Generic Jedi Clone Wars v1.4

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Introduction

A dreaded plot has covered the entire galaxy!

An all-out war between the Galactic Republic and the Separatist Alliance will soon be put into motion, with the Galactic Republic leading an army of clones and the Separatist Alliance leading an army of droids against each other. The Jedi Order will seem to be involved in this war in order to restore peace to the galaxy, while the Sith Order seemingly making their return to destroy both the Galactic Republic and the Jedi Order.

You will arrive here a week before the first battle of Geonosis will take place, after which you will be staying here for five years, allowing you to experience all the events that happened during the Clone Wars.

Take these +1000 Choices Points, you will need it in order to survive.

Location

Roll a D6 to decide your starting location, or spend 50 CP to choose your location.

1. Coruscant: One of the core worlds, this planet's surface is covered entirely by thousands of layers of buildings and skyscrapers, serving as the capital planet of the Galactic Republic. This is also the planet where most of the Jedi Masters can be found residing within the Jedi Temple and where the office of the Supreme Chancellor can be found as well.
If your origin is that of a Jedi, you may choose to start at the Jedi Temple here for free.

2. Alderaan: One of the core worlds, this planet's surface, is covered in snow-capped mountains with patches of green grassy hills. This planet is where the House of Organa can be found. The people on this planet practice the philosophy of pacifism. Because of this, Alderaan has not seen conflict in generations. Although peaceful, I don't recommend residing here permanently, as this planet would face a great danger after the Clone Wars.

3. Naboo: This planet's surface is covered by a variety of different landscapes, such as the rolling plains, the grassy hills and the swampy lakes, found near the borders of the outer rim. You can find the Gungans here. This planet was ruled by Padmé Amidala and is also the home planet of the Supreme Chancellor Sheev Palpatine.

4. Tatooine: A planet that is covered entirely in sand, located on the outer rim, this planet is generally ignored by the galaxy at large. This is the perfect place for anyone who wishes to stay a low profile. Because of this, this planet has also become a safe haven for smugglers and criminal activity. You can find the Jawas and the Sand People here.

5. Kamino: This planet is mostly covered by ocean, located in the wild space of the galaxy, largely isolated from the wider galaxy. This is where the clone army of the Galactic Republic will soon be made. You can find the Kaminoans here, who specialize in cloning technology.
If your origin is that of a Clone, you may choose to start at the cloning facilities here for free.

6. Geonosis: This planet's surface is covered by rocky deserts, mesas and buttes, serving as the capital planet of the Separatist Alliance. This is the planet where the majority of the battle droids will be built from. This planet will also soon be the place where the opening conflict of the Clone Wars would begin, you can find the Geonosians here.

Species

Those of the Clone Origin cannot choose any option from this section.

Everyday Joe (Free): You may choose to be any species that can be found within the Jedi Order, such as Humans, Twi'leks, Nautolans, Togrutas, Cereans, Iktotchi, Kel Dor, etc.
You also can be a part of the species of Jedi Master Yoda, if you so choose.

Something Special (-100 CP): You may choose any sapient species that can be found within the Clone Wars canon, such as Jawas, Wookiees, Gungans, Kaminoans, Geonosians, etc.
You may not choose the species that the Father, the Daughter, and the Son are from.

Origins

Any origins can be taken as Drop-In, you would receive no additional memories from your background besides on how to read, speak and write Galactic Basic fluently.

Independent (Free): You're not interested in the conflicts between the Galactic Republic and the Separatist Alliance, as such you don't belong to either party of the Clone Wars, perhaps you're a bounty hunter, Mandalorian or even a civilian, either way you can choose to stay out of the conflict or join the fight, it is all up to you to decide what is your path from here on out.

Clone (Free / -100 CP): By default, you are apart of the Republic Troopers, which consist of the clones of the Mandalorian bounty hunter Jango Fett, which you are one yourself, unlike your brothers, you don't age twice as fast as a normal human and aren't implanted with any inhibitor chips to make you execute any orders you don't want to follow, though do keep this a secret, as if you're found without these inhibitor chips, the Republic would definitely implant them into you.
By paying 100 CP you can instead be a clone of anyone who's genetic source could be reasonably gotten by the Kaminoans, Anakin Skywalker, Obi-Wan Kenobi, even Palpatine himself is possible, don't expect to reach their level of power though, you are clone after all.

Jedi (-200 CP): The biggest and most ancient religious order of force users in the galaxy, the Jedi has been known as peacekeepers of the galaxy, however recently the Republic has commissioned the Jedi as officers of the Republic Military, with Knights and Master given the military rank of Jedi General, and Padawans gaining the rank of Jedi Commander.
By default you will start out as a Jedi Padawan, however depending on the perks you have purchased, you may begin as a Jedi Knight or Jedi Master instead.

As an Independent your age would remain the same as your last jump or your current age if this is your first jump, as a Clone your age is 15 +1d8, and as a Jedi your age is 13+2d8, your gender remains the same as it was before, though both age and gender can be change for 50 CP.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being freebies.

Independent Perks

Skilled Pilot (-100 CP): With this perk, you gain the skills to decently pilot any vehicle that can be found in the Clone Wars Era, such as speeders, starfighters, walkers, gunships, etc.
While you can weave and dodge through the battlefield better than any average pilot of the Republic Army, you won't be out maneuvering Anakin Skywalker anytime soon.

Fine Smuggler (-200 CP): You gain the necessary skills in order to become a fine Smuggler, such as the knowledge on how to hide illegal contrabands in places most people wouldn't even think about, and the ability making those items fit those places no matter how impossible without damaging the products, this perk couldn't protect the items you're trying to hide from sensors that are strong enough though, you also gain the ability to navigate and find the black markets on any planet, while always making any items you sell go for the highest price it possibly could.

Great Bounty Hunter (-400 CP): This perk makes your skills just slightly below the greatest bounty hunters such as Cad Bane and Jango Fett, with this perk you gain a expert level of knowledge on how to wield and maintenance all kinds of blaster pistol and rifles, gaining the strength, dexterity and speed that would let you easily take on a small squad of the Republic Army, even able to hold off a Jedi Knight for sometime, you will also gain a decent amount of skill in tracking and hunting people in order to complete your bounty.

The Mandalorian (-600 CP): With this perk you have been adopted into one of the Mandalorian clans of your choosing, gaining the complete knowledge of Mandlorian culture and all customs, you also gain a complete mastery on how to use and maintain any equipment used by the Mandalorians, such as the vambraces, jetpacks, swords, axes, blasters, grenades, etc.
Chances are that if an average Mandalorian has used it before, you're a master at using it.
You will gain the strength, dexterity and speed to give even a Jedi Master a run for their money, furthermore you will obtain knowledge of how to hunt exotic creatures of various shapes and sizes that would update each jump.
It is no joke that with the power and knowledge you obtain here, you have a very good chance of becoming the Mandalore with this perk alone, if you so choose.

Clone Perks

The Mask of Loyalty (-100 CP): You will gain the knowledge on how to conduct yourself in the Republic Military such as the etiquette and the standard protocols in order to not stand out among your fellow soldiers, the people you work for will not question your loyalty, even if they are the paranoid type, this perk won't protect you should be caught being disloyal to the person or organization you're working for, you need to regain their trust or take on a new identity in order for this perk to work again.

Logistics of the Army (-200 CP): Logistic is the backbone of any military and the Republic Military is no exception, with this perk, you will gain the ability to handle anytype of logistic a small army could need, such as handling paperworks, calculating supplies, checking inventory items, maintaining the equipments, etc. You will also be able to do these tasks two times faster than the best logistic officer the Republic Military has to offer.

Good Soldier (-400 CP): With this perk, you are granted the military rank of Clone Captain in the Republic Military, as well as the skills and abilities that come with this rank, you are every bit on par or even better than the famous Captain Rex, marksmanship, robolobotomy, unarmed combat, piloting starfighter, walkers and speeders, you can do them all expertly, you also gain the knowledge on how to command a company of Clone Troopers without a problem, in addition to this, you also expert of several battle strategies that involves small skirmishes, while this doesn't make you a master tactician, you can lead your company of Clone Troopers through an average warzone of the Clone Wars with minimal loses, with these abilities, some effort and the on coming war, you are sure to rise through ranks quickly.
In future jumps you can choose to be granted a similar rank within the organization you join.

Clones are Forever (-600 CP): In the start of each jump, you can choose to become a clone of a Canon Character in that setting, you will not get their memories, equipments or the powers they would later gain in their story, what you will get is their potential and their genetic abilities, you may choose to only have the benefits of their genetic abilities, or have the downside that comes with the genetics of that person, such as racial weaknesses or a curse in their bloodline, etc.
You can save up to five slots for your clone forms, should you wish to become a clone of somebody while your slots are full, you have to delete one of your other clone forms in order to become that clone, switching from one clone form to another works like your alt-forms.
You may not choose to become a clone of someone who doesn't have a genetic sample, so you can't be a clone of an energy beings, spirits, conceptual beings, AIs, and robots.

Jedi Perks

Force Sensitivity (Free & Mandatory for Jedi / -100 CP): With this perk, you will gain a strong connection with the force, strong enough to do basic force abilities such as, force push and force persuasion unconsciously without any training, if you're of the right age or a little bit older, any Jedi, Knights or Masters would be delighted to take you in as their Padawan.
Other origins would have to pay 100 CP in order to become a Force-sensitive this perk describes.

Padawan Training (-100 CP): With this perk, you will become a experienced Padawan in the Jedi Order, an expert in one of the seven lightsaber form of your choosing, with the basic knowledge on how to connect with the force though meditate, the knowledge of the basic Jedi principles and the beginner knowledge on how to use the force abilities the Jedi are known for, such as minor telekinesis, enhanced senses, empathy and minor hypnosis. This perk will also make your teachers more eager and motivated to teach you.

Oneself, Unchanged (-100 CP): The Dark Side of the Force corrupts, and the Light Side of the Force makes one stagnant, it is hard to remain as yourself, if you go too deep into the Light or Darkness, this perk makes it so that no matter how much you have change mentally, you will always have a switch in your mind to revert your mental state back to your original self, while this can remove any type of mental corruption or mental illness, it also removes any mental growth you experience that would make you a better person, no outside influence can make you flip that switch, you will only return to your true self, should you choose to.

The Negotiator (-200 CP): The Jedi Order are not all filled with warriors, many of the Jedi before the war were diplomats, scholars, philosophers, medical doctors and even explorers, with this perk, you will have a basic understanding and knowledge in all those kind of fields, with a small boost in diplomacy, negotiation and charisma, you can very well stop small conflicts, and small riots from happening with only your words.
While you're not on the level of Obi-Wan in this department, with some practice and enough patience, it's very possible for you to reach his level or even surpass him.

The Code (-200 CP): The Jedi Code, the heart of the Jedi teaching, now with this perk you can have your own mantra as well, either this is some variation of the Jedi Code or something you came up with, you will always feel the emotions the mantra is trying to convey, for example, by repeating the Jedi Code as your chosen mantra, it would rapidly calm you down and make you feel at peace, even if you were extremely stressed out or fearful beforehand.
You can choose to teach this mantra to other people, and when they repeat your mantra, they will feel the effect of this perk, as if they had it themself.

Markings of Knighthood (-200 CP): Congratulations, you are now a Knight of the Jedi Order, to go alongside with this rank, you have gained the strength, dexterity and speed to take on a

squad of battle droids by yourself without a single scratch, you've also gain the mastery of three of the seven lightsaber forms of your choosing, as well as being an expert in all of the force abilities used by the Jedi Knights, for example, collapsing small caves, leaping high distances, forming small barriers out of the force, reading someone's mind, dodging and deflecting blaster bolts are all quite possible for you now, you also gain a mental defense against mind probes and corruption of any kind, although force users or other telepaths who are stronger than you can still break through this defense, so it's not infallible.

The Grand Teacher (-400 CP): If the Jedi Order has to decide which of its member is the best educator, it would without a doubt be you, any subject you choose to teach would be easily understood by any students, even if it's a new concept they have never heard of before, and any person taking your lessons will learn five time faster than they normally would.
You can teach a person to become force-sensitive, or impart other supernatural abilities that otherwise couldn't be taught, such as Ki (Dragon Ball), Chakra (Naruto), or Aura (RWBY).
This perk only works if you have sufficient knowledge or have the corresponding abilities to impart, you can't really teach a person to make a perpetual motion machine by only knowing the concept or making a person gain supernatural abilities you yourself don't have.

Ways of the Master (-400 CP): Throughout various trials and effort you have now reached the esteem rank of Jedi Master, with this outstanding achievement, you have achieved mastery of all seven lightsaber forms, gaining the strength, stamina, dexterity and speed to mow down an entire army of battle droids without getting a single an injury, your force abilities have been strengthened to the point that only a few in the galaxy can match your power, for example, using telekinesis to destroy small armies of battle droids, healing yourself and others through the force, choosing to have force visions, influencing a crowd of people with your hypnosis, sensing dangers before they happen, and enhancing your physical and mental capability through the force are all quite achievable for you now, you have also become extremely resilient to the force abilities of other people, for example, Darth Sidious's force lightning will only make you feel a little bit of tingle across your skin, while Darth Tyranus could only force push you a meter away from where you're standing, this won't make you immune to their powers, however it is close enough. You can toggle this resilience on or off, in case you want to be affected by other's force abilities. Outside of this jump, your resilience also applies to other types of psychic powers.

Wisdom of the Force (-400 CP): Across the history of the galaxy, there are force users who have discovered the exotic use of the force, now you are considered among them.
Changing the weather, teleporting, shapeshifting, stopping lightsaber blades without harm, sustaining your own life without any food, air or water, survive in the vacuum of space, even stopping time for a few second, are all possible with enough time and effort, you can even reverse engineer Dark Side techniques into Light side techniques and vice versa, wield the Light Side of force lightning as a Jedi if you wish, the powers of the force are within your fingertips.

The Chosen One (-600 CP): The Jedi Council said that Anakin Skywalker is the chosen one, who has the potential to become the most powerful force user in the history of the Jedi Order, however they were wrong, as you are the true chosen one.
This perk boosts all your force-related abilities greatly, even as a Padawan you would be beating Jedi Knights if both of you are only using the force to duel, your potential and talent with the force is unmatched, while other Jedi would struggle to learn a force technique for an year, it will only take you a week to master it, while this alone is pretty impressive, your true ability as the chosen one, is your ability to grow without limit, your skills will never regress from inactivity, your connection with the force can't be broken, any training you do will see growth, no matter how small of an increase you will gain from it, your potential and powers are unending, should you have enough time to grow, there is no one in the galaxy you can't surpass.

There is only the Force (-600 CP): The Light Side of the Force is good, and the Dark Side of the Force is evil, it is only the mortals that decides which side of the force is good or bad, however you know the truth, as you have reached enlightenment through the force, you've realize that after the dust has settled, there is no good or evil, there is only the force. With this perk, you can wield both the abilities Light Side and the Dark Side without any conflicts or harm , you're not affected by the corrupting effects of the Dark Side, nor would you be affected by the Light, and the abilities of both sides would be greatly enhanced should you use them together.
Outside the jump, this perk allows you to gain conflicting abilities, wield them together without harm and the ability to use them together with greater strength than using them alone.
For example, this perk allows you to wield both holy and demonic energies, or wield both magic and esper abilities together (Toaru).

Death, yet the Force (-600 CP): Normally when a Jedi has died, they would become one with the force, yet with this perk you have gain the technique to become a Force Ghost, retaining your identity within the force after your death indefinitely, as a Force Ghost you can't harm or be harm by physical entities, and can phase through solid matter effortlessly, gravity no longer affects you as you can even hover or fly now, normally you can't be seen or heard by the living, however you can choose to manifest yourself either as a floating, milky gray mass of energy that lacked distinctive features or a image of yourself when you were alive only now you're transparent and emitting a bluish glow, you can also choose as who can see and hear you, as you are audible and / or visible to one person, yet aren't to other, you aren't totally defenseless in this state either, as you can use most of the force abilities you've when you were alive at a weaker level, and can teleport instantly to any point in the galaxy at will, however, you need to be familiar with the destination, you can become alive again if you or your companions have any revival abilities, otherwise you're automatically revived at the start of the next jump.
If you've died again as a Force Ghost, you'll fail your chain (this perk acts like a 1up).

Items

All origins gain a bonus of +300 CP to spend in the Items section.
Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Clone Wars Collectibles (Free): With this item you will get a vast collection of the figurines, and models of all the canon characters and vehicles that have appeared in the Clone Wars, all of the items are insanely accurate, made out of the highest quality materials, and are fully interactable with each other, you can play out your wildest fantasies, creating all miniature Clone Wars scenarios you like, however except weird looks from the people in canon, should they found out about your collection, or even weirder looks if you're caught playing with them.

Strange Vehicle (-100 CP): A primitive vehicle that doesn't belong in this galaxy, however there is a strange rumor that Jedi Master Yoda had once owned this ancient vehicle, this vehicle's name is "2001 Honda Civic", it is a small white vehicle with four wheels, two doors, carries up to two people, including the driver, and can travel up to 137 mph, in the trunk of the vehicle, there is crate of an addictive substances labeled "Ketamine" that refills a day after all the substance in the crate is used, the vehicle requires no maintenance, is self-cleaning, have infinite fuel, and can take on quite the abuse despite being made by primitive technology, such as taking a few hit of blaster bolts or destroying a few droids by ramming into them, if this vehicle is destroyed or badly damaged, it and its "content" will be repaired to brand new after 8 hours.

Standard Galactic Weaponry (-200 CP): You can't travel in this galaxy safely if you're not a force user or own a gun, while this option doesn't make you a force user, you'll get the second best thing, a DL-44 blaster pistol with infinite ammo and the blaster bolt color of your choosing, comes with attachments to reconfigure it into a blaster rifle, a vibro-knife that will never dull, and a license to own these weapons, neither equipments purchases here requires any type of maintenance. While these weapons won't save you from the horrors of the Clone Wars, it's more than enough to stop a common thief from robbing you on the spot.

Blueprints of the Republic Army (-400CP): You will get an index of all the blueprints on how to build all the weapons, armor, vehicles and fleets used by the Republic Army during the Clone Wars, The index contains the blueprints of the Venator-class Star Destroyer, Acclamator-class cruiser, Republic Light Cruiser, LAAT Gunship, Y-Wing Starfighter, Republic Stun Tank, AT-TE, BARC Speeder, and the DC-15 Weapon Serie**s,** various clone trooper armors, just to name a few. Chances are that if it has been used by the Republic Army in the Clone Wars, the blueprint of it will appear in the index. The index will add more blueprints of the weapons, armor, and vehicles used by the strongest government in future jumps.

Kamino Cloning Facility (-600 CP): The one of the cloning facility in which the Republic created their clone armies, with this facility it is very possible to create an clone army of your own, station by numerous Kaminoan scientists that runs the cloning facility, they would clone any being you have the genetic samples of, you can program the clone's personalities and put in inhibitor chips of your design, this facility can also serve as the training ground for the clones you created, by default the Kaminoans and the clones you make are all loyal to you, and counts as followers, you may import them individually as companions if you wish.

Independent Items

A New Start (-100 CP): A perfect set item for Independents such as yourself, identifications! This item contains a set of documents within a folder that proves your "identity" and your residentship, you can choose to update this set of documents to match whatever planet you're currently on, don't worry about the legitimacy either, as even if Republic officials or / and people who are investigating you wouldn't be able to find a single problem with it, it even appears in the local governments database, so it is truly foolproof.
In other jumps with no interstellar community or a single government, you can choose to update these documents to match whatever country you're currently staying in.

Galactic Bounty List (-200 CP): Something any bounty hunter can appreciate, a datapad with an updating list of all the bounty that is available within your star system, this list also contains rescue missions, protecting V.I.Ps, and investigation requests, as long as person has put out a bounty of some kind, you will receive it with your datapad, even if that bounty isn't meant for you, with this bounty list in your hands, you will never go out of business ever.
Outside this jump, this list will update itself on all the bounties that are currently available inside the solar system you're staying in.

Personal Starship (-400 CP): Your own personal Firespray-class interceptor, with the color and decals of your choosing, this starfighter capable of hyperdrive, is equip with short-ranged sensors, a basic navigation system, armed with auto-blasters and a light tractor beam projector, can hold up to nine people including the pilot, has infinite fuel, and doesn't require any maintenance, this is the perfect starship for any bounty hunter wishing to travel the galaxy.
If destroyed it will appear fully fixed beside you, or in your hanger after a day.

Mandalorian Equipments (-600 CP): A set of Mandalorian armor made out of beskar, the armor is comfortable to wear, and you can choose the design of your armor, comes with a Mandalorian vambrace that comes equipped with a large array of different weapons, such as blasters, darts, flamethrowers, rockets, vibro-blades, and whipcords, the vambrace will never runs out of ammo, a Z-6 Jetpack that have infinite fuel, and its rocket will be restocked after it's used, neither the armor nor the equipments here need any maintenances.
With this set of equipment, and some training, you'll soon become a true Mandalorian.

Clone Items

Military Rations (-100 CP): Standard ration packs issued by the Republic Army during the Clone Wars, you receive large stack of ration pack that would refill itself daily, even if you haven't eaten all of its contents, this ration packs contains about 30 sweet energy cubes of various color, one cube is able to provide enough nutrients for a single day, while they aren't particularly appetizing or delicious, it will have to make do when you're on the battlefield.

Standard Clone Armor (-200 CP): A phase II clone trooper armor, comes with various paint and accessories used by various clone troopers to customize to your liking, the armor itself is made out of plastoid plates over a black body glove, the armor could withstand impacts, pressure, heat and acrid vapors, through it is strangely vulnerable to direct blaster fire, the armor fits you perfectly, and you will never feel uncomfortable while wearing this armor, this armor will also repair itself when you're out of combat, and it will be ready to go for your next battle.
You can purchase this item again to upgrade your clone armor to a katarn-class commando armor, the helmet includes a electro-binocular, night-vision modes, built-in air filtration system for toxic gasses, a hud that displays a small map, alongside the health of the wearer and the strength of the shielding left on the armor, the armor is covered by deflector shields, has reinforced plating against blaster fire and other anti-infantry weapons, resist extreme heat or cold, EMP resistance, can be fully sealed, allowing the wearer to survive in the vacuum of space for 20 minutes, and knuckle plate of the armor has a retractable vibro-blade installed, you'll always feel comfortable wearing this armor, this armor will repair itself when you're out of combat for a day, and the deflector shield will recharge itself a few minutes after it's down.

The Republic Armoy (-400 CP): The full armory of the Republic Army, every single weapons that have seen use in the Clone Wars can be found here, for example this armory contains the DC-15A blaster rifle, DC-17 repeater hand blaster, DC-15S blaster**,** DC-15x sniper rifle, DC-17m ICWS Blaster Carbine, Z-6 rotary blaster cannon, RPS-6 rocket launcher, and the PLX-1, comes with never ending supply of ammo crates and boxes various grenades that never run out, there is enough weapons and ammo here to arm an entire legion of clone troopers.
As a bonus you also get a never ending supply of phase I clone trooper armor, though the armor itself isn't anything special.

The J01st Legion (-600 CP): Your very own clone trooper legion, consisted of nine thousand clone troopers, this legion is equipped with 50 AT-TE, 50 LAAT Gunships, 100 AT-RT, 200 Y-Wing Starfighters, and a single acclamator-class battleship, to carry all your troops and vehicles, all the clone troopers in your legion are equipped with jetpacks, phase II clone trooper armor and standard weapons that are issued by the Republic Army.
This item would grant you the military rank of Clone Commander and its equivalent in future jumps should you choose, all the clone troopers in this item are considered followers, they are all extremely loyal to you, and they don't have any inhibitor chips installed in them by the Republic.

Should your legion perish in battle or die to unnatural causes, they would respawn a week after their demise, however your vehicles are not replaced if they are destroyed, so it’s best to hire some mechanics or learn how to repair them yourself.

Jedi Items

Training Devices (-100 CP): A set of training devices used by the Jedi to train their own, consist of a Training Saber, a Training Tunic, a Marksman-H Training Remote, and seven Muntuur Stones, the Training Saber are lightsabers of limited power, because of this, it's non-lethal nor does it risk dismemberment, however it still causes slight pain if someone was hit by it, the Training Tunic are made of a snowy white fabric and very sensitive to heat, a hit from a Training Saber or a Marksman-H Training Remote would leave a scorch mark on the tunic, the tunic will clean itself after the training session is over, the Marksman-H Training Remote is a training droid design to train its user on how to properly deflect blaster bolts with a lightsaber, comes with two settings, lethal or sting, quick and unpredictable, the remote has multiple power levels that can give even a Jedi Knight a workout, the Muntuur Stones are design to train the Jedi in telekinesis, these stones are also a powerful tool when used in meditation, all the training devices purchased here are unbreakable, and never need any maintenances, so you don't have to worry about breaking them when you are training.

Robes of the Jedi (-200 CP): Your own personal Jedi Robes, that comes with belts, shoes, and gloves, you may design what your robes looks like, as the Jedi doesn't have a set uniform, so go wear those blue or green robes all you like, despite the robes constrictive appearance, they don't hinder the wearer's movement at all, the robes also provides protection against severe weather conditions, such as Hoth, or Tatooine, your robes will always feel comfortable to you and help you mediate easier when you are wearing them, if damage, a mediation session will repair them. You can purchase this item a second time to receive a Jedi commander armor of your design, it is a modified version of the clone trooper armor, made with plastoid plates over a Jedi's robes, it is design to not hider a Jedi's lightsaber forms and movements, while also providing protection to the Jedi, this armor as all the benefits of the **Standard Clone Armor**, and **Robes of the Jedi** items, however it doesn't have the meditative effects and the repair method the first robe gives. Both the robe and the armor are self-cleaning, so you don't have to worry about washing them.

Your Lightsaber (-400 CP / Free): The lightsaber you have built when you became a Padawan, lightsabers are a weapon that consist of a plasma blade, powered by a kyber crystal, where the blade is emitted from the metal hilt, with a switch that could shut the blade on and off at will. With this purchase, you're granted access to the **Lightsaber Builder**, and gain +800 LP to spend in order to design your very own lightsaber, or instead you can get a generic lightsaber, with a generic hilt, and a generic kyber crystal which color is of your choosing for free.
The blade your lightsaber produces can be a few inches longer or shorter than the standard blade length, and the blade produced by your lightsaber can either be thin or thick upon the purchase of this item for free, this applies to additional lightsabers purchased in the **Lightsaber Builder**.
Only those of the Jedi Origin who have either purchased the Padawan Training, Markings of Knighthood, or Ways of the Master perks, may choose to get the free generic lightsaber.

Jumper's Temple (-600 CP): You are now a proud owner of a Temple similar to that of the Jedi Order, gain access to the **Jumper Temple Builder**, and be granted +1200 TP in order to build and design your temple, you can choose the exterior, interior and layout of all the facilities of the temple you have purchased, you can make your temple look like the Coruscant Temple, the Lothal Jedi Temple, the Tython Jedi Temple or even the Chu'unthor with the right options. When you enter a new jump, you can place your temple anywhere you want, as long as the temple type you choose can support it. Companions that aren't imported in the current jump can stay within the temple, however they can't leave it either.

Lightsaber Builder

You may only access this builder if you've purchased the Your Lightsaber item with CP.
Once you gain access to this section, you can purchase more lightsabers to build for 200 CP.
You don't gain any extra LP from additional lightsabers purchased here.
Additional Lightsaber Points may be converted at a 1 CP to 2 LP ratio.
Swords or other Lightsabers may be imported into this builder for free.

Lightsaber Hilts

You can only choose one hilt per lightsaber.

Standard Hilt (Free): This is the standard lightsaber hilt a Jedi would chose when making their lightsaber, the standard lightsaber hilts consists of a power cell, the casing, a focusing lens, the emitter, an on/off switch, and a slot to place a kyber crystal in, overall it's a pretty simple device.

Shoto Hilt (Free): More commonly known as the hilt for short lightsabers, the shoto hilt utilizes the same components of the standard hilt, however both the hilt itself and the blade it produce are significantly shorter than the standard lightsaber hilt, mainly used by dual wielders as a second blade or people who are too short to utilize the standard hilt efficiently.

Guard Shoto Hilt (-100 LP): Referred to as a lightsaber tonfa, guard shoto hilts are a rare type of hilt that was design to block other lightsabers, this hilt has a smaller second handle extending from the main hilt at 90 degrees angle, while it could be wielded from the main handle, it's design to be wielded from the perpendicular handle instead.

Curved Hilt (-100 LP): A hilt design to allow the wielder to employ greater precision when slashing and lunging at their enemies, this hilt also gives the wielder more power when delivering overhand strikes, however the curved hilt has one fatal weakness, the curvature of this hilt makes it so that deflecting blaster bolts is harder than its standard hilt counterpart.

Crossguard Hilt (-100 LP): This hilt has the same functions as the standard hilt, but possesses two small vents below the primary blade, positioned opposite of each side on the hilt, these vents are design to release additional energy from a unusually powerful or damaged kyber crystal in order to produce smaller blades from each vent, this hilt is design to protect the wielder's hands in battle, while also allowing the wielder to break an opponent's guard, or inflict grievous wounds with ease if wield with both hands, this hilt can have a third vent on the bottom of the hilt if you so choose.

Double-Bladed Hilt (-200 LP): A hilt that is longer than that of the standard hilt, this hilt can emit the plasma blade from both ends of the hilt, you can wield this hilt as a standard hilt, if you

choose to only ignite one blade from either side of the hilt, the hilt allows the wielder to have a faster rate of attack, and enhance defensive capabilities by having more surface area for deflecting and parrying, however special training is required to use this hilt, as without special training, wielders will more likely bisect or impale themselves with this hilt.

Pike Hilt (-200 LP): A variation of the double-bladed hilt, with the same functionality of the double-bladed hilt, however the pike hilt's handle is slightly longer, the blade this hilt produces is thicker and shorter compared to the blade produced by double-bladed hilt.
If the pike hilt doesn't suit your preference, you may instead choose the ancient sith variate of the pike hilt, this version of the pike hilt only produce a single blade, while having a extremely long handle, the length of the handle is comparable to that of a polearm.

Spinning Hilt (-200 LP): Another variation of the double-bladed hilt, it has all the capabilities of the double-bladed hilt, with the added disk-like handguard that surrounds the ends of the hilt, the emitters are installed in the hand guard instead of the hilt, this allows the blade emitted to spin along the disk, while the hilt remains stationary, allowing the wielder to access more techniques and movements previously limited by the double-bladed hilt, the handguard can fold itself in half, however the blades will not spin, this hilt is not without flaws, as if the handguard is damaged, it would affect the lightsaber's ability function properly.

Blaster Hilt (-200 LP): A hilt with a handguard that connects to the bottom of the hilt, the hilt itself is functions the same as a standard hilt, however on the top of the handguard is a second emitter that releases the energy from the kyber crystal as a projectile similar to a blaster bolt, the projectile fired from the hilt would rapidly weaken the longer the distance it travels, the projectile act like blaster bolts within 15 meters, any longer than that, it would only function as stun bolts.

Whip Hilt (-300 LP): Also known as the Lightwhip, this hilt is a heavily modified version of the standard hilt, unlike the standard hilt, the components of this hilt allows the blade emitted to be flexible and be used as a whip instead of a sword, because of this the blade this hilt produce is thinner and weaker than that of the standard hilt, wielders of this hilt needs to pay attention on where the blade is going so that they don't lost a limb or two on accident.

Kyber Crystals

You can only choose one crystal per lightsaber.
Unless you've purchased the Dual Core or Tri-Core add-on.

Average Kyber Crystal (Free): A common force-attuned crystal, that grew within the Caves of Ilum, this type crystal can focus and amplify energy, because of this it's one of the main reason to why a lightsaber even functions, this crystal is clear and colorless, however by focusing force

energy into the crystal, its color would shift to match the nature of the wielder. You however can change this crystal to any color, by using the force to meditate with the crystal for 10 minutes.

Bondar Crystal (Free): A type of kyber crystal that can only be found in asteroid within the Alderaan system, the blade produced by this crystal stuns rather than cut, so it is used by the Jedi Order of old as crystal for the training sabers, while a person struck by the blade will still feel a slight pain, the blade is entirely non-lethal, comes in any type of color found in a rainbow.

Dantari Crystal (-100 LP): A kyber crystal found in the planet Dantooine, this crystal are formed within the eggs of kinraths that are native to Dantooine, this crystal is extremely popular among Jedi of the old, when placed within a lightsaber, it will recover the wielder's force energies at a faster rate, the crystal comes in red, green, blue, purple, pink, or yellow.

Dragite Gem (-100 LP): A type of kyber crystal only found forming within the mountain ranges in the planet M'haeli, this crystal is small, dull, fragile, and very difficult to put inside a lightsaber, however when the crystal is put in, the blade will emit a loud hum, and produce a shockwave when striking a solid target, the shockwaves produced by the strike have the capability to disorient and harm the wielder's enemies.

Ghostfire Crystal (-100 LP): This type of kyber crystal can be found forming within the mountain peaks of various planets in the Outer Rim, this crystal is entirely translucent and near invisible, so it is very hard to find, when placed in a lightsaber it produces a dim and transparent blade of no color, that generates no sound even when igniting the blade, the crystal generates illusory afterimages of the blade that follows the motions of the wielder.

Barab Ingots (-200 LP): A type of kyber crystal that can only be found in Barab I, this crystal can be formed in clusters within the planet's mountains, the crystal is hot to touch and glow brighter than normal kyber crystals, when placed in a lightsaber, it produces a flame-like blade that incinerates anything it cuts, it also makes the entire lightsaber slightly radioactive, this crystal comes in a variety of common lightsaber colors you can choose from.

Varpeline Crystal (-200 LP): This type of kyber crystal can be found in the planet Mearalis II, this crystal is extremely hard and dense, it is mainly used by the Republic for industrial cutting machines, when placed in a lightsaber, the blade would produce a sharp sound when it comes in contact with any object, this crystal provides incredible cutting power that can cut through the thickest or toughest objects more easily than other blades, comes in the color of white or gold.

Lava Crystal (-200 LP): A kyber crystal that can only be formed from volcanic planets and moons, the crystal produces an orangish blade, a color most similar to lava, this blade produces

heavier and denser blade than normal kyber crystals, the crystal also produce bit of flames around the blade, and sometimes lava would splashed and dripped out from the blade as well.

Heart of the Guardian (-300 LP): One of the two legendary kyber crystal in the galaxy, when placed in a lightsaber, it produces a bronze hue with a yellow core, the blade emitted by this crystal will strike the enemies harder than normal, and will also increase its wielder's speed significantly, allowing for a devastating assault with the strength and speed this crystal provides.

Mantle of the Force (-300 LP): One of the two legendary kyber crystal in the galaxy, unlike most crystals, this kyber crystal works best when it's paired with another kyber crystal in a lightsaber, as this crystal greatly amplifies the abilities of the other crystals, increasing the blade's capabilities, while also enhancing the unique abilities the other crystals have, this crystal also has the power to greatly enhance your force abilities, this crystal produces a cyan blade.

Additional Add-ons

You may purchase as many add-ons as you like.

Silent Activation (Free): Your lightsaber no longer produces any noise on ignition, it would still produce the classic hum that the lightsabers are known for, after the blade is ignited and when you've swung your blade.

The Hidden Blade (Free): Your lightsaber can now be disguised as part of any mundane items, such as a handle of an umbrella, a part of a cane, etc.
This doesn't hide your lightsaber from sensors though, this is only a visual trick after all.

Permanent Switch (Free): This add-on makes it so that your lightsaber blade is always on, and there is no way to deactivate it, where are you going to find a stealth to contain this thing?

Custom Accessoires (Free): Wrap your lightsaber with whatever kind of common material and engravings you want, a lightsaber covered with either wood, gems, leather, or inlay with silver or gold engravings are all possible, any accessories you decide you put on your lightsaber here doesn't effect the function or durability of you lightsaber.

Holster Unrequired (-100 LP): Your lightsaber can now be attached to anything you wear like glue, and no amount of motion is going to make you lose your lightsaber, even if you're caught in a F6 tornado, this doesn't apply to the powers of other people, so they can still disarm you with the force.

Colored Lens (-100 LP): With this add-on your lightsaber blade will now be any color of your choice, this doesn't change the color of your kyber crystal, it just added a color lens on your

blade emitter so that it would change the colors of you blade, you can change the color of your blade again if you focus on your lightsaber for a minute, the colors don't have any effect on your force alignment, so a force user can still tell if you're a Jedi or a Sith by the color of your blade.

Liquid-proof Weapon (-100 LP): Your lightsaber becomes liquid-proof, it will be able to function perfectly even after it has been submerged in water, acid or lava, no matter what type of liquid or what amount of liquid will be able to make your lightsaber malfunction.

Saber Compatibility (-100 LP): You can now attach your lightsaber to the ends of another lightsaber to form a double-bladed lightsaber, works on any type of lightsaber that's out there, no matter how strange the shape or size of it is, just to be clear while this can be attached to a double-bladed lightsaber, you won't be able to make a triple-bladed lightsaber, you'll only ever be able to produce a double-blade.

Dual Core (-200 LP): You can now select a second kyber crystal to be placed within your lightsaber, you can choose which kyber crystal you purchased produces the color for your lightsaber blade, and you can choose which crystal produces the blade of your lightsaber, allowing your lightsaber to act like a dual-phase lightsaber, switching the blade length in combat, should your blade lengths have any difference. The crystals within your lightsaber will not cause any complications with each other and your lightsaber will function smoothly as if there's only one kyber crystal in it. **Can't be purchased with the Tri-Core add-on.**

Under the Radar (-200 LP): Your lightsaber will not be pick up by any sensors or detectors of any kind, force users also wouldn't be able to detect your lightsaber on you, so bring your lightsaber to any airport or separatists checkpoints, unless they personally search your body, they wouldn't be able the find your lightsaber no matter how advance of the technology they use. Outside this jump, this add-on will also apply to any supernatural abilities trying to find your lightsaber, this add-on can be turned on or off.

All Terrain Weapon (-200 LP): Your lightsaber will not be damaged by any kind of harsh environments, such as extreme heat / cold, acid rain, the vacuum of space, radiations, deep pressure environments, underwater and terrains that mess with electronics, you lightsaber will always continue to function, no matter how strange of a place you are at.

Mandalorian Saber (-200 LP): Your lightsaber is now made out of beskar, more commonly known as mandalorian iron, the metal has a high tolerance for extreme forms of damage, because of this your lightsaber could now withstand direct blaster shots and lightsaber strikes easily.

EMP Resilient (-300 LP): EMP and all kinds of technological devices that interfere with electronics no longer affects your lightsaber, hacking, jamming, magnetism and any kinds of scientific ways to interfere with your lightsaber will no longer work, while they can still destroy

your lightsaber with weapons made with technology, trying to affect your lightsaber's activation or function is no longer possible with this add-on.

Force Resilient (-300 LP): You lightsaber is now immune to any types of force abilities from other force users, no longer can they pull your lightsaber away from your hands, or crush your lightsaber to pieces with the force, if they want to destroy your lightsaber or trying to disarm you, they have to do it the old fashion way, by taking it off your cold dead corpse.
Outside of this jump, this makes your lightsaber immune to any type of supernatural abilities of other people trying to effect it, this add-on can be turned on or off.

Tri-Core (-300 LP): You can now select three kyber crystals to be placed within your lightsaber, you can choose which kyber crystal you purchased produces the color for your lightsaber blade, and you can choose which crystal produces the blade of your lightsaber, allowing your lightsaber to act like a dual-phase lightsaber, switching the blade length in combat, should your blade lengths have any difference. The crystals within your lightsaber will not cause any complications with each other, your saber won't implode on itself, and it will function perfectly as if there's only one kyber crystal in it.

Jumper Temple Builder

This temple could be a Jedi Temple, or a temple that is unrelated to the Jedi.
You may only access this builder if you've purchased the Jumper's Temple item.
Additional Temple Points may be converted at a 1 CP to 2 TP ratio.
You can import similar buildings into this builder for free.

Force Nexus

A force nexus is a place where the force flowed most freely, the force here will be focused into a wellspring of energy that could be more easily harnessed by any force-sensitives.
This section will contain options for your temple to gain supernatural effects.

Light Side Nexus (-200 TP): Your force nexus is that of the Light Side of the Force, all learning, teaching, training and abilities related to the Light Side are all boosted by 30% for non-hostiles within the reach of your nexus, people within range of your nexus will also gravitate more strongly towards the Light Side of the Force, it would make fallening to the Dark Side of the Force nearly impossible while they are in the range of your nexus.
This option can't be taken with the Dark Side Nexus or Balance Nexus options.

Dark Side Nexus (-200 TP): Your force nexus is that of the Dark Side of the Force, all learning, teaching, training and abilities related to the Dark Side are all boosted by 30% for non-hostiles within the reach of your nexus, people within range of your nexus will also gravitate more strongly towards the Dark Side of the Force, it would make redeeming them to the Light Side of the Force nearly impossible while they are in the range of your nexus.
This option can't be taken with the Light Side Nexus or Balance Nexus options.

Balance Nexus (-400 TP): You're force nexus is perfecting balance in the force, all learning, teachings, training and abilities related to the force will be increased by 60% for non-hostiles within the range of your nexus, people within range of your nexus will also not lean towards any side of the force while they are in the range of your nexus.
This option is discounted if you've taken the There is only the Force perk.

Nexus Range I (Free): The range and effects of your force nexus only surround your temple.
You don't need to purchase Nexus Range II to purchase Nexus Range III and so on.

Nexus Range II (-100 TP): The range and effects of your force nexus can now encompass an area that is a size of an average city, beside the size of your temple.

Nexus Range III (-200 TP): The range and effects of your force nexus can now encompass an area that is the size of a large country, beside the size of your temple.

Nexus Range IV (-300 TP): The range and effects of your force nexus can now encompass an area that is the size of Coruscant, beside the size of your temple.

Cloaking Nexus (-200 TP): Force users can no longer use their abilities to sense, locate, spy or divination whatever is covered by the effects of your force nexus unless you have taken a drawback, no force abilities would be able to be aware of you, your followers and whatever crazy stuff you're doing, you can bring about the end of reality and none will be the wiser, as long as you stay within the range of your force nexus, this doesn't affect the abilities of your allies if you choose, this protection doesn't include technology, so you will still be spy on by satellites and your activities will be picked up by technological sensors.
Outside of this jump, this cloaking protection will apply to all kinds of supernatural powers.

Suppression Nexus (-300 TP): All hostile entities in the range of the your nexus will find their strongest power be reduce by 50%, this will target the general ability of a person, for example, if a mage is strong in ice magic, all their magical powers would be reduce, if a person is good with a blaster, their ability to use any kind of ranged weapons would be reduced instead, the nexus will only reduce a person's strength, intelligence or speed if that's all they're good at.

Temple Type

You may only purchase one temple type.

Ground Temple (Free): Most types of temples you will find in this galaxy are ground temples, and with this option yours isn't any different, this type of temple is usually on the surface of a planet, this is the most traditional type of temple you can obtain in this galaxy.

Under-Type Temple (-100 TP): A type of temple that is either underground or underwater, naturally hidden from invaders, and extremely hard to enter without knowing the entrance, this type of temple is perfect for force users who wish to remain hidden from the galaxy at large.
Incompatible with the Wood option as the main material.

Satellite Temple (-200 TP): A rare type of temple that can be found either orbiting a planet or the vacuum of space, serving as both a temple and a space station, while this type of temple is capable of hyperdrive, and traveling through space, it is slower compared to other starships.
Incompatible with the Wood and Stone options as the main material.

Starship Temple (-300 TP): Only a few kinds of this temple were ever made in the history of the galaxy, being both a starship and a temple, this temple is capable of hyperdrive, travel through the stars at breathtaking speeds, and is mobile enough to escape any pursuers.
Incompatible with the Wood and Stone options as the main material.

Temple Material

You may only choose one type of material your temple is made out of.
You can pair another material with the Customizable Decor option.
The durability of all your facilities depends on your purchase here.

Wood (Free): Your temple will be entirely be made out of wood, it can be any type of wood that can be found within the galaxy, such as wroshyr wood or greel-wood, this have no effect on the durability of your temple though, it's all purely cosmetic, comes will all the disadvantages that a house made out of wood would have, such as pretty flammable, easy to destroy, susceptibility to termites, moisture damage, rot and decay, all that jazz, but hey, it does look pretty cool.

Stone (Free): Your temple will be made entirely out of stone, it can be any type of stone that can be found within the galaxy, such as sandstone, marble, or granite, this have no effect on the durability of your temple though, it's all purely cosmetic, most of the ancient Jedi temples are made out of stone so you'll fit right in, however they are weak to blasters and lightsabers.

Steel (Free): Your temple will be made entirely out of steel, this material has been outdated in the galaxy for quite some time now, it is mainly used for inner components of buildings, because they aren't known to be aesthetically pleasing, provides better defense and durability than wood or stone, and it's completely space travel compatible!

Customizable Decor (Free): You can now decorate your temple with any type of material you want, wooden floors with stone wall, all golden temple, a slime interior and durasteel exterior are all possible, do note that this doesn't affect the temple's durability, as all of the decor is made out of a strange substance that can mimic the appearance and touch of the material it's mimicking, this material will mimic the durability of the base material the temple is made out of.

Durasteel (-100 TP): Your temple will be made entirely out of durasteel, it's the most used material in the galaxy from armor to starships, this material can withstand blistering heat, frigid cold, and monumental physical stress, making it leagues above the free material options, durasteel is capable from withstanding blows from vibro-weapons and very briefly, lightsabers.

Quadanium (-200 TP): Your temple will be made entirely out of quadanium, mainly used in the construction of fleets and battle stations, quadanium is an extremely durable kind of metal, it has better capabilities than durasteel, and it's capable of taking a few blows from direct blaster fire.

Beskar (-300 TP): Your temple will be made entirely out of beskar, the strongest material you can find in this galaxy, beskar is stronger than both durasteel and quadanium, thought to be

nearly indestructible, beskar is capable of withstanding direct blaster bolts and repelling lightsaber strikes, however this material could still be harm by weapons made out of beskar.

Temple Utilities & Structures

There are no upper limits of the amounts of options you may purchase.
The facilities you've purchased here will all fit inside your temple, somehow.

Temple Size I (Free): Your temple is about the size of a large apartment complex, your temple can reasonably house up to 100 people. **You don't need to purchase Temple Size II to purchase Temple Size III and so on.**
You can decide on the length and height of your temple, as long as they don't exceed the temple size you've purchased.

Temple Size II (-100 TP): Your temple is about the size of a large fortress, your temple can reasonably house up to 1,000 people.

Temple Size III (-200 TP): Your temple is about the size of a small town, your temple can reasonably house up to 10,000 people.

Temple Size IV (-300 TP): Your temple is about the size of a small city, your temple can reasonably house up to 100,000 people.

Temple Size V (-400 TP): Your temple is about the size of a small country, your temple can reasonably house up to 1,000,000 people.

Basic Living Space (Free): This option will provide you with minimalist rooms to live in, this space provides a single steel bed, a steel locker, a sink and a toilet, the room is quite small, only enough to fit a person comfortably, but it will have to make do. **By default this will provide you and all of your followers / companions rooms of whatever options you've purchased here. Should anyone become your follower / companion, or you, your follower / companion have birth children, they will be allocated a housing option of whatever you've purchased here. You don't need to purchase Average Living Space to purchase Luxury Living Space.**

Average Living Space (-100 TP): This option will provide you living spaces similar to that of the size of a studio apartment, this space provides a living room connected with the kitchen, a bedroom, a closet room, a bathroom with a sink, toilet, bathtub, and a showerhead, comes fully furnished to whatever common furnitures you can find on the galactic market.

Luxury Living Space (-200 TP): This option will provide you living spaces similar to that of the size of a mansion, this space provides three floors with multiple rooms on each floor,

extremely spacious, you can install any luxury options you want for free with this living space, saunas, library, roman baths, golden toilet, it is possible as long as it can fit, comes fully furnished with the best furnitures the galaxy has to offer.

Environmental Controls (-100 TP): By default your temple's temperature and environment is decided by whatever planet your temple is currently on, however with this option you can now decide on temperature, humidity, airflow, gravity and breathable air for all species inside your temple, you even decide on environment of individual rooms, for example, you can have a room that's blazing hot, another freezing cold, or of zero-g, and another that act like a vacuum.

The Lights (Free): Your temple now have lighting installed in every room, all the lights that are hooked up in your temple never causes any harmful effects to you or your residents, you can choose what kind of lights the electronics that's installed in your temple, warm light, cold light, moonlight, starlight, sunlight, are all within your choice, the lights even provide benefits like the real deal, such as getting vitamin d, or turning into a werewolf from your light.

Waterworks (-100 TP): This installs plumbing fixtures into your temple, this also adds unlimited amounts of clean water that can be safely consumed by any species, all types of facilities or items installed in your temple will be hooked up to this waterwork.

Unlimited Power (-100 TP): This provides you with a reactor core installed somewhere inside your temple of your choosing, this reactor core is capable of generating infinite power for any facilities or items installed in your temple, however if you take this reactor core out of your temple and installed it elsewhere, it will only be able to function like a normal reactor core.

Area of Learning (-100 TP): A large room that is capable of fitting 100 students comfortably, this room can duplicate itself to fit the educational needs of all the inhabitants within this temple on your command, there's a control panel that is install on the wall to change the interior with solid holograms to mimic any terrain, or set up solid hologram enemies programed with basic data to train with, you can reprogram these holograms should you possess enough combat data of someone, any training or learning done in this room are increased by 30%.
Comes with an unlimited amount of educational supplies found within the galaxy, including the items in **Training Devices**.

Medical Bay (-100 TP): A medical center where its interior, equipments will expand in size and number for the patients are that send here, comes equipped with various surgical tools found in the galaxy, bacta tanks filled with powerful healing agents that never runs out, medical droids that are capable of healing the most severe wounds and diseases, this room, the droids and equipments here are always clean and sanitized, any surgeries done here will have a higher success rate and the healing done will be twice as efficient.

Workshops (-100 TP): Workshops and laboratories for those who are not interested in the ways of combat, generally this is a large set of rooms that are capable of letting people inside your temple to create and research the subject they're specialized in, the workshop provides state of the art equipments that can be brought within this galaxy, allowing people in the workshop to work on what they're specialized in, any experiments done here will not damage any equipments or harm the researchers, any of the rooms here can duplicate into smaller versions of itself to provide personal workshops, if you so choose.

Meditation Chambers (Free): A small room used by force-sensitives to enhance their connection to the force, entering a meditational state in this room is easier, and those who meditate here can feel the force easier as well, this room is completely sound-proof, and comes with unending supply of common meditational items such as, chimes, candles, incense, etc. You and all your companions / followers will receive a meditation chamber this option describes.

Garden (Free): A large Garden similar to a park found somewhere within your temple of your choosing, filled with common plants and flowers found within that galaxy that aesthetically fits together nicely, there a panel on wall to make the walls and ceiling stimulate the atmosphere of any planet, so you can watch a aurora borealis or the twin suns of Tatooine in the comfort of your garden, comes with a variety of common decor that can be found in garden of this size, such as water fountains, stone paths, plastic flamingos, benches, etc.

Greenhouse (-100 TP): A greenhouse the size of a large farm, the soil here is capable of growing any kind of plant life, and comes with a sprinkler system to water your plants. Plants that are planted here grow twice as fast as they normally would, and also come with large bags of seeds (that are labeled) of all the flora found in the galaxy, such as small plants, grains, fruits, herbs, flowers, and vegetables; the bags will refill themselves when used.

Library (-100 TP): The size of this library is comparable to that of the Jedi Archives on Coruscant, this is a library containing the holobooks of all the knowledge, and research the Jedi Order has amassed through the history of their order, these holobooks doesn't contain any information on how to use the force, these holobooks can't be hacked, modified or erased in any way, so you don't have to worry about any knowledge being lost to time, this library can expand itself to house more knowledge, comes with a librarian droid that can sort and maintain all of the holobooks in this library and know where every single holobook are in the library as well, this droid can also scan any physical books to create a holobook copy to add into your library.

Holocron Vault (-200 TP): This vault contains various holocrons the Jedi has ever made throughout the history of the galaxy, force techniques, lightsaber forms, meditation techniques, lesson, research and teachings about the force, if a Jedi has ever recorded knowledge in a holocron, you will find a corresponding copy of one here inside you vault, the vault itself is impregnable and unbreakable, only those you granted access can enter this vault.

If you've purchased the **Library**, you will receive a librarian droid inside the vault that knows the location of any specific holocron inside the vault, the droid will also be able to sort and maintain the holocrons inside the vault, this droid can't be hacked, doesn't need any power to function and doesn't need any maintenance.

Hangar (-100 TP): This hangar will expand in size to fit any kind of space vehicle that can be found in this galaxy, this doesn't include battle stations. Any starship can be parked in, or depart from, this hangar safely and without any problems. It comes with a flight traffic control center to manage all the arrivals and departures of this hangar.

Material Cave (-100 TP): A small cave inside your temple somewhere of your choosing. This cave will be full of various ores found in the galaxy, and ores to make metal alloys such as durasteel, quadanium, and beskar,. This cave will generate 500 tons of materials. The common ores will grow back a day after they are harvested, while the ores that make durasteel and quadanium will take a month, the ores that make beskar will take a year to regrow after harvest.

Crystal Cave (-200 TP): A cave shaped like a labyrinth. The cave is 8 square kilometers in size. This cave is filled with various clusters of kyber crystals found in the **Lightsaber Builder**. Free crystals will regrow after a day, while 100 LP crystals will regrow after a month and 200 LP crystals will regrow after a year when harvested, 300 LP crystals will not grow in this cave. This cave will send visions and vivid hallucinations that will expose the deepest insecurities of those who enter, exposing an individual's weaknesses and shortcomings. Should they successfully overcome these visions, a kyber crystal most suited for the individual will glow with a strong light only they can see. You can easily navigate this cave, and you can choose who will receive the visions when they enter this cave, including yourself.

Production Plant (-200 TP): This production plant is capable of creating anything, as long as you have enough material and the blueprint of what you're trying to make. You can only make items up to 30% the size of your temple, however you can make a bigger item in parts. How you're going to move the items that are too big outside your temple is another problem.

Strategy Room (Free): A room that can display any star system, plants, and areas in holograms if you have the maps of said area. The holograms displayed can be modified with various dots and lines with different descriptions. The room comes with retractable tables and seats for people to discuss various topics. Any thinking and discussions about strategies and plans here will have their effectiveness increased by 30%.

Council Chamber (Free): A large meeting room capable of seating 30 people comfortably. This room is filled with 13 seats surrounding a large retractable round table in the middle of the room. The seats will always be comfortable for whoever sit on them, and people in this room will be less likely to

make lapses in judgment, have clearer thoughts, and the discussions happening here will never become too heated.

Comlink Center (-100 TP): A room that functions like a communication center that allows your comlink / holoprojector to facilitate planetary and intergalactic communication. With this room, you can contact anyone in the galaxy from inside your temple. All the calls made using this comlink center are encrypted and can't be intercepted or deciphered by others. It comes with an unlimited supply of various comlinks and holoprojectors to make all the calls and meetings you want.

Containment Cells (-200 TP): A prison block that will add additional cells for anyone you bring in here. Anyone that's put into these cells will have their supernatural powers suppressed and their physical powers turned into that of an average human. The cells are very barebone, with only a single bed and a toilet. It comes with a carbon-freezing chamber that can freeze people with no side effects. The cells are unbreakable from the inside, so no prisoners are getting out anytime soon.

Lifts (Free): Elevators and other kinds of lifts of your design for you to travel inside your temple in case it gets too big, even if your rooms expand to ridiculous sizes. These lifts can get you anywhere in less than 5 min, and need no power or maintenance to function.

Control Center (Free): A room where you can view any room inside your temple. Your temple will now have hidden cameras installed in every hallway, entrance and facility. You can decide which rooms will be excluded from the surveillance of this room. The cameras are high resolution, and any footage recorded by these cameras can be viewed on a holoprojector. It comes with a server that can store an infinite amount of security footage. You also gain a portable control panel that can give out commands and control any droids, shield / stealth-field generators, turrets and blast doors you've inside your temple, should you have any. Droids, shield / stealth-field generators, turrets and blast doors can also be controlled in this room.

Blast Doors (-100 TP): All the doors and entrances of your temple will now extra doors installed beside them in order to reinforce the regular door, these extra doors can withstand explosives, blaster bolts, and even lightsabers, the extra doors seal off rooms in case the room have been exposed to the vacuum of space, it will take a Jedi wielding a lightsaber quite some time in order to destroy these doors.

Security Turrets (-200 TP): With this option, turrets will be installed inside the floors, ceilings and walls of your temple, as well as placed within hallways and entrances to any facilities in your temple. You can always expect at least 2 turrets in every hallway and entrance. These turrets are equipped with blaster bolts and missiles capable of destroying a tank. The turrets can never be hacked, never need any maintenance and never run out of ammo. You'll also have various

turrets outside the walls of your temple. These turrets have anti-air capabilities, capable of taking down starships and fleets if they don't destroy your temple first. The number of turrets you'll get, depends on the size of your temple.

Shield Generator (-200 TP): A shield generator capable of generating a shield strong enough to withstand even a planet destroying laser. If it has enough power, the shield when activated will surround your temple with a sphere that also covers the area underneath your temple. While this shield can stop any high-velocity projectiles and energy weapons, people and solid objects can still pass through, although any physical object coming in or out will be imparted with a deadly electric shock, so your invaders will not be coming in easily. This shield can be turned on or off. It will automatically turn off if your temple runs out of power.

Stealth-Field Generator (-200 TP): A stealth-field generator that covers the entirety of your temple like the **Shield Generator**. This field is invisible to the naked eye, and can hide your temple from any kind of technological surveillance, such as detectors, sensors, scanners, and satellite surveillance from orbit. This completely hides your temple, making it invisible. However, people with the force or other supernatural powers can still detect your temple. This field can be turned or off. It will automatically turn off if your temple runs out of power.

Temple Followers

By default the followers you purchase here have no connections to the Jedi Order. However the followers purchased here could have that connection if you so choose.
When you purchase a follower here, you can decide on their gender, race, appearance, and personality. Should your followers purchased here perish in battle or die to unnatural causes, your followers would respawn a week after their death.

Loyalty I (Free): At this level of loyalty, all followers purchased within this builder will view you as a well respected and trusted leader. However, if you order your followers to follow suicidal orders, your followers will question you about those orders or refuse to follow those orders without a good reason. If you abuse them too much, expect your followers to leave you, or start a rebellion. **You don't need to purchase Loyalty II to purchase Loyalty III.**
Anyone who willingly stays within your temple for 10 years will become loyal to you, gaining the loyalty of whatever loyalty level you've purchased here.

Loyalty II (-100 TP): At this level of loyalty, all followers purchased within this builder will view you as a beloved and cherished leader, akin to the Grandmasters of the Jedi Order. Your followers will follow your every order without question, convincing themselves that there's always a good reason behind your orders. They will also care about your health and happiness. Your followers will make some effort to make sure you're more comfortable or uplift your mood,

such as offering you their seat, or throwing a party to help you relax, although there is a breaking point for this loyalty if you put them through too much abuse.

Loyalty III (-200 TP): This is the highest amount of loyalty you can ever achieve. All followers purchased within this builder will view you less like a leader and more like a target of worship and their pillar of support. In your followers eyes, you can do no wrong, can make no mistake, no matter how much or how strong the evidence shown to them. Even if you admit your mistakes and wrongdoings to them, they will only lavish you with praise, or assure you that it's not your fault. Your followers will happily follow every one of your whims and orders, they would even die for you with a smile on their face without fear. It's without a doubt that they put your well-being way above their own, and would offer to do most of your tasks for you without you saying anything. This loyalty is not without a downside however, as even the slightest insult towards you is enough to send your followers into a fit of rage, and there's no telling what they'll do to someone who has harmed you or has ill intentions towards you.

Maintenance Droids (Free): Astromech droids capable of cleaning, repairing and maintaining every facility, droid, vehicle and equipment you bought in this jump. They're also capable of repairing any technology found within this galaxy. The droids purchased here have a faster repair speed than any normal droid, as they can repair even a heavily damaged satellite within a day. Depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 maintenance droids. Comes with recharge ports for all the droids you've purchased in the builder.

Educational Corps (-100 TP): A group of scholars that are also incredible educators. Educational corps members consist of force-sensitives trained to impart knowledge, philosophy, and to have patience and compassion. They're all capable of being galactic university professors, and can train Padawans in how to use the force to the level of a Jedi Knight. Educational corps members are also capable archivists, adept at learning and translating various languages, sorting books in large archives, and are capable of analyzing and handling the sorting of various artifacts without issues. Depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 members of the educational corps; there are even a few members that are on the level of a Jedi Knight.

Agricultural Corps (-100 TP): Members of the agricultural corps are a group of force-sensitives that are experts in growing, researching, experimenting various kind of plant life in the galaxy, as well as speeding up the plant's growth and maintaining the plant's health with the force, the corps members have great cultivating skills and are superb geologists, capable of maintaining and setting up greenhouses, this corps can provide many necessities for the temple, depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 members of the agricultural corps, however due this corps preferring agriculture over swordsmanship, there are only few members here that are on the level of a Jedi Knight.

Exploration Corps (-200 TP): A group of force-sensitives that are specialized in exploring unknown regions, the members of this corps are capable of discovering ancient, forgotten secrets, mapping out hyperspace routes, scouting dangerous undiscovered regions, as well as having great navigation, survey, piloting and survival skills, depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 exploration corps member, due to the nature of this corps, many of its members have the skills and abilities of a Jedi Knight.

Medical Corps (-100 TP): A group of healers that are force-sensitive, members of the medical corps are experts in the art of healing both mind and body through the force, while having surgical skills that rivals medical droids, the members of this corps can also heal corruption on the mind, serving as both psychologists and doctors, depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 members of the medical corps, because of the focus on the healing arts, there are few members here that are on the level of a Jedi Knight.

Technical Division (-100 TP): The members of the technical division are a group of force-sensitive that are extremely knowledgeable about technology, the members in this division is capable of repairing, maintaining and reprogramming most of the technology found in this galaxy, this division also serves as a R&D department, analyzing and researching any new technology you bring to them, creating devices and developing new technological advances or improving various technology found in the temple, although this process takes time, depending on your temple size, you'll either receive 5, 10, 100, 1,000 or 10,000 members of technical division, because the division is made out of researchers and technicians, there are few members here that are on the level of a Jedi Knight.

Temple Guards (-300 TP): A security force to keep invaders out your temple, these guards will patrol the temple, prevent unauthorized access to places you want them to guard, repel invaders and respond to any emergencies occurring in the temple, the temple guards are equipped with lightsaber pikes of a yellow blade and wear robes and mask with similar protection as the Jedi commander armor, depending on your temple size, you'll either receive 10, 100, 1,000, 10,000 or 100,000 temple guards, the temple guards are all stronger than the average Jedi Knight, the temple guards are also great duelists, have a mastery of four of the seven lightsaber forms and experts of the remain three forms.

Companions

Import Companion (-50 CP): You can spend 50 CP to import an existing companion or create a brand new original companion, the companion can choose a origin, get all of its discount related to that origin and the freebies the origin provides, the companion gets +600 CP to spend on perks and items, however the companions can't purchase the **Jumper's Temple** item.
This can be purchased multiple times.

Canon Companion (-50 CP): By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion, this option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This can be purchased multiple times.

Wookiee Buddy (-50 CP / Free for Independent): A wookiee of your preferred gender that you've freed from enslavement, now this wookiee feels indebted to you, and would like to follow you on your journey. This wookiee has the **Skilled Pilot**, the **Great Bounty Hunter** perks, and a custom bowcaster that never breaks or runs out of ammo. This wookiee will follow you no matter the destination, even if you're heading towards hell, your wookiee buddy won't ever betray or abandon you.

Your Clone (-50 CP / Free for Clone): A clone of yourself, this clone has all the perks that you have that doesn't affect or need the mind and soul. This clone of yourself is mostly a blank state, retaining small parts of your personality, having a mind that's like a newborn child, this clone views you as a parental figure, and trusts you greatly.

Shining Padawan (-50 CP / Free for Jedi): A Togruta Padawan of your preferred gender with a lot of potential, depending on your purchase here this can be your fellow Padawan, or this is the Padawan that you're the master of. This Padawan has the **Force Sensitivity**, **Padawan Training**, **Wisdom of the Force** perks, and a generic green lightsaber from the **Your Lightsaber** item. This Padawan trusts you with their life, always believes that there's good in you, and won't betray you, if you don't betray them first.

Jumper Squad (-100 CP): A squad of 4 clones from the Republic Army, these clones were deemed defective as they aren't compatible with the inhibitor chips all clones are installed with. You've somehow saved these clones from termination, as such these clones swore their life and loyalty towards you. All of the clones have the **Logistics of the Army** and the **Good Soldier** perk without the military rank. All the clones are equipped with the custom phase II clone armor from the **Standard Clone Armor** item, a DC-15A blaster rifle and a DC-17 hand blaster that never breaks or runs out of ammo. These clones will follow you through any battlefield, and will face any enemies with you, only extreme abuse or betrayal will make these clones turn on you. You can import these clones separately or together in future jumps.

Drawbacks

Supplement Toggle (+0 CP): With this toggle, you may use this jump and use it as a supplement of another jump, this will allow you to either merge the settings of both jump or take the purchases you've made here into the another jump, drawbacks will still happen though, the involved characters in the drawbacks and their forces will all come with you to that another jump, there's no escape no matter where you run.

Fanfiction Toggle (+0 CP): This toggle allows you to make the setting of this jump to that of any fanfiction that is about the Clone Wars, fanfiction about characters from outside the jump getting tossed into the Clone Wars are fine, only a slight mention about the Clone Wars is not, the drawbacks will still happen, no matter how much changes the fanfiction makes toward the original story.

Extended Stay (+50 CP): This drawback will extend your stay by another five years, I would recommend you to leave, as things get really messy after the Clone Wars, if you taken this drawback multiple times, you'll be able to experience most of the events that occurred in the Star Wars series, all the way up to Return of the Jedi.
You can take this drawback as many times as you want, but you only gain points for six purchases.

Yoda Talk (+100 CP): Your speech pattern will be exactly the same as Jedi Master Yoda, while people can still understand what you're trying to convey, except the Jedi Order to make assumptions that you are mocking the Jedi Grandmaster if you're not of the right species.

Limbless (+100 CP): You will lose one of your limbs upon choosing this drawback, no healing or organic prosthetics will be any to replace your missing limb, as healing won't and organic prosthetics will be instantly destroyed when placed, you may have a cybernetic to replace your missing limb, however it will always feel uncomfortable and you'll never get used to the cybernetic replacement. **You can take this drawback multiple times, up to four times.**

Enemy of the State (+100 CP): Upon taking this drawback, you will be disliked by a faction in the galaxy of your choosing, it can be the Republic, Jedi Order, Mandalorians, Separatist, or any large group of people that have a large influence in the galaxy, while they won't kill you on sight, they will refuse to work with you, and distrust anything that you say, it will take a lot of good will to just turn them neutral, and you'll have to save them from destruction multiple times to even have a chance to turn them into allies.

Slaver's Favorite (+200 CP): Upon seeing or hearing about you, you will become the person most attractive to all the slavers in the galaxy, while this doesn't include any Hutts, many slavers across the galaxy will want to enslave you for personal reasons or to sell you off, better watch your back, as not even the threat of death will stop these slavers from trying to enslave you.

All the War Crimes (+200 CP): You know how Skywalker and his Padawan have committed so many war crimes that their enemies no longer trust their surrenders?
Now this will happen to you as well, your enemies will commit as many war crimes against you as possible, geneva convention, more like geneva suggestions or even geneva to do list, except your enemies to use really dirty and dishonorable tactics from now on.

Plastic Lightsaber (+200 CP): Your lightsaber and any sharp weapons just don't work on any enemies anymore, lightsabers you wield now work like batons, never dismembering any limbs or making any cuts, impaling an enemy is always non-lethal as any stabwounds your enemies suffer won't affect their fighting abilites and the impalement wound will be easily healed even without a doctor, this also applies to any sharp weapons you wield, at this point you might as well fight with your fists, at least it will be more lethal.

Darth Binks (+400 CP): Jar Jar Binks is now a Sith Lord whose intelligence and powers surpasses that of all the current Sith Lord alive, he's either a partner of the other Siths or a hidden mastermind no one knows about, the worst part is that nobody will believe you should you tell anyone that Jar Jar is a Sith Lord, and if you show too much of a presence or display powerful abilities expect Jar Jar to include you as a pawn in his dark plans.

Star Wars Amnesia (+400 CP): You will lose all and any knowledge about the Star Wars franchise during your stay, and any material from outside of the jump that will give you knowledge on Star Wars will only be accessible until the next jump, good luck on trying to stop the darkest plot the galaxy has seen in a millennium without any foreknowledge.

Hunted by the Hutt (+600 CP): A very influential and powerful Hutt will now be very obsessed with you, this Hutt will stop at nothing to make you their slave and the Hutt Cartel will support them no matter how much loses the cartel suffers, depending on your appearance, you're either going to suffer greatly or "suffer" in another way when you're enslaved by this Hutt, you will soon learn why neither the Jedi, the Republic nor the Sith wants to mess with the full might of the Hutt Cartel. While being enslaved doesn't end your chain, you'll definitely not enjoy being enslaved by a Hutt that is obsessed with you.

Somehow Plagueis Returns (+600 CP): How did he return? His apprentice made sure that he is dead without a doubt, but somehow he has returned. The famed Darth Plagueis the wise, coming back to take revenge against his apprentice, and he's bringing a hidden army no one has heard about that can rival both the Separatist Army and the Republic Army, your foreknowledge is most certainly useless now, expect more casualties, more chaos, and more war, the whole galaxy will be in an even greater turmoil, soon society on many planets, the Republic and the Jedi Order will collapse under the weight of this new war.

You've reached your ending, now choose!

Stay Here

Go Back Home

Continue on

Changelog

V1.1: Fix some grammatical mistakes and a few wordings in the jump. Changed the Clone Wars Amnesia drawback to Enemy of the State, added beskar in Material Cave option, increased prices and deleted freebies in the Jumper Temple Builder.

V1.2: Fix some grammatical mistakes and wordings in the jump found by suggestions. Added Blaster Hilt in the Lightsaber Builder, added an upgrade option in the Standard Clone Armor item, rebalanced some prices in the Jumper Temple Builder, added a Fanfiction Toggle in the drawbacks.

V1.3: Fix some grammatical mistakes and wordings in the jump found by suggestions. Added Wookiee Buddy, Your Clone, Shining Padawan, and Jumper Squad as OC companions, removed some discounts in the Jumper Temple Builder, and clarified the Jumper's Temple item.

V1.4: Rebalanced some prices in the Jumper Temple Builder, clarified the Your Lightsaber item, added dual-phase lightsaber option in Dual Core and Tri-Core in the Lightsaber Builder, clarified the rules of the Lightsaber Builder, added EMP Resilient add-on in the Lightsaber Builder, added Blast Doors in the Jumper Temple Builder, updated the Control Room in the Jumper Temple Builder, buffed the Blueprints of the Republic Army item, clarified some rules in the Jumper Temple Builder, reword some options in the Jumper Temple Builder, added the option to let you to choose the gender of the Wookie Buddy companion.