Star Wars Tales From Galaxy's Edge Gauntlet

By TechnicalWafer

Welcome to (or back) to a galaxy far, far away. This is a time between the Last Jedi and Rise of Skywalker, when the First Order and Resistance are fiercely fighting for the fate of the galaxy. But you're not really getting into that, not directly. You are merely a humble droid repairman, just arriving to Batuu, a planet on the Outer Rim. You're merely a humble droid mechanic just arriving to Batuu for your boss Mubo, and piloted by J-4X. However, your routine job is suddenly changed when pirates from the Guavian Death Gang board your ship. You are on the first steps of a truly epic adventure…

You are reduced to your Body Mod
You get 0 CP
+0 CP

You start out on a ship above Bantu, but after your encounter with the Guavians, you end up at Black Spire Outpost, with a small apartment next to Seezlslak's Cantina.

Perks

Droid Mechanic (Free)
This is kind of a job requirement for you, correct? This gives you 10 years of mechanical skill on the level of Star Wars. Your not going to be as good as Anakin Skywalker right away, but by the end of your adventures here, you should be a clear match for him in this field at least.

Find Your Way (100 CP)
The wilds of Batuu are not exactly easy to traverse, even for the natives. This will give you a smattering of skills which will keep you from making a complete fool of yourself.

Archeologist (100 CP)
This gives you a understanding of all common languages in-Jump, as well as basic knowledge on all cultures that exist in the setting. While not exceptionally deep, it is akin to a basic follower or member, giving you a foot in.

Scavenger (200 CP) luck in finding items perk
For most folks who aren't part of the Resistance or First Order, good supplies can be hard to find, and even if you are part of either group, you won't always have what you need. This gives you a sizable boost to your skill and luck in finding items when your wandering about. You won't always be able to get truly legendary items, but there will be enough to keep you well fed and protected from trouble.

Adventurer's Constitution (200 CP)
While Batuu isn't the most dangerous planet in this universe, it certainly isn't idyllic. You might take some real hits and won't have any bacta around for help. This perk won't eliminate that problem, but it will make it a lot less of a problem

Friendly Face (300 CP)
While there have been and will be many great and terrible beings in this galaxy that can single-handedly win wars, more often than not, incredible feats are done by groups of individuals, often those who no one suspects to be of any importance. This perk will help you with getting said individuals to your side, with a little bit of luck. You are able to set up a firm trust in yourself, your cause and between colleagues to help prevent any real problems from popping up.

Combat Savant (300 CP)
Often in the wild corners of this galaxy, you aren't able to get a good weapon. In that case, just swinging can get you out of a surprising amount of trouble. While you're no Mandolorian, you are definitely above any pirate or smuggler, and even surpass First Order troopers in skill and talent.

Never Tell Me The Odds (400 CP)
Why would I, when they seem to always go so well for you? With this perk the whims of fate favor you and your allies, while your foes are stricken with misfortune and accidents. This may occasionally falter though, but that just means that something really good will happen to you when you least expect it.

Droidsmith (400 CP, Requires Droid Mechanic)
Ok, now you are definitely better than Skywalker. This gives you a straight upgrade to your Droid Mechanic perk, and with enough time, you can actually improve the standard for robotics in this universe. This won't take you straight to comic book super-science, but you'll definitely be better than anyone else around here.

Items
All-Kit Tool (Free) Your All-Kit tool has three functions: a torque wrench, an arc probe, and a fusion cutter. It will prove helpful in a number of situations, whether it's repairing a remote in the middle of combat, hotwiring a broken blast door, or slicing open a supply container.

Basic Gear (Free)
This will give you 1000 credits, a All-Kit Tool, and a primer for everything that's happened here for the last 10 years.

DataGrip and Inventory Pouch (Free): Your wrist gauntlet tracks your health, receives transmissions, scans objects, and can even show you the way if you get lost.

Bacta Spray (25 CP, first free): When you need to heal up after a serious firefight (or in the middle of one), bacta spray will help piece you bac together.

Remote Droids (25 CP each) The Marksman training remote droid is probably best remembered as a tool of the Jedi for training padawans how to deflect blaster fire with a lightsaber. They are able to be modified and worked on, however, and can be useful in a clever fighter's hands. They are often used to act as cover fire in the air and draw away enemy attacks.

Standard: This model is relatively common on Batuu, and is useful as a way to draw fire away from you while laying down some of its own.

Shield: This model has an energy shield to provide it with some staying power

Detonator: This locks onto enemy combatants and explodes on contact

Blade: While this model doesn't have a blaster, it is still armed with a razor sharp bladed rim.

Elite: This model has both an energy shield and blaster attachment

Gloves (50/200/300 CP)
You can get one for 50 CP, two for 100 CP, or get all of them for 200 CP. Post Gauntlet you can combine all the abilities of each glove into a single pair while still keeping the originals.

Armored Gloves- allow the wearer to take 25% less damage from all weapons and enemies

Vent Cooldown Gloves- allow the wearer to get more shots before your blasters overheat

Stabilization Gloves- will reduce recoil from weapons

Medic Gloves- These gloves will automatically inject a bacta pack into the user when they're health is low. Will need to cooldown for a period of time.

Shoulder Slots (50 CP) This is just what it says it is; two additional slots for weapons or items on your shoulders. Surprisingly useful to have more weapons on hand, especially around here.

Combat Visor (50 CP) This visor upgrade is designed specifically for combat and spotting enemies at a distance. Much like the shield remotes, the onboard HUD will mark enemies with a target, making them more visible from behind obstacles.

Hoverpack (50/100 CP) This hoverpack may not be a Mandalorian jetpack, but it can serve you well in exploration and combat. For 100 CP, you can get the hoverpack mobility module. This allows you to move in multiple directions as well as greater fuel efficiency.

Charging Holsters (100 CP) Tired of your blasters running out of juice? Clip a weapon into these holsters and wait until they charge up. Weapons charge up slowly and at different rates,

but it doesn't work for projectile weapons.

Weapons

A475 Blaster Rifle (50 CP) Carries lots of ammo but tends to overheat

DH-42 Blaster pistol (50 CP) basic blaster pistol carried by law-abiding citizens and pirates throughout the Outer Rim.

DL-99 Heavy blaster pistol (50 CP) It has incredible power and accuracy, but scarce ammo so make sure every shot connects.

DP-64 Scattergun (50 CP) basically a pump action shotgun, that fires streams of deadly slugs.

Thermal Detonator (50 CP each, 1st free) This is basically a grenade. Prime it, throw far away from you, and enjoy the explosion!

Trip MIne (100 CP) these are outlawed in many systems, they can be disarmed with multi-tool, when deployed they wait until their triggering laser is tripped and explode.

A-1214 Bolt Launcher (100 CP) hurls explosive bolts at a target in an arc, if the bolt doesn't hit them, the explosion will.

A-1027 Charge Rifle (100 CP) Requires patience and precision, charged shots do more damage but use more ammo.

E-Web Blaster (150 CP) a heavy repeating blaster on a tripod, very effective at clearing out hordes.

Bowcaster (150 CP) a traditional Wookiee weapon that is extremely heavy, but is incredibly powerful. Fires 3 shots normally but can fire 5 when fully charged. Can be fired in a line spread or a straight cone.

First Order weapons
F-110 Blaster Rifle (100 CP) standard issue blaster rifle of the First Order. Can be fired single shot or automatic.

F-11AEA Blaster Rifle (150 CP) Shotgun like blaster with built in energy shield to block fire. Will wear down with damage, so use carefully.

G-125 Projectile Launcher (200 CP) A 3-barrelled rocket launcher used by hover troopers. Requires a cooldown after each shot, but it's good when you have the range.

Drawbacks

Downgraded Graphics (+100 CP)
Things shouldn't look this bad, and yet they look as blocky as the original Pong game.

Foot in mouth syndrome (+100 CP)
You will constantly mess up what you say, and find it easier to just stay silent while you are here. Doable, but not recommended.

Porgs everywhere (+100 CP)
Porgs will get in your way, and steal your stuff. While you can hide it with Mubo, they will try to get into his stuff too.

Less harvestable ingredients (+200 CP)
While not the biggest issue, it can become annoying after a while when you need to get some specific materials.

Clumsy (+200 CP)
You become unstable when walking and running, which will affect your ability to travel around Batuu.

Coverless (+200 CP)
In a firefight, one of the most important things to worry about is if you have cover. This is obviously because you can't shoot someone if you get shot first. Around here, though, it appears that cover only works half as well for you. Better keep those bacta sprays handy, and end fights as fast as you can.

Less credits available (+300 CP)
While pirates are known for their love of treasure,, the ones around here are likely hiding it somewhere you can't reach. That or they aren't getting a lot of luck with their trade. Either way, you will need to work twice as hard to earn the same amount of credits you would have if you didn't take this drawback.

Pirate's Ire (+300 CP)
Looks like the Guavian Death Gang really wants you dead now, eh? Tara Rashin is quick to call up aid, and even after her defeat, pirates will keep showing up in the Batuu wilds. While they aren't invincible, there are a whole lot of them, and they will use probe droids and Viper droids to hunt you down.

First Order's Wrath (+400 CP)

The First Order itself is now after you. While they won't throw a Star Destroyer at you immediately, they will send a lot of troopers your way even before you destroy their outpost, and afterwards you might become targeted by real big shots like Hux or Phasma.

Combat unready (+400 CP)
You are honestly terrible in combat. While you might have some luck by carefully planning, you are just as likely to win by running around wildly and not using any cover.

Rewards

For completing the main story
You get to keep everything you bought here to your Body Mod. This means all Perks, Items, Companions, and even Rewards found below.

You must go at least one of the additional adventures here. They are described below. For each one that you take, you get +400 CP

Collect J-4X parts
Before you crashed on Batuu there was a droid pilot for your ship named J-4X. He was blasted through the head by the pirate captain, but he can be repaired. The problem is that during the crash he got separated into a bunch of pieces.

Reward: For going back and repairing him, you gain J-4X as a Follower. You also gain a franchise of Mubo's Droids as a Warehouse attachment. Half of the profits made by the shop go to you, and it is a good repair shop if you need it.

A Relic in the Ruins
In the corner of the cantina, you meet an Ithorian named Dok-Ondar. He's a collecter of relics on the black market, who has a mission for you.An old colleague of his named Deek has gone missing. Dok wants you to find a relic that Deek held. He doesn't want the relic itself, but the cypher carved into it. This cypher hides the combination to an ancient Jedi vault. You'll have to go to Sardeevem Chasm to get the relic. Be careful though, there are many pirates wandering the area.

Reward:

Cavern of the Moon (can only be taken after A Relic in the Ruins)
After helping Dok find the cypher, you get involved with a treasure hunter named and her companion. You end up fighting a notorious cybernetics mogul named Baron Attsmun who has an army of droids. He already tortured Deek to get the information on the Jedi vault, and will gladly turn his attention to you too. Take him out if you can and escape the First Order who are following you both.

Reward:

Fury of the First Order (can only be taken after Cavern of the Moons)

After everything that has happened, your former boss Mubo calls you and says that the cantina has been attacked. After investigating the scene, you find Honda Onaka hiding in the bathroom, who tells you that the First Order took Seezlslak for reeducation. It's up to you and your allies to save Seezlslak and take out the First Order on Batuu.

Reward: **Spark of Resistance**. No, not your Jumper Spark, this gives you a major boost to all activities that involve fighting a guerrilla war and/or for the betterment of those being oppressed. You also gain **R2-D2** and **C-3PO** as allies. While you aren't able to truly Companion them, you can call on them for aid in certain situations. Between Artoo's experience and technical skill and Threepio's translation and diplomatic abilities, you can solve a lot of problems before they happen, and even handle the unexpected.

Temple of Darkness

Batuu once held a Jedi outpost, back in the era of the High Republic. However, this wasn't always a peaceful place. This tale puts you in the shoes of Ady Sun'Zee, a Mirialan Jedi Padawan on Batuu during the High Republic. You have to find your master Sylwin after a sinister artifact is activated, causing the Jedi to turn on each other.
Reward: Force Sensitivity and Jedi Padawan training

Sacred Garden

(Can only be taken after Temple of Darkness)

Instruct your new Padawan Noaa in the ways of the Force, and show them how to solve puzzles and problems with the Force.
Reward: Jedi Knight training and teaching/wisdom boost (can use force heal, mind trick, lightning)

Bounty of Boggs Triff

For this tale, you will be in the body of IG-88B in the middle of Empire Strikes Back. You have taken up a bounty on Nar Shaddaa by a civilian named Neeva. She's hired you to find the location of her brother, who has been taken by gangster named Boggs Triff. He's a ruthless one, and two bounty hunters who crossed him before ended up dead. Needless to say, taking him out will make many of the inhabitants of this neighborhood happy. However, it won't be easy. Boggs has a large gang, and often stays holed up in his fortress. Tear your way through his men, find out where Neeva's brother is, and put Boggs down.
Reward: IG-88 alt form, with all weapons, equipment, and skills (heat sensors, sound sensor, multiple photoreceptors, full rotation of the body, flamethrower, sonic weapons, toxic gas dispensers, neurological poison darts, vibroblades, concussion discs, and built-in arm blasters)

Vader Immortal

For this tale, you are taking the place of a smuggler who operated around Mustafar around 2-1 BBY. You are taken before Darth Vader, who plans to use you to activate a certain artifact to resurrect his wife. You have to prevent this from happening by any means necessary.

Reward: You can take the hydrospanner that got you out of your cell, the Proto-saber, the Windfall (good smuggler's ship), and ZO-E3 as a companion. However, if you want some more prizes, then maybe these will be more for your liking. a copy of Vader's fortress with NPC's to man it (you can control if the area around it is either volcanic or temperate), 50 of the droid sentinels on Mustafar, and a 4 armed rancor as a pet. The biggest rewards, however, can do much more than this. First is the artifact you were taken for, the Bright Star. This serves as an excellent conductor of energies. The Bright Star is meant to be used with the Aeon Engine, which while broken, can be repaired if given enough time and expertise. The final reward is relatively small, a treasure map that covers the entirety of your current Jump. This will lead you to great treasures, but also great dangers.
If you haven't already gotten Force Sensitivity, you gain a flat upgrade (from typical Jedi Knight to the level of Obi-Wan Kenobi, Mace Windu, or Count Dooku).

Notes

This took a long time to really get figured out

Decided to combine tales from Galaxy's Edge with Vader Immortal and Star Wars Kinect, but need ideas for the latter.