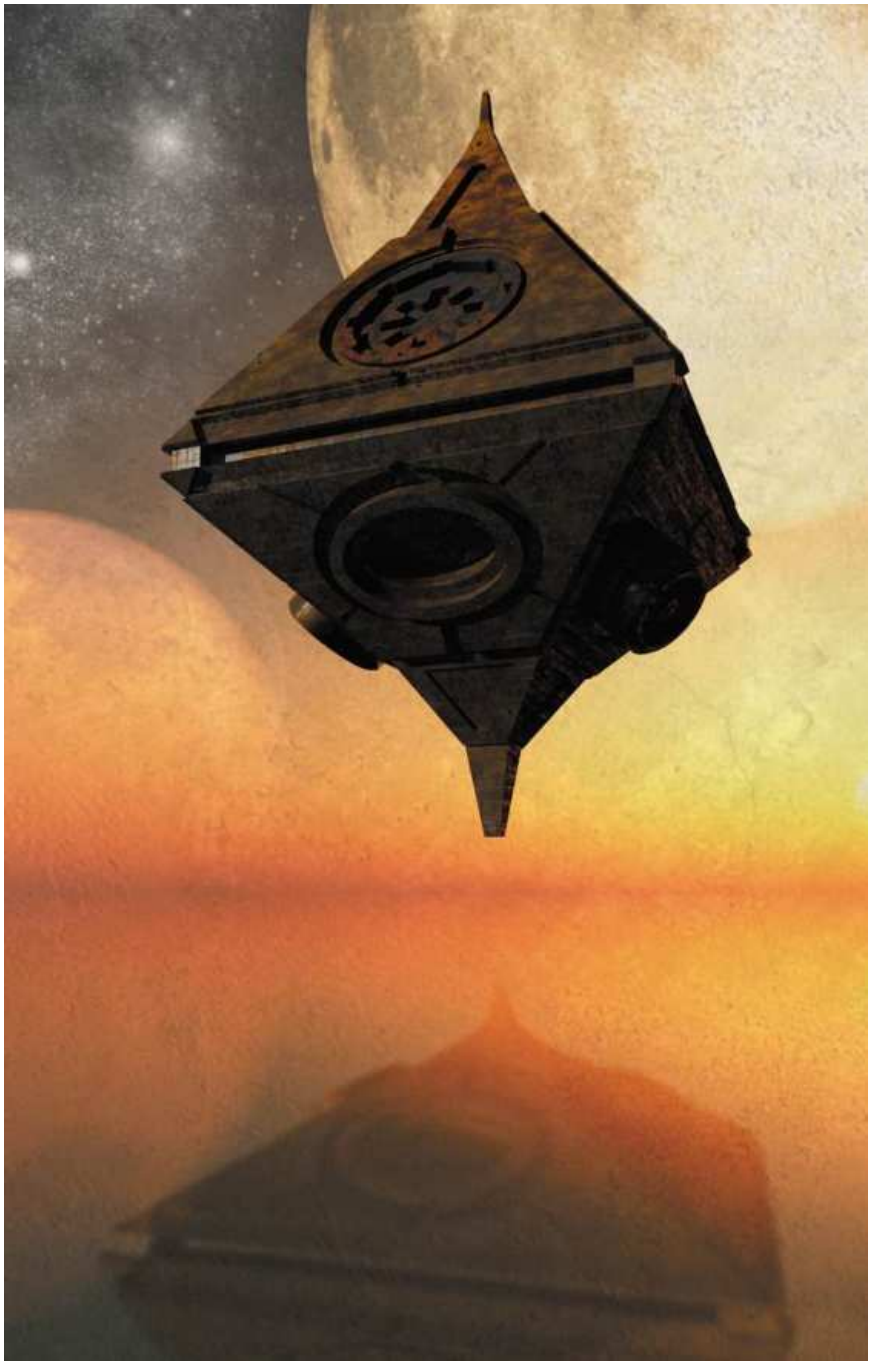
Star Wars
Dawn Of The Jedi



You're quite familiar with the Star Wars universe, no? Jedi, Sith, the Death Star, and all that stuff. Well here you'll go to the same world, except far, far in the past. More precisely, to about 25,793 BBY, almost 26 thousand years before the events of the movies. This far back, lightsabers are not yet a common weapon, hyperdrives are a secret known only to the cruel and ambitious Infinite Empire of the Rakata, and the precursor to the Jedi and Sith orders, the Je'daii, is about to face a historically monumental event. Only a few weeks after your arrival, a force hound of the Rakata, a force sensitive slave wielding a forcesaber, will appear in the vision of five young Je'daii. Believing this vision to foreshadow an important event and curious to discover who the black-clad individual is, they all converge on the site of the force hound's crash landing, where they meet him and after a few battles, convince him to join the Je'daii. The force hound, named Xesh, lives among the Je'daii, learning their ways and disturbing them greatly with his sheer immersion in the dark side of the force. After all, the Je'daii espouse balance between the light side and the dark side of the force, rather than favouring one or the other.

A few months later, the invasion force of the Rakatans will arrive, led there by another force hound, one named Trill. This leads into a bloody war that lasts for a whole year, where the Je'daii are forced to tap deeply into the dark side of the force to utilize the forcesabers they managed to make after replicating Xesh's weapon. At the end of the war, the Rakatan warlord leading the invasion manages to find what he was looking for; the Infinity Gate, an ancient structure hidden in one of the deepest valleys of the planet Tython, allowing for instant traversal to any part of the galaxy without needing another gate at the destination. It was built by the Kwa, a race of beings strong in the light side of the force who used their gates to wander the galaxy and uplift all they found. They had to destroy all but the Infinity Gate after they realized too late the sheer cruelty and ambition of the Rakata. Thankfully, a holocron left by one of the Kwa helps the Je'daii, triggering the planet Tython into awakening and destroying the Infinity Gate.

These events are what caused the Je'daii order to create lightsabers, based on the principles of the forcesaber, and is what led to the formation of the Jedi and Sith orders. But that only happens in the final year of your stay, BBY 25,783, so you'll have to experience the schism leading up to that after the Rakatan invasion. You have some time to prepare for the coming war, so have this to help you out;

+1000cp

May the Force be with you.

Origin

Now that you're entering this world, it's time to choose which side you're on. Whatever your choice, you'll be force sensitive, with a potential comparable to the main cast of this story.

Je'daii

You are one of the Je'daii, the precursor to the Jedi and Sith. You have been trained extensively in how to keep a balance, both in terms of balancing your passions and self-control as well as balancing your use of the light and dark sides of the force. This doesn't mean your balance can't be disrupted, whether willingly or not, and in fact if you want to use a forcesaber or use powers that lean too deeply into one side like force lightning, you'll have to disrupt this balance anyway. At the end of the day though, you're at the very least experienced in the ways of the Je'daii, and skilled enough in the Force to survive just fine in the hazardous environments of Tython. You're not a master yet, but you're definitely a promising student.

Infinite Empire

The Infinite Empire of the Rakatan is built on a foundation of the dark side of the force. Their technology uses it, and it permeates every part of their ruling caste. You may freely choose to be an actual Rakatan, or to be a force hound of some other race. Whatever you choose, make no mistake; you're not going to have a pleasant time as part of the Infinite Empire. As a Rakatan you'll have to deal with treachery and scheming on all sides, from superiors, subordinates, and peers, and as a force hound you'll be a slave that must follow the orders of your Rakatan master. Whatever your choosing, you're extensively trained in using the dark side of the Force, to the point that the Force having a light side seems like a laughable fantasy. You'd be particularly outstanding in terms of your power in the Force and your skill in using it, albeit this mostly means you'll have a larger target on your back or a more demanding master. At the very least, you'll be able to grow stronger the more you suffer, the pain and anger fueling your powers further.

Locations

Now, you'll have to choose where in particular you end up. Below you'll be given the options out of the various planets in the Tythos system. If you're part of the Infinite Empire, then you've crash landed in the location you choose somehow, like Xesh.

Tython

The fifth planet from the star, Tython is a wild and primordial world rich in the force. The environment and beasts here are so dangerous that only force sensitive people can reliably survive here. It is in this world that the Je'daii base themselves. In the past, the Tho Yor brought sages from many species across the galaxy to this planet, and their non-force sensitive descendants are those who went out to colonize the rest of the system. Now, the tradition is that any force sensitive person is to live on Tython, even if they are born to parents elsewhere, while anyone not force sensitive is to be moved to one of the other planets of the system, even if they are born on Tython. Additionally, one of the notable landmarks of this planet is the Chasm. Beneath Anil Kesh, the Je'daii's Temple of Science, lies an incredibly deep gorge. Nobody has ever found the bottom, as anyone attempting to reach the bottom goes insane, and never returns if they went in too deep. Even probes lose their connection and are lost. The truth of this chasm, unknown to the Je'daii, is that this is a protective barrier preventing access to the Infinity Gate, a creation of the Kwa that allows traversal to any part of the galaxy.

Ashla & Bogan

The two moons of Tython are what gave the Je'daii the idea of striking a balance in the force. Ashla represents the light side, while Bogan represents the dark side. They aren't properly colonized, but when a Je'daii loses their balance and leans too heavily on the light side or the dark side they are sent to one of these moons to ruminate on the balance and mediate upon the other side by the sight of the other moon. Those who lean too heavily into the light side are sent to the pale Ashla, while those who lean too heavily into the dark side are sent to the dark Bogan. Notably, Daegen Lok, a man instrumental to ending the Despot War years ago, is still imprisoned on Bogan.

Nox

The third planet from the star, Nox is an extremely polluted factory world, to the point that every city is encased in a dome that filters air to keep pollution out. Here are made many products hazardous to the environment. Not a lot of people live here, relatively speaking, but it is indeed populated and fully colonized.

Kalihmar

The sixth planet from the star, Kalihmar is a cosmopolitan world, and in fact is the most densely populated in the Tythos system. It was the first settled planet after Tython, with tall spires and picturesque cities of white metal. It could be considered to be the hub of business and religion in the Thythos system.

Shikaakwa

The seventh planet from the star, and the second most populated, Shikaakwa is almost lawless, ruled by many feudal gangster clans. They are known as the Nine Houses, being essentially an aristocracy ruling the lands and the interests of the planet. They used to answer to a singular overlord, called a Kral, until the Despot War where the Kral went to war with ambitions to conquer the whole system. Now, they are more fractured than ever.

Ska Gora

The eight planet from the star, Ska Gora is a temperate, verdant world filled with beautiful forests, swamps, and wetlands. Unwilling to mar the natural beauty of the planet, most of the population lives in flying cities here. That said, some wookies have illegally colonized some of the forests of the planet, and nobody's challenged their claim yet.

Obri And Mawr

The ninth and tenth planets from the star respectively, Obri and Mawr are the two gas giants of the Tythos system. The two planets have many moons, Obri with three and Mawr with seven. While not as populated as Kalihmar and Shikaakwa, these moons do have colonies on them, and the gas giants also have some gas mining facilities in their atmosphere.

Furies Gate

The eleventh and outermost planet, Furies Gate is mostly barren and only has one base and a scientific outpost, with an observatory that looks out to the rest of the galaxy. Many sleeper ships have been sent to the wider galaxy in an effort to expand beyond the system, but none have ever returned or sent a signal back, and no influx of new people have ever arrived to the system since the Tho Yor.

Perks

Now you'll have to define what you're capable of. Perks under a given origin's sub-section are discounted half-off to that origin, except for 100cp perks which are free.

General Perks

Diligent Training -0cp

Being able to wield the force is all well and good, but if your flesh is spongy and weak it's not gonna help much. Thankfully you've already undergone full physical training, making you as fit as a normal Je'daii master or Rakatan force hound. Of course you'll have to work out regularly to maintain this fitness, but you'll find the habit easy to maintain. It also helps you look quite good, in case you care.

Forgemaster -100cp

As spiritual as learning usage of the force may be, the Je'daii still do need weapons. And since lightsabers don't exist yet, someone has to craft all the swords they use. Perhaps you've learned under the current forgemaster, as you're now really skilled at blacksmithing, even having some minor engineering knowledge. You know how to create madog steel, one of the strongest and most durable forms of durasteel, to the point of being nearly unbreakable, and use it in the making of incredibly reliable swords. And while you don't know how to make a forcesaber or a lightsaber with this, it wouldn't take you too long to figure it out, especially if someone showed you the process.

Mind Twist -300cp

A unique trick developed by Daegen Lok during his stay in Bogan, the Mind Twist involves entering a target's mind and forcing upon them visions of your choosing. You can rifle in there for a bit to find what they most fear and present them visions of that shortly after, or maybe simply gather information they know without bothering with interrogation methods. Or perhaps you'll use it to help others focus on something in particular, such as the image of a gear that you must visualize in your mind to reach the Infinity Gate. The only ones that will know how to defend themselves against this sort of trick are the Rakatans of the Infinite Empire, and even then only the strongest ones could do so by merit of their minds being filled with unbearable darkness, rather than any knowledge of this trick and actively protecting themselves from it. Use it well.

Je’daii Perks

Maintain The Balance -100cp

Keeping the light and the dark in balance is an essential skill for any Je’daii. Thankfully you have as much training as would be expected of any master Je’daii, which allows you to not only keep a balance between the light and the dark side of the force, but also helps you maintain a healthy state of mind, allowing yourself your passions but controlling yourself before they become self-destructive. Unless your balance is actively disrupted in some way, you’d be a fairly well-adjusted individual all things considered. Of course, torture or supernatural corruption can disturb your balance, in both the force and your mental state, but that applies to everyone, no? Unfortunately keeping a balance is unhelpful for war, in which case willingly tapping exclusively on the dark side is very much an option.

Beast Master -200cp

There are many different beasts on Tython, such as flying, winged rancors. And some among the Je’daii thought that taming the beasts might be more useful than simply fighting them off or killing them. You’ve learned from the best of them, becoming adept at using your force power to communicate with animals to a limited extent, as well as making them obey you and perhaps calming them down if they’re riled up. You’re also well trained in riding all manner of creatures, which can be useful for travel or perhaps riding them into battle.

Seer -400cp

Perhaps the most instrumental tool of the Je’daii in their war against the Infinite Empire, seers have the ability to divine the future through deep meditation. This is reliable enough that they consistently used it during the war to predict the Infinite Empire’s actions and strike as if they had a spy within the Rakata’s ranks, when in truth they didn’t have any spies at all. Now, you are a seer as well, able to enter meditation to see glimpses of the future which are as thorough and clear as something you would expect from an espionage report. You can control what you see to some extent, such as a specific location, or event you think might happen. You won’t be able to see more than a few years into the future, but it’d doubtlessly going to be invaluable. Just remember that the Rakatans have ways to blind seers that attempt to divine them, so try to keep this ability a secret if you’re fighting against them.

Mysterious Bonds -600cp

The force works in mysterious ways. And in the coming war, there are a select few individuals that are very relevant to the overall bigger picture, despite them not being the best of the best. Just like them, now you’ll find yourself dragged into important positions in important events by strange circumstances, and building strong bonds to many people you meet along the way. Maybe you’ll see a vision of a certain black-clad individual that only a handful others see, or perhaps you’ll find yourself happening to be in the right place at the right time out of sheer coincidence. Either way, you’ll be part of the main “plot”, so to speak, provided you actually play along and follow the strange circumstances pushing you along. You will make many powerful friends, and while you may not have overwhelming power yourself, do you really need to when you have so many allies to help you out?

Infinite Empire Perks

Hatred -100cp

Tapping into the dark side involves letting your rage boil hot and maintaining that hatred for prolonged periods of time. The pain and suffering of it is what grants you power. Unsurprisingly, it's not exactly a pleasant experience. However, you've suffered enough trauma that you can maintain this state indefinitely. You're also experienced at staying focused even when absolutely furious, channeling your anger instead of lashing out wildly, all the better to exterminate your enemies instead of wildly attacking your masters and getting killed for it.

Cloak Of The Betrayer -200cp

Those well trained in the force are generally capable of sensing whether others tap into the light side or the dark side of the force, as well as their force sensitivity overall. However, there are ways to hide your own power, which you now know. It doesn't take active focus either, simply some effort to hide it to start with then you may as well be a normal mundane person until you reveal your power. Of course, actually using the Force or other powers will clue people off that something is wrong, but if you can manage that then you could go for years pretending to not have any powers. All the better for betraying your "allies" when they least expect it.

Mastery Of The Infinite -400cp

The Rakatans rule with a spiky, iron fist. You'd think that all the cruelty would cause issues, but they're also terrifyingly competent at keeping their subordinates in line. And however it happened, you've learned from their most ruthless leaders, being very experienced at keeping your subordinates focused on backstabbing each other instead of you, as well as subduing them just enough to not challenge you too much, without making them incapable of thinking for themselves and becoming incompetent fools. It's not going to be impossible for those who follow your orders to still rebel, of course, and they'll definitely hate you a lot, but insubordination will be less common than you would think when you're involved.

Wailing And Despair -600cp

The Rakatans engage exclusively in the dark side of the Force, and they delve into it very deeply. This is one of the techniques they use to increase their power; absorbing the minds of enemies that you kill through eating their corpses. This, in essence, traps them within your own mind in eternal pain and despair, reliving the worst moments in their life forever (likely to be any torment you inflicted before their death if they had peaceful lives). This is extremely unpleasant for you, but all the pain and suffering, including yours, will massively amplify your power in the dark side, and will likewise enhance other powers you have that work on negative emotions. The more victims you consume, the stronger you'll become. Additionally, all this suffering can be quite traumatic to anyone with the ability to enter your mind, serving as a decent defense even against unknown tricks related to manipulating the mind.

Items

While those who use the Force tend to focus on spirituality and personal capability for the most part, there's something to be said about the usefulness of tools. Here you can purchase some objects for yourself. There are no discounts for items.

Personal Ship -100cp

A relatively small ship only capable of holding you and a second person, these fighters are quite decent in a dogfight. You can also use it to travel between the planet of the Tythos system, although it doesn't have any hyperdrives so it might take a while to get around, and you won't be able to visit other systems with this. Most of the important conflicts in the coming war against the Infinite Empire is done planetside, but perhaps you'll want to use this anyway?

Je'Daii Blade -200cp

Made of madog steel, this nearly indestructible blade is made in the forges of the planet Tython, a standard armament for all Je'daii. It would take firepower capable of destroying the toughest spaceships to break, as that's exactly the kind of material it's made from. Aside from that, it's a fairly normal sword, if perhaps a bit basic in design. You should be focusing on the Force anyway, so try not to depend too much on it. Well, that would be the ideal, but unfortunately war is not so kind as to allow such pacifism.

Forcesaber -400cp

The relatively primitive precursor to the iconic lightsaber, forcesabers are essentially the same thing, with some differences. First, rather than a kyber crystal, it uses a black crystal specially grown through the use of the dark side, and requires the wielder to tap into the dark side of the force, through hatred, pain, or anger, in order to activate. And should you lose focus and let your anger (or whatever emotion you're using) waver, the blade will deactivate until you focus properly again. Due to this it's extremely dangerous to the balance that the Je'daii aspire to, as it is an extremely powerful weapon capable of slicing through their madog swords and any armor they have as if they were paper, and requires the exclusive use of the dark side to utilize. Unfortunately, due to the strength of the Infinite Empire, the Je'daii had to accept using the forcesabers in the end. Now, you have your very own forcesaber. The hilt is black with a very simple design, and the blade is a sickly purple. You cannot customize it unfortunately, but it is a useful weapon nonetheless, provided you can bear with the toxic mindset you must maintain to use it at all. You'll also get a manual on how to craft more, as well as how to make the dark crystals it uses.

Infinite War -400cp

Are you sure you're supposed to have this? If you are not Rakatan yourself, they are unlikely to tolerate one of their kind having one of their warships in their command, and even if you are, Predor Skal'Nas will definitely not appreciate another Rakata being present to steal the glory of taking Tython. This warship is massive, capable of acting as a beachhead for an invasion of an entire solar system. It holds many fighter ships, and slave troops for you to command, albeit it does not include a force hound for you. Still, do not believe yourself invincible, as the Je'daii can be quite capable on their own, not to mention this is merely one warship compared to the many that the Infinite Empire has. Still, you certainly have the power to be a major player in the war to come, one way or another.

Infinity Gate -600cp

Rather than a gate, or anything technological, this marvel of light side engineering looks like a small lake of mystical silver fluid, with tendrils of it idly stretching upwards. On its own, it is extremely dangerous, quickly dissolving any unlucky creature or person that falls into it to the point that only bones remain. If you take control of the gate with your Force power, however, it transforms and shows you the galaxy, countless planets swirling before you.

Through this Gate, you can transport yourself, or anything you can fit through the gate (particularly large ships probably won't fit), to any point in the galaxy that you desire. The Gate serves to show you all potential destinations, where they are on the galaxy, and it would only take some work to find any particular location in the galaxy you wish to observe and invade. No gate is needed at the destination; anything passing through the Gate will find itself wherever in the galaxy the Gate connected to, likely being quite the nasty surprise to any prospective victims you decide to conquer. That said, you'll need someone stationed at the Infinity Gate to open another portal to let you return, or maybe you'll be the one staying there, ferrying your forces back and forth.

If you're smart, you might be able to research how the Infinite Gate works, to make lesser gates that require another gate at the destination, like the ones the Kwa had seeded across the galaxy once. Or perhaps you want to properly replicate the Infinity Gate, as if one wasn't enough? Just keep in mind that this is forcetech using the light side of the force. If you cannot wield the light side of the force, you won't be able to recreate the technology used in the gate in any capacity, albeit controlling it is still possible.

Companions

Perhaps you'd rather not be alone? If so, this section provides.

Riding On The Tho Yor -100/200/400cp

With this option, you may import Companions you have from previous jumps, or perhaps create new ones wholesale. 100cp allows you up to 2 Companions, 200cp allows you up to 4, and finally 400cp allows you a full roster of 8. Each Companion will have 600cp, and may obtain more through drawbacks. Things might get awkward if they do not share your origin, but it is not mandatory that they do so.

Connected By The Force -0cp

Alternatively, if you've grown attached to someone in this world, you may make them a Companion. All you need to do is convince them to travel with you, and they'll become a Companion at no extra cost. While there are many who are unlikely to leave their lives here behind, there might be some you can convince, especially if they're the adventurous sort. Perhaps you'll take them to other Star Wars jumps and show them the far future of the galaxy they call home?

Drawbacks

Perhaps 1000cp was not enough for you? If you wish for more power, be wary that there is a price. Here you may gain more cp, limited only by the fact that there's few drawbacks and you can only take them once. But perhaps that much is already enough.

Living History +0cp

This period of time is far, far before nearly every other story set in this universe. It's practically prehistory, and much that is taken for granted 20 thousand years in the future is still being established at this time. With some knowledge and a bit of power, you could fundamentally influence everything to come, from the Jedi and Sith to even the technology that force users end up adopting, such as lightsabers. With this option, you may see how your influence changes the world, as you may extend your stay in this jump as far as you wish. Stay for a lifetime to witness the establishment and early years of the Jedi and Sith, maybe for a few thousand years to see the Galactic Republic become the foremost government in the galaxy, or perhaps for tens of thousands of years to really see the galaxy develop. Hopefully you'll have some way of dealing with the issue of aging, if so.

Despot War +0cp

You do not start mere months before the invasion of the Infinite Empire. No, with this you will instead arrive in this world 12 years prior, in BBY 25,805, the year where the Despot War begins, only a few months before Despot Queen Hadiya decides to conquer the whole Tythos system. She wages a bloody war against the Je'daii, and in the end it is her assassination at the hands of Daegen Lok that she is truly defeated and the war ended. Maybe you'll interfere in this war? Or perhaps ignore it and prepare for the invasion of the Infinite Empire? Either way, you'll stay for longer, until the usual end date of BBY 25,783, staying in this world for a total of 22 years.

For The Clan +100cp

Even when you wish to start a new life, sometimes you cannot escape your roots. You hail from one of the Nine Houses of Shikaakwa, you're even the heir of it. This will draw you into a vortex of politicking, scheming, and backstabbing that even a fierce crimelord would find incredibly dangerous. Even if you do not wish to partake in any of it, the patriarch of your clan will regularly attempt to change your mind, maybe even drag you back by force if they have to. Thankfully, they are not force sensitive, but your own powers in the force will do little to dissuade them. Perhaps you'll want to stay in Tython and never leave to avoid them?

Shaky Balance +200cp

The Je'daii espouse balance, not just in the Force but in your lifestyle as well. Unfortunately, this lesson is significantly harder for you than it is for most others. You're a really unstable individual, liable to slip into the dark side a bit too much by overreacting to mild inconveniences, and generally having a rather loose grasp on sanity and reason most of the time. It's not an insurmountable problem, but it will be a consistent obstacle to anything you do. Or maybe you'll just go off the deep end and become a lunatic obsessed with power. You'd fit right in with the Rakatans if so at least, not that they'd ever afford you any respect unless you're one yourself.

Infinite Slavery +400cp

You're a force hound under the service of a Rakatan warlord. Always have been. Jumpchain? Forget such silly nonsense and follow the orders of your master like a good slave. You'll have to fight extremely had just to break the conditioning and indoctrination you've been subjected to, which is going to be almost impossible without some positive influence on your life to nudge you forwards, but worse than that is that any powers you possess from before this jump that might provide you with an advantage is reduced in scale to something more appropriate to the power of force sensitives in this universe. You might be a particularly versatile and capable force hound, but you won't be able to just crush any Rakatans you meet like ants. Your fight for freedom will not be an easy one, albeit mercifully most of the difficulty lies in properly accepting that you are not a slave and should rebel against your master.

Cruel Fraying +600cp

The Rakatans hold a secret so terrible and fearsome that most deny it, and few ever speak of it; their powers are waning. Countless years of commanding slaves more than the force have frayed their connection to it, which will eventually lead to them losing their force sensitivity entirely. Whether or not you are a Rakatan, you now face the same crisis. Your powers wane, weakening year by year, not just your Force powers but any others you've gathered on your journey, slowly slipping from your grasp like sand. Thankfully, you still have time; it'll take until 9 years from the start of this jump for you to become completely powerless. Perhaps, in that time, you might find a way to renew your connection to the Force, and by proxy restore your other powers. Perhaps the Infinity Gate, powerful light side artifact that it is, might be a good place to start?

Notes

>Strength in the force
Potential isn't really focused on much in this story, and those who are particularly strong are dark side users who have immense suffering and trauma to draw strength from rather than depending on just innate power. Likewise nobody gets up to particularly wild feats that are shown in later stories like Tales of the Jedi and the Golden Age of the Sith. Really people are more in line with the scale of force power shown in the movies for the most part.

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