward with a Quest Reward token. You may also use Quest Reward tokens to buy characters from this section as companions, should they not already appear as a Quest Reward.

The Esh-Ka

(No Bonus)

A large group of explorers, including a significant number of Mandalorians, has gone missing in a Wild Space system. After playing detective, you discover the group was scouting a world for a potential colony when it stumbled on an ancient prison that contained a group of hive-minded alien marauders held in stasis. Upon accidentally being awoken, the aliens responded to their saviors not with gratitude but such a degree of aggression that even the Mandalorians present were taken aback.

Had it only been the one group of aliens who awoke, the colonists perhaps could have held their own, but other worlds in the system held prisons with more of the aliens, who all began to awaken once the first group regained consciousness. In response to the vicious onslaught, the colonists fell back into one of the prisons that held the aliens, using it as a makeshift bunker.

You are part of a team put together to rescue the hapless group. The main force is divided into two groups. The first group will coordinate an extraction of the colonists while the second group leads an offensive effort against the aliens to run interference.

With the information before you, do you choose to **Extract** the colonists, **Run Interference**, or take a **Third Option**?

Extract
Stipend A

You help lead the effort to evacuate the colonists, which turns out to be more difficult than originally anticipated, even accounting for the force of aliens who remain behind while the rest go to fight off your counterparts. Regardless of exactly how you work through the difficulties, you manage to befriend many of the others on the extraction team as well as a large number of very grateful colonists who now have scarce options concerning their future.

You now have a 300 CP **Stipend** for use in the **Clan** and **Companion** sections.

Run Interference
Stipend B

You group gears up for a bitter battle against the aliens, who fight with startling competence and ferocity for a group cobbling together weapons and ships from ancient technology and whatever they pick off the remains of their enemies. Knowing what you'll be facing, one of the sponsors of the force ensures that you are well-equipped to contend with your enemies.

You now have a 300 CP **Stipend** to spend on the **Items** section.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

Dust and Echoes
(Foundling Bonus)

You're drifting in an asteroid field, maybe you're lying low and hiding from pursuers or perhaps you've picked up a mining laser and tractor beam and have taken to collecting precious metals or minerals. Whatever the reason, you pick up a distress call while you're waiting. You cautiously locate the source and find that it comes from what appears to be a defunct space station in an obvious state of disrepair. Before you make a decision about whether to explore further, your ship gets hailed by another nearby.

A Selkath scientist explains from his tiny science vessel that an ancient colony of droids inhabits the old station and that if disturbed, will sweep across the sector like a plague, disassembling everything in their path. He tells you that he has devised a way to isolate the droids' signals and shut not just the distress call down but destroy the droids themselves for good.

With the information before you, do you choose to **Awaken** the droids, **Aid** the Selkath, or a **Third Option**?

Awaken

Hive

You ignore the Selkath, who reorients his vessels and rockets away. When you arrive on the station, you find the droids dormant. It takes some time, and you have to navigate through layers of lethal traps. You do, however, find the console that activates them. They come alive, all at once and without paying you any attention at all, they file out of the station to parts unknown.

A single lumbering droid around eight feet tall remains behind. It strides toward you and explodes into dozens of tiny drones, and it seems for a moment that the Selkath was right. The drones cover you and set upon your *beskar*, which after some trouble, dissolves. You brace yourself to be likewise dissolved, but as quickly as your armor disappears, it is around you once more just as it was.

Your armor now houses a **Hive** of drones that follow your direction through means you don't understand. You can only command them in a radius about half the length of the Millennium Falcon. Unlikely to break, as they're made of *beskar*, they can reform themselves with whatever material they devour. Occasionally they will chitter to you from inside your armor when there is impending danger or hum contentedly when they approve of your actions.

Aid

Command Signal

You board the Selkath's ship, and there, he explains that he will need your assistance to plant a number of receivers so that this signal can supplant that of the droids'. With some difficulty, you travel to each of the three stations. Occasionally, you find that

some of the droids awaken despite your best efforts at stealth. Fortunately, while they still present a challenge, they are not at full strength without their master signal.

When you finally place the last of the Selkath's devices, you return to his vessel. From there, he commands the droids to devour one another until there is naught but scrap metal left behind.

In thanks for your help, he gives you some of his **Command Signal** technology. You now have a small computer, sensory equipment, and three devices that can distribute your own signal. With them, you can tune said signal to a certain model of droid and seize control of said model. With all three devices in place, you can cover an area around the size of a Class 546 Cruiser (Moff Gideon's ship).

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

The Beating Heart

(Bonus Crusader)

One of your people's battles spurred a small but powerful order of reclusive Force sensitives to action. Whether they rose up to stop the Mandalorians, to seek a worthy challenge, or for some other reason, they have made themselves large enough of a problem to remain ignored. While not all of your people can be spared to deal with the order, you have found yourself a member of the campaign to route this new irritant and win glory by doing so.

After a grueling back and forth, your fellows have finally found the center of the order's power – what you believe to be a nexus in the Force. After much planning, it is decided that you will be one of the members of the strike force sent to destroy this nexus, though it is projected a sizable number of your forces will die in the attempt.

The night before the assault, an enemy from within the order sneaks in and makes contact with you. He says that he has received a vision of your assault,

knowing that if you were to carry it out, you would succeed. He offers you an alternative – leave with him and instead help him covertly drain the nexus, which he believes will cause his people to quit the battle and return to hiding.

With the information before you, do you choose to **Strike** the nexus, help the turncoat **Drain** the nexus, or a take **Third Option**?

Strike

Heartsbane

The battle to get to and destroy the nexus is a bitter one indeed, as the enemy only gets stronger the closer you get to the heart of their power. As grueling as it is, you make it to the nexus and it withers under your blasterfire. As it beats its last beat, a wave of energy is unleashed upon the room.

You rise from unconsciousness to see several of your comrades still collapsed from the blast. Those who can stagger to their feet, and you all flee the area, lest you get caught in another blast. You make it out and moments later, the ground shakes beneath your feet so violently, that you can only imagine that anything left behind has been destroyed.

Regardless, your foe has been defeated, completely, and you gain the perk **Heartsbane**. From now on, whenever you are assaulting an enemy in what could be called a fortress, if they know about your presence, their ranks will suffer from bad morale. Additionally, you will find that those who wield the Force (or magic in other settings) don't gain as much power from magical items as they should. This isn't enough to be debilitating concerning their efforts but it will take some of the edge off the advantage(s) those items proffer.

Drain

Jecyn Ashlo

You help the turncoat covertly dispatch enemies who can't otherwise be avoided, sneaking into the center of the enemy's base of operations. Sealing off the area as best you can, you fend off the defenders who still manage to trickle in while the turncoat drains the nexus.

After a tense battle, your companion succeeds in his task. Correct in his prediction, his comrades begin to evacuate, though not before laying some charges to collapse the base as they leave.

Jecyn Ashlo, your new companion, exits the deserted base alongside you, having forsaken his place with his people. With nowhere else to go, he decides that he will travel with you, seeming to think you are headed toward an interesting destiny. He reveals that they are a sect of the Jensaarai, Force users who focus their attention upon crafting their armor rather than their weapons. When Jercyn drained the nexus, he focused on drawing its energy into his armor, imbuing it with the Force.

He took so much, in fact, that he can channel some of that power into the armor of those around him, including your own during battle. This will provide a minute buff to your physical attributes as well as reinforce your armor's already prodigious protective capabilities, including some minor defense against Force abilities. Though he is not an especially powerful wielder of the Force, he is a skilled combatant and, thanks to you, has a suit of armor that would make even most Mandos jealous.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

Spy Games

(Protector Bonus)

Something strange is going on in your sector, and some investigation has led to your discovery of a conspiracy targeted at Mandalorian leadership. The people behind this conspiracy have orchestrated crimes sprees, ordered assassinations, taken over corporate entities, and leaned on politicians, all to unknown ends. A little more digging gets you a name – the GenoHaradan. A covert network of spies and assassins that seeks to alter the course of galactic society, claiming to preserve the Republic.

Ideas of how to route out the threat trickle in as you analyze the information you have. You know your counterintelligence operations – how to track the

movements of your foes and strike out at them in the dark just as you know how to lure them out of their hiding places into the light and cut them down where they're easier to see.

Of course, this could call for subtler action – sometimes more heavy-handed tactics can see canny spymasters disappear indefinitely. Even worse, sometimes trying to end the threat so decisively can cause more damage, drawing other actors into the fray or catching those uninvolved in the crossfire. Yes, it may be better to do this quietly. And if you do it well enough, there could even be something left of use at the end of this road – perhaps you could even assume control of your enemy's resources?

With the information before you, do you choose to **Route Out** threat, **Assume Control** of its network, or take a **Third Option**?

Assume Control
Network

Spies are burned, capital spent, and fortunes are lost, but you manage to wrest control of the remnants of the GeonHaradan's cell in Mandalorian Space. You walk through the control center the cell leader had hidden away in plain sight in an office building and take stock of your new **Network**.

You have two dozen assets in the field providing you with information, embedded in an array of positions from corporate research and development to space station administration to criminal operations. The capabilities of these individuals varies. Most are capable masters of subterfuge and have a solid degree of knowledge about the subject matter that dominates whatever position they infiltrate. While a few (perhaps around five) are capable of carrying assassinations they are not special forces operative nor is wetwork their specialization. You may choose to assign them to a different organization than the one in which they begin and after a week, they will have infiltrated, though it may take a few more weeks before they can get well-positioned enough to get particularly sensitive information. Whenever they get different assignments, the subject matter expertise associated with

their double life fades in favor of knowledge associated with the new role.

You also have a fleet of fifty probe droids and a database of information collected from across the sector, which will update according to your network.

Route Out

Clicks

You begin your work, flushing out moles, hunting down operatives, and generally destroying the GenoHaradan's powerbase. However, it appears that you have help. At first, it seemed as if the GenoHarardan were turning on each other, but you begin to notice a pattern that suggests a single, directed effort. This effort seems to be focused on targeting the muscle of the GenoHaradan – no easy feat, given their capable assassins.

Eventually, you find this silent partner while carrying out an assault on one of your enemy's safehouses. You initially mistake him as an enemy until you see it make quick work of three agents on its second step into the room. The assassin droid continues his efficient onslaught alongside you, and the two of you are finished before the minute is up.

The droid tells you his designation is Mark CLX or "**Clicks**" and that he was custom built to carry out assassinations for the GenoHaradan. Unfortunately, when he tried to desert the conspiracy, they spared no effort in capturing him and fitting him with a restraining bolt. So once he escaped for the second time, Clicks began to neutralize the very agents who would have been sent to re-capture him – this is the third sector he has worked through.

Having noticed that you are likewise efficient in dispatching GenoHaradan agents, Clicks extends an offer to partner with you in your effort to remove the nuisance from your sector. He estimates his work in the previous two sectors and a partnership with you would deter the GenoHaradan from pursuing him further, though is

certainly willing to bring down the entire organization, per your preference.

Clicks highly skilled with all manner of ranged weaponry, is tuned to move and react many times faster than the average humanoid, and has a sophisticated sensor array. Additionally he has two, hidden weapon mounts, a built-in sonic disruptor, and a small arachnoid assassin probe he can detach from his main chassis and control remotely.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

The Arbiter

(Pacifist Bonus)

Tensions are brewing between Eshan's Echani and the Selkath of Manaan. As a neutral party in the conflict, it has been requested that Mandalore send a representative to arbitrate the dispute, and you have either been chosen or elected to fill the role.

You learn in your capacity as arbitrator that, as is often the case when Manaan is involved, the sale of kolto is a central facet of the dispute. However, the particulars of this case differ slightly from the usual issues of price or supply and instead revolve more around the protection Echani security companies provide by escorting merchant Selkath vessels into and out of the Mid-rim. One such trade route involves crossing through an active war zone – one which the government of Eshan has restricted its corporation from traversing through. Several security corporations have nevertheless continued to pursue their contracts, having been offered substantial bonuses by the Selkath to escort kolto shipments to a region with such high demand.

In turn, the Echani are threatening to place a moratorium on all trade with Manaan, with several of the Eshan's allies being bound to participate in such an arrangement as well. Should this come to pass, the flow of kolto would be severely impeded, not only leaving many systems in short supply and also potentially destabilizing the current balance of power by the sectors touched by the trade of this valuable medical resource.

Mediation, as much as combat, often comes down the style of the one at the helm. Some prefer to focus on connection and bringing together those at the table closer together – after all, while everyone is negotiating on behalf of their governments, terms and deals pass through these individuals first and foremost. Maybe it's better to start by winning over the individual before tackling their governments?

On the other hand, sometimes the issues are so large you can't get through to the individual. In those cases, perhaps it's best to look at the broader scope or elements outside of the immediate situation entirely. Arbiters work, in part, because they bring an element of enforcement to a negotiation. Where an agreement may break down when one party treats with a rival, with the introduction of an arbiter, each side has an additional actor to worry about should it be the one to upset the balance.

With the information before you, do you choose to focus your attention on the **Human Element**, the **Broader Scope**, or take a **Third Option**?

Human Element
Peacemaker

You choose to focus on the emissaries, so you do. You could forgive the observation that you were behaving as if you were hosting guests at a resort rather than overseeing diplomatic talks. And indeed, the site you choose to receive the officials can be described as no less than a resort itself. You research them ahead of their arrival, making certain their favored food and drinks are on hand, that their creature comforts are close at hand in their rooms and any space they may spend so much as five minutes idling in, and that the decor surrounding them is a tasteful blend of both cultures.

It's slow going at first, but that's by design – your design. You ease them into interacting with one another. It's only by the third veritable feast you share together that official business is brought up at all, and by then, you all know the names of each other's loved ones, your petty likes and dislikes down to how the Echani takes his tea and the Selkath's opinions on obscure Bith musicians, and what

it looks like when the people across from you genuinely mean what they say.

Once talks begin in earnest, a connection has already been made and a solid measure of trust earned. There are hiccups here and there, – egos that you soothe and tempers in need of calming – but you keep things on track. By the end of the talks, an agreement is reached and the emissaries leave with a renewed feeling of warmth toward each other.

For your efforts, you earn the perk **Peacemaker**. From the Echani, you learn how to read people, how to learn from their movements and their body language while your time with the Selkath imparted a better understanding of how to heal the body. Finally, for bringing them together, you gain the ability to prepare an area – a small building or ship. Within such an area, greater conflicts and political struggles do not weigh upon the minds of those present. Those within remember such problems and can factor them into their decisions, but their actions and behaviors are freed from the obligations imposed by such concerns and they may instead interact with those around them as if they are in a vacuum.

Broader Scope
Troubleshooter

You come at the problem not like a peacemaker but as a troubleshooter. All problems can be boiled down to components like game theory scenarios – puzzles of circumstance and incentives. So before you ever take notice of who you will be meeting, you analyze every detail of the broader scenario before expanding to look at things even more broadly.

You look at the consequences should the deal fail and the avenues you would take if it did. You look at what the Echani have to gain from the deal and what the Selkath stand to lose. You look at those who would attack the Selkath, with violence or otherwise, should the Echani now be there. And you look at who would win and lose in Echani politics should the deal fall through and all trade with Manaan cease.

When you come to the meeting, you understand the situation better than either of the parties directly involved, and more than that, you have made preparations. You present the facts, an array of deals and options, and reveal that you have put into place a series of contingencies – ones that would be unpleasant politically and economically for both parties should they fail to reach a deal or deviate from said deal once reached.

Especially motivated, the two emissaries labor under your supervision to reach a deal, both in trepidation of the stick and eagerness for the carrot which you have brought. There are some alterations here and there to your initial guidelines, though none outside of the acceptable ranges you determined.

You walk away from this with the **Troubleshooter** perk that allows you to use outside circumstances and factors to resolve disputes between parties, as well as easily identifying why the two need each other and predicting what would happen in the event that they no longer cooperated. When it comes to scenarios that have a path for one to cooperate or defect, you are good at altering said scenarios such that parties involved are incentivized to cooperate. You will know how to best use the resources at hand to do so, but this perk does not guarantee that those resources will be sufficient to carry out your plans.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

Insurgency

(Traditionalist Bonus)

A new radical group of Mandalorians has risen up and begun to take the system by storm. The exact nature of their philosophies and methods are such that they neither completely align nor entirely conflict with your own, but they are nevertheless proving a thorn in your side as well as the sides of most other Mandos outside of their group.

This trend only grows as time marches forward, with the movement growing both in number and tenacity. Predictably, it climaxes into bloodshed that rocks the Mandalore Sector. Unlike many of such trends, however, the bloodshed isn't because of internal conflict but because of an outside force coming to attack the leader of this new movement, for reasons she has managed to avoid expounding upon.

With none of the *Mando'ade* given a choice about the conflict, dividing lines are being drawn. Some have condemned the radical group and have declared that they will quell both invader and heretic alike, defending the integrity of Mandalorian Space and its ideals themselves. Others have rallied to the heretics, embracing them out of solidarity against the invasion fleet.

With the information before you, do you choose to **Quell** all threats to the Mandlaorian people, stand in **Solidarity** with your fellows despite your differences, or take a **Third Option**?

Quell

The Foundling

The heretics are a threat to your people as much as the invaders are, and you lead efforts to oust broth from your sector. Some would question the merit of choosing to combat two foes instead of one, but you use the chaos to your advantage. Whatever the invaders want, they're clearly more interested in the heretic leader than the rest of your people – so you use the enmity of the two to your advantage.

The problem is that the Chiss have an irritating habit of feeling out surprise attacks and turning them back around on you. And finding what should be secure locations. And anticipating spur of the moment maneuvers.

Still, you leverage your advantage. You play the two off each other, feeding intel from one group to damage the other, assailing one group fresh off its battle against the other, and engineering engagements between them to happen on as poor terms as possible.

You've let the heretics do the heavy lifting on an assault on a Chiss warship when your own strike team breaches the bridge. The

heretics already have the bridge officers pinned down, and that's the first time you see **the Foundling**. She's a young Chiss girl braced behind a console. You extract her from the crossfire and take her to a safe location, where you learn that she is what the Chiss call an *ozyly-esehembo* or "sky-walker". They are young Chiss who possess what the Chiss call Third Sight – precognition. These precognitives act as navigators and are used to avoid or counter danger before it actually finds a ship before their abilities fade away later in adolescence.

Unwilling to go back with what she claims is a rogue Ascendancy fleet, she becomes attached to you, looking to you for guidance and care. It occurs to you that she may one day be a good candidate for the *gai bal manda* – the Mandalorian adoption ritual. Regardless, in addition to keeping her Third Sight even as she gets older, she'll also get the benefits of **Clan** and half the time from when you meet her to the end of the jump (of five years, whichever is shorter) an instance of **Elite**.

Solidarity
Sorcerous Sword

You band together with your fellow Mandalorians against the common threat, which you come to learn is a rogue Chiss fleet. The heretical leader remains close-lipped about why they are after her, but the battles rage on. The Chiss prove to be difficult opponents, executing maneuvers with deft precision and displaying a knack for reading your own people's maneuvers. However, with the full weight of a united Mandalorian people fighting in their own sector, your own forces push the invasion force back steadily

Your people are planning to deliver a finishing blow to the remnants of your enemy's fleet, but when you arrive at its supposed location, it is nowhere to be found. Bereft of any enemies to fight, the Mandalorians seem to return to daily life as rapidly as they mobilized to fight off the invaders.

The heretic leader announces that she too will be leaving soon. She reveals that she discovered something in the Unknown Regions – a

piece of the past that could change the shape of the future of the Mandalorian people. She alleges that she came back to gather an expedition force and that the invaders' attack was a preemptive strike to deter said expedition. Before she leaves to return to the Unknown Regions,, she gifts you her **Sorcerous Sword**.

You pick it up and see flashes, all different versions of the future. The heretic's sword is a relic from the Unknown Regions, alchemically imbued with the Dark by a Sorcerer of Rhand. Maybe it's your nature as Jumper or maybe it's because a precursor group of the Sorcerers of Rhand was split off from the same society that established the *Mando'ade*, but when you hold the sword, it gives you visions of possible futures, allowing you to then act upon these visions to try to nudge events in a direction of your choosing. You can call upon this effect once a month, with the effect growing stronger when you are using it to bring about something's destruction.

Additionally, as the sword is imbued with the Dark, it is lightsaber resistant and slightly enhances your combat abilities when you are using them with lethal intent.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

The Job

(Mercenary Bonus)

There has recently been an uprising. An ambitious pirate turned warlord has begun to lead raiding parties further and further into the center of the galaxy, with some whispers of incursions as far as the Inner Rim. Reports about the warlord himself have varied. Some claim he is a brutal, sadistic barbarian while others portray him as a charismatic philosopher king. Regardless, a number of worlds and groups have fallen under his banner, and a wealthy client and scion of a corporate empire who has made use of your services quite frequently has paid you to put an end to the warlord's forward momentum.

Weeks turn to months as you pick off the warlord's lieutenants, and finally, you have the opportunity to take out the leader himself. You carry out a boarding action on the man's flagship, efficiently cutting your way through his defenses until you arrive on the bridge. There you find a Mandalorian, or at least someone who was once a Mandalorian. His face is famous amongst the *Mando'ade*, a former field marshal declared *dar'manda* and exiled for withdrawing his troops from their positions to fight some supposed threat in the Unknown Regions.

When you come face-to-face with him, he stares at you with haunted eyes and his voice quivers in rage as he proclaims your client of orchestrating the events that precipitated his downfall, along with some other pointed accusations. Though the man is clearly in a downward spiral, many of the things he says aligns with what you know about your powerful patron.

With the information before you, do you choose to **Neutralize** the warlord, **Dethrone** the scion, or a take **Third Option**?

Neutralize
The Prototype

Maybe you don't trust the warlord or perhaps you'd simply prefer to stay in the good graces of the scion, but you decide to finish the job. Though he may no longer be a Mandalorian, the warlord nevertheless puts up a fight before you finally bring him down.

In the weeks to come, your client has you hunt down some of more tenacious pirates who have yet to dissolve back into the shadows of the underworld. Eventually, after the last vestiges of the warlord's band disappear, your client arranges a meeting with you.

In addition to a near bottomless line of credit she extends to you (which will be given to you by a likewise affluent company in future jumps), she reveals to you her company has conducted a survey on a ghost ship drifting Teljkon system. The scion's research team has been using the data and samples collected to recreate the ships on a smaller scale for what will eventually be a new line of ships in the scion's company. **The Prototype** she offers you is an organic light corvette. Capable of self piloting and even handling gunnery as well. It can, however, hold up to fifteen people and performance

will benefit from crew members, particularly if you install additional features or weaponry.

Its organic nature allows for far more reliable life support systems and internal environmental regulation than most ships in addition to its ability to self-repair after taking damage. Also of note are its two unique weapons – the Scythe Weapon and EM Whip. The Scythe Weapon consists of three beams, that when scythed together, wreak catastrophic damage on their target. Meanwhile, the EM Whip, a relatively short ranged armament, fires two large, chained spikes at enemy ships. These projectiles latch onto enemy ships, which completes an electrical circuit that disables the ship's systems and kills or incapacitates enemy crew.

Dethrone
Pirate Lord's Regalia

You extend the disgraced warrior in front of you the benefit of the doubt… or perhaps you just sense an opportunity to turn on your client for some previous slight. You work with the warlord, providing him with an in to bypass your client's defenses.

You and the warlord breach the scion's office, who gives you no time to get any answers, mobilizing her bodyguards and combat droids to come to her defense. You and the warlord make quick work of them, and the scion dies in the process. Unfortunately for the pirates, they seem to have fared considerably more poorly – with a newly arrived corporate fleet decimating them while you dealt with the scion.

The warlord seems unperturbed by this and rather calmly greets the person who strides into the office mere moments later. The new arrival greets the warlord like an old friend and addresses him as his new chief of security before ushering you both out of what will evidently be his new office.

The warlord explains that though he tried to arrange for a contract between you and his new boss, management thought that given your prior relationship with the previous occupant of the office, it

would be best to cut ties. As such, the warlord has personally arranged for your compensation himself.

He gives you coordinates to an asteroid field just beyond the Mid-Rim, where you find a small base embedded on an large asteroid. Though empty, you can tell it's been used recently, and it looks like some of the remnants of the pirates absconded with most of what wasn't nailed down.

What hasn't been touched, however, are the warlord's quarters, locked behind codes he gave to you. Inside is an austere room. The only thing decorating it is a set of *beskar'gam* displayed on the wall, painted in the colors of the warlord's former clan – purple, yellow, and silver. On the desk beneath the armor, there is a *beskad*. Inside the desk drawer is an ancient Mandalorian flashpistol, one of the first of its kind.

In addition to a small asteroid hideaway that can accommodate up to two dozen people, has hangar space for three freighters, and is outfitted with a heavy AA gun, you have the **Pirate Lord's Regalia**. Incorporating his armor into your own (you can decide whether it is a seamless, invisible layering or whether you replace an actual piece of armor – it will be of whatever material your own armor is) will provide indefinite protection against the cold and the vacuum of the void. The *beskad* will calm rowdy crew members with a touch of the hilt, and drawing it will stem all but the strongest murmuring of mutiny. The flashpistol can only fire once per minute but never misses anything you can see. Wearing all of these things upon a ship will give you a penchant for disabling ships and carrying out boarding action.

Third Option

How do you resolve this issue instead? Regardless of the means, you receive a Quest Reward token for your efforts.

Scenarios

<u>The effects of all perks and items 600 CP and over are disabled for scenarios, including those from outside this Jump. To be clear: Items remain yours but the supernatural qualities as listed by in the description are not functional until after the jump is complete.</u>

Manda'lor

"You can't rule Mandalorians. You just make sensible suggestions they want to follow. And since when have Mandalorians needed to be told what makes sense?" — Boba Fett

Becoming *Manda'lor* is not a simple task. Mandalorians are perfectly capable of functioning without governance and are indeed frequently quite opposed to the idea of answering to another. Those who are deemed worthy to lead any other Mando at all, much less all of them, are undeniably superb warriors whose very presence demands respect. As one can imagine, this is a high bar to clear for an entire people who fit such a description. This high standard is perhaps why such a high emphasis is placed upon relics tied to rulers — cultural touchstones that are traditionally only held by a *Manda'lor*.

Your task is twofold. Your first objective is to claim the title in such a way that none of your people can deny your claim, even those who count themselves your enemy. Once you claim the title, you must hold it for a period of five years and until the end of your jump.

Your second objective is to unify your people, not just under your rule but as a singular entity without significant rifts between them. Differences are allowed, but the factionalism that seems to throw the *Mando'ade* into a near-constant state of civil strife must be relegated to history for the purposes of this scenario.

Your reward for this will be the Mandalorian homeworld and its system, along with all the *Mando'ade* who live there, as stated below in **Reward: All**.

You will also receive an additional reward depending on whether you use the Darksaber, the Mask of Mandalore, both, or neither to claim the title. The rewards associated with these items are mutually exclusive, though if you rely on one item more substantially than the other, you may choose its reward rather than **Reward: Both**. Alternatively, you may opt to purchase either or both of

these items but refrain from using them or their effects for the duration of the Jump to get **Reward: Neither.**

Reward (All)

Mandalore System. Regardless of how you accomplish this task you gain the homeworld and its system, along with all of the residents and technology within.

Reward: Darksaber

More than Force sensitivity, you now have Force mastery, on par with Mace Windu or Dooku, with the potential to grow as powerful as individuals like Anakin Skywalker or Revan by the end of your jump. Your connection in the Force will develop in a way unique to you and your own philosophy, divorced from the LIght and Dark of the Jedi and Sith. This relationship with the Force will give way to new techniques or interactions with this thing that binds together everything in the universe. Though it may result in others of differing philosophies learning how to do new things with the Force, they will never achieve the same heights unless they follow your principles. This relationship is dynamic, assuring that you will not be chained to your principles should your outlook on life change. Additionally, you have developed a new style of lightsaber combat, suited not just to a heavily armored Mando but to you personally that also meshes with your preferred method of drawing upon the Force.

Finally, a larger than average number of Force sensitives begin to appear in the Mandalorian population. You find that these individuals, while still autonomous and subject to change and growth, naturally tend to be suited to your philosophy of the Force. As such, they make excellent students who are predisposed to following your example. This population could serve as the foundation of a new order of Force-users, if you are so inclined.

Reward: Mask

Beyond the aura you already have, you can now find that you have something similar for anything related to leadership or combat, from one-on-one situations to those involving large scale gathering or clashes of people. See visions of possible courses of

action in a duel or deliver a speech during a losing battle that resonates with enemies and allies alike – uplifting the spirits and coordination of your people while throwing your foes into disarray.

But this goes even further. You can now call upon the spirits of your predecessors – the former Mandalores. Whenever you choose, you may call forth a single spirit that will stay with you from six to twenty-four hours. The resulting boost is not additive but exponential, and you will have the experience and insight of your predecessor while they are with you. Once they leave, you will retain a tiny fragment of the boost they provided and can summon them specifically to ask for their insights or simply to enjoy their company (though these subsequent summonings will not boost your abilities).

There are dozens if not hundreds of individuals within the mask, though not all are equal. You may call forth a specific individual if you know their name, otherwise a random one will answer your call. If you are slain while you have called a spirit, that spirit will instead die, and the mask will be shattered until the end of the jump. In this case, you will retain the aura and any boosts already in place from previous summoning, but you will no longer be able to summon forth any spirit that has not yet been called. Upon conclusion of the jump, the small passive boosts from post-summonings remain, but the spirits return to the Mask.

Reward: Both

Your expert leveraging of these two iconic implements has imparted the ability to suss out and use your given nation's cultural touchstones to preternatural effect. This will apply to invoking common cultural principles or symbology to great effect whilst politicking. However, it also applies to tangible, physical historical items. Any mythologized historic item in your hands will function as if they were in perfect condition and not give way to any mishaps; further, should these items have any supernatural qualities attributed to them in myth or legend, you will find that they are not fictional but quite real. The more storied any equipment you use is, the better it will function in your hands.

Further, your own Items, CP backed or not, will begin to take on mythical status an effect, regardless of whether they are actually mundane. As you achieve more with your items, they will become gradually more effective in the ways they help you with your tasks. The strength of this is proportional to the task at hand – trivial endeavors will see infinitesimal improvements. Meanwhile, writing a speech that rallies a nation around a cause may see a pen imbued with creative guidance or impart rhetorical skill. Likewise, using a sword to blind a legendary foe may cause it to be invisible to the eyes of opponents or poison the sensory organs of anyone it strikes.

Finally, items imbued in such a way will have their very appearance and supernatural qualities stamped upon the blueprints of a jump. This means that any of your people who model their looks or weapons or equipment after yours will find that such belongings gain similar (though much more minor) effects.

Reward: Neither

For accomplishing your nigh-insurmountable task without the aid of either the Darksaber or the Mask of Mandalore, you will be gifted the symbol of the Mandalorian people itself – the mythosaur. A mythosaur appears on Mandalore. Unlike the great beasts from the history of the Mandalorians, this one is friendly, at least to you, and intelligent. This particular mythosaur is the guardian of Mandalore, the homeworld, and it will protect the planet and its people from any and all threats. While it will always be a massive juggernaut and apex predator, the beast is tied directly to its people, growing in strength and magnificence as the Mandalorians themselves grow and thrive, perhaps even growing to the size of a small moon. Beyond this, though it will rarely, if ever use it, the mythosaur seems in tune with the Force, knowing whenever something or someone bears Mandalore or its people ill-intent and taking apparently unexplainable actions that are later revealed to thwart would-be enemies or deter otherwise determined aggressors.

Each world under the control of your people will find itself with a mythosaur that functions under similar rules, though none of these guardians will ever come close to being the equal of the initial one.

As the leader of your people, they will answer to you, though they will be opposed to venturing too far from their homeworlds unless either their planets or people are at stake. They will never act in such a way that would bring harm to their charges, even if you ask them to.

Policy Shift

"Our people have suffered time and again. From division and squabbling factions. Mandalore has always been too powerful for any enemy to defeat. It is always our own division that destroys us." – Bo-Katan Kryze

Part of the reason Mandalorians never unite is because, beyond conflict, they do not have anything that unites them beyond the current crisis of the moment. In absence of that rally around the flag effect, they frequently dissolve into a decentralized mass. Your goal is to unite the populace behind a standing central policy rather than a series of ad hoc crises – they may not always be actively pursuing this goal with abandon but their general strategy will be built around it.

There are three such policies before you: pacifism, expansionism, and neutrality. For pacifism, you must not only get your people to disarm and reorient toward peace (including stepping away from mercenary work) but also persist in this endeavor through a significant war while acting a neutral arbiter between the participants, in effect spreading your pacifist influence. For expansionism, you must engage in a near-constant state of war, adding at least three sectors to your territory; you must also come into conflict with the major galactic power of the time, and you must not lose. For neutrality, you must manage to keep the warrior spirit of your people alive without engaging in battle being a strictly mercenary capacity – to toe the line here, that means you may not be an ally that shares in the spoils of conquest or one that benefits politically from an alliance. Further, you must maintain the integrity and independence of Mandalorian rule in Mandalorian Space, not only being self-sufficient, with no reliance upon others for material goods or services beyond luxuries, as well as not falling under the umbrella of societies like the Republic or Empire.

Pacifism

Satine's Lament

A master of conflict resolution, you know that something like a peace aura would be of limited value to some of your trade. Tempers that fizzle in your presence or weapons that misfire or jam in your cities would be a mere bandaid.

Paradoxically, you know that the pursuit and maintaining of peace is itself a war. As such, you have become an expert at identifying and balancing the incentives of all parties involved in a conflict, as well as implementing measures (whether they be policies or cultural artworks) that encourage a commitment to peace.

This mastery and understanding concerning the unending struggle for peace has granted you **Satine's Lament**, the ability to turn all war or combat-related perks toward the pursuit of peace or pacifism.

Expansionism

Kad Ha'rangir's Fury

The Mandalorians, early in their past, were crusaders. They revered combat on a spiritual level and sought to test themselves and bring conflict, growth, and change to the galaxy through warfare. Under you, this policy will be renewed. Perhaps it will be more tempered and measured in order to prevent your people from overextending or maybe you will rally them together with the same zeal, confident that they can see their conquest finished in one, continuous push.

Regardless of your methods, you imbue the *Mando'ade* with this higher purpose. For tapping into this historic driving force, you gain **Kad Ha'rangir's Fury**. When facing untested foes, such as those who have have enjoyed rule because a preponderance of power or the forward momentum of tradition rather than any real effort or display of skill, your grand army is bestowed with a wartime fervor that that proportionally boosts their skills in battle and their thirst for conquest. Additionally, the more aggressive, innovative, or reckless they are in their pursuit of battle, the more potent this effect will be.

Finally, when you personally are on the battlefield and actively participating in combat, all warriors under your command within line of sight will gain an instance of **Ori'ramikad** (the **[Martial]** perks gained will be randomly distributed) until the combat has ceased or until you lose sight of them.

Neutrality

Aga's Tenacity

Rather than choose to fully embrace your people's warrior culture and return to your roots as conquerors or pivot away from war entirely and disarm your people, you instead opt to keep to your traditions without playing the part of the aggressor on the galactic scene. The most likely course, should you choose this option, is to commit your people fully as mercenaries to keep them sharp without maintaining any political designs on other sectors outside the Mandalore sector. This will no doubt see at least some Mandalorians relax their commitment to combat and develop their skills in other areas.

No matter how this plays out, as long as you are successful, you gain **Aga's Tenacity**. Whenever your nation reaches its peak militarily, it will never decline and whenever a new peak is reached, it will become the new standard. Not only does this mean that there will be no skill decay when it comes to military disciplines, it means that even as old members die and new ones are born, the new members will be able to tap into the skills of those previous members regardless of whether they actually devote time into martial skills.

Further, this applies to material items as well, with the objects in question retaining their relative value to the last time they were used in war (meaning that cutting edge tech will remain cutting edge or at least be as effective as the last time it was used in a battle). Even if military ships or equipment is retired, scrapped, or repurposed, new equipment can be respecced instantly in times of war, meaning you will hold onto your material advantage.

These levels will remain intact from one jump to another, and should you find yourself in a setting where your starting culture or society is at a higher level of war readiness than your current level, it will automatically adjust.



Drawbacks

1200 CP Limit.

Time Extension

(0)

Should you wish to extend your time here beyond the standard ten years, you may do so at your leisure.

No Guides; Blind Run

(+100)

Any and all knowledge of Star Wars you possess from document or otherwise is gone upon entry into this jump and it shall remain unrecoverable until its conclusion.

Meta: Write Up

(+100/200)

Take a 100 CP for a write up of your build posted in the comments. Take another hundred for an excerpt or synopsis covering some of your jumper's experiences in this jump.

Questing

(+100/200)

You will not have the items or perks you purchased in this doc upon entry. Instead, you will acquire them over the course of the (first) ten years you spend here, typically with higher CP items coming later into your Jump.

This process may be expedited by accomplishing especially noteworthy deeds, undergoing important character growth, or hitting a critically low or dangerous point. Note that overreliance upon outside perks or items to achieve these things will proportionally dampen this effect.

You may also choose to forego bringing all items, perks, Companions, and Followers from previous Jump for an additional 100 CP.

Hut'uun

(+200)

Coward.

Though most cultures have a healthy respect for self preservation, Mandalorians accept seeking out combat and accepting danger as a lifestyle. There are few insults greater than calling to accuse someone of cowardice.

Unfortunately, you are undeniably, unequivocally a coward. Whenever a flight or flight reflex may be triggered, you will instinctively opt for the latter and you will tend to shy away from any course of action that would place you in any danger.

Note that while this does not prevent you from participating in combat situations, it does come with a significant chance of you freezing up or having the combat shakes during a given engagement. While you can take strides toward better dealing with these effects, you will never be less than terrified when encountering a threat or danger of any kind.

Brought Down to Normal

(+300)

Any perks and items brought with you into the jump must be nerfed to fit the rules and norms of this setting. No abnormal powers, modern or advanced technology, or outlandish levels of ability will be retained for the duration of the jump. Essentially, you will be working on an even footing with the other residents of this setting.

Meta: Jump Authorship

(+300)

If you've published a jump yourself, help yourself to some extra CP.

Dar'manda

(+300)

Not Mandalorian.

Your fellows no longer consider you a Mandalorian. As a persona non grata to the Mando'ade, you may not only expect to go without camaraderie or assistance in times of need but also outright shunned by your people — sometimes even treated as an outright enemy.

To reflect this soulless state of being, you will be stripped of any perk bought here until the completion of the jump and any Item of Mandalorian design you wear or use will draw the hostility of other Mandalorians present.

You can gradually chip away at this, but it is far more likely that conciliatory efforts will see an increase in enmity rather than amelioration of your situation. Further, the best you can hope for on this front is begrudging toleration, not actual acceptance.

Wanted

(+400)

You have a price on your head, and the Bounty Hunters Guild is out to collect, as are non-members. Civilians will mostly leave you alone, though some may cooperate with the hunters. The intensity with which you are hunted will scale in time, with your bounty increasing monthly. A few years in, big name hunters will take interest in collecting, and eventually, the reward will be such that they will work in teams to bring you down. Despite this and whatever reputation you accrue, small timers will waylay you with irritating frequency, and somehow no matter how many you eliminate, more individuals seem to flock to the job.

Enemy

(+500)

You've made an enemy of one of the major factions of this setting, and it will set aside a considerable budget toward your capture or death, with both police and military forces hunting you, along with whatever order of Force sensitives happens to be allied with them. You can expect to be the target of hostilities regardless of whether you are in their territory, though their attention will be greater within their borders.

Within your enemy's territory, you can expect that citizens will know your name and face and report you to the authorities, with some aggressive individuals even attacking you themselves. Any businesses that call your enemy's territory home will refuse your business. As a result, some third parties will be wary of dealing with you as well; this is not helped by whatever factions that align with you coming under fire as well (though to a lesser extent as long as your allies do not escalate).

Going Native

(+600)

You are cut off from all perks, items, and your warehouse, as are your companions. You'll have to make do without extradimensional help for the duration of this jump. Good luck.

Note that this will introduce an added challenge for those pursuing **Scenario: *Manda'lor*** and intending to get a reward related to the **Darksaber** and/or the **Mask of *Manda'lor***. Should you purchase those items, take this drawback, and pursue those objectives, your version of the item will, like the others, still be locked away in your Warehouse. However, there will exist in the Jump both a Darksaber and a Mask of *Manda'lor* that are "mundane" in that they do not possess the abilities imparted in their description outlined in this document. You may use these items to achieve your victory condition instead.

Nemesis

(+600)

You're being hunted. Someone with all of your perks, items, and other resources you have in this jump is out to kill you, and they will hound you and confound your efforts at every turn, disrupting your operations and harassing or attacking your associates. If you manage to kill them, they will revive with all of their resources in a random spot in the galaxy. Using the same trick twice will not work.

The Next Stage

Jump conclusion.

Moving On

Another Jump down, time to move on to the next one.

A New Home

Remain here, at home in your *beskar'gam*.

Chain End

Whatever your reasons, your jumpchain ends here.

Changelog

v1.1

- Section: Quests implemented
- Section: Scenarios reformatted to better delineate rewards from scenarios
- Completed or corrected various unfinished descriptions or errors
    - Companion: Chiyi Cadera, Item: Corvette, Item: Beskar'gam, Item: Pure Beskar, Item: Darksaber, Reward: Aga's Tenacity, Section: Location, Scenario rules, Companion: 8D
- Follower: Clan reworked into Section: Clan
- Adjustment of jump doc background
- "Made by" footer font size adjusted
- Removal of "Here you can" header text
- Rework of Follower: MandalMotors into Follower: Mandalorian Corporation
- Rework of Item: Shipment of Beskar
- Amendments and clarifications
    - Rewards for Scenario: Manda'lor, Nemesis drawback, Going Native drawback description, range qualification for Perk: Ka'rta, Item: Stronghold, Drawback: Brought Down to Normal CP adjustment, Companion: Canon Character,
- Additions
    - Item: Mandalorian Vault, dadita line for Perk: Mando'ade, Section Species, Section: Next Stage, Drawback: Questing, Follower: GNK Power Droid, Follower: Footman Droid, Scenario: Policy quote, Item: Carbon Freezing Unit
- Re-work of Follower: Basilisk into Companion: Inevarro.