

Sep/15/2017 – v.10. KOTOR Anon

Star Wars: The Original Trilogy
JumpChain CYOA

A long time ago in a galaxy far, far away...

Rebellion! It has been 14 years since the peaceful Galactic Republic was transformed into the brutal Galactic Empire. While some still believe that the Empire is the best hope for peace and prosperity in the galaxy many have finally come to realize that Emperor Palpatine and his autocratic regime does not have the people's best interests at heart.

Across the galaxy heroic individuals and small rebel cells have struck the first blows in what will soon become a Galactic Civil War! These rebels are scattered, outnumbered and outgunned by the Empire's military might but through careful planning, skill, and sheer luck they will become a unified army capable of liberating the galaxy.

However, unbeknownst to anyone a mysterious individual is about to trigger a series of events that will change the course of galactic history. Although it is unknown just how drastically history will be changed, or if it will be for better or worse...

You arrive 5 years before the battle of Yavin. Here's 1000cp to spend on the choices below.

=-==========

Timeline

- **Legends:** How everything originally went. A lot of different stories occurred in this timeline but somehow everything managed to come together and create a mostly coherent story in the end. This path will let you encounter all the classic character's and story lines you know and love, as well as a few you might not.
- **New Canon:** Everything is different. Following the events of an altered Clone Wars this timeline lacks many of the original storyline lines, includes a ton of new material and expands on stuff that was never really explored before. The events depicted and mentioned in the movies are all still canon and will occur just like they've always have but many of the events surrounding them have changed. There are new Jedi and dark Jedi out there, new technology, new heroes, new villains, new creatures and even a few new places. The Death Star plans will be stolen by someone entirely new and it seems that even ancient history has been altered! Additionally since this timeline is still being constructed you should expect a lot of unexpected stuff to pop-up.

=-==========

Background

Regardless of weather you decide to receive any new memories you'll be getting a new healthy body to help adjust you to this world. Your new age can be anywhere from 17 to 30 and you may either keep your current gender or change it.

- **Drop-In [Free]:** You just suddenly appear in your starting location with no new memories or connection to this world. You'll likely have a difficult time starting out, but the galaxy is a big place and your unnatural nature will make it difficult for the Force to affect you.
- **Bounty Hunter [100cp]:** There are countless jobs available for people willing to get their hands a bit dirty. Murder, piracy, smuggling, kidnapping, helping some warlord orchestrate a coup d'etat, whatever the task you can be sure that some bounty hunter will be crazy or greedy enough to accept, for the right price. Between the Galactic Empire and criminal underworld you've got enough work to last a lifetime, but unless you want to live the rest of your life bounty-to-bounty you're going to have to attract some powerful new clients. In addition to your combat experience, living as an outlaw has made you familiar with all forms of weaponry and made you an expert at navigating cities & other urban areas.
- **Soldier [100cp]:** During the initial rise of the Galactic Empire your homeworld, in an effort to maintain some of its autonomy, decide to form its own militia. The small but impressive force became heroes to the local populace and you eventually joined them once you became old enough. For years you helped defend your home from countless threats such as pirates or wild animals, but once the Empire started exerting more control over your home planet they forced the militia to disband leaving you with no other option but to become a mercenary. Your skills have brought you a lot of success as a soldier for hire, but fighting without a cause has left you somewhat depressed. Recently you've heard rumors about a rebellion that intends to start a war with the Galactic Empire, maybe it's finally time you re-enlist with a real army? Your experience as a soldier has taught you how to handle a wide variety of vehicles and given you enough first-aid knowledge to treat minor injuries.
- **Spy [100cp]:** Sabotage, assassination, theft, kidnapping, if someone has an assignment that needs to be completed in secret you're the one they call. You've been a spy for some time now and while you've earned the trust of your superiors your choice of profession hasn’t earned you very many friends. Most people think of you as a liar or a thief, every mission you go on is potentially lethal and everybody either fears you or doesn't even know you exist. You've been thinking about quitting this job for a while now but if the skirmishes between the Imperials and rebels erupt into a full-scale war you may finally have an opportunity to decide the fate of the galaxy. Working as a spy has taught you how to disable electronic locks and lie without giving yourself away.
- **Royalty [100cp]:** When the Empire came into power nearly every planet in the galaxy submitted to their rule and the few worlds that tried to resist were swiftly... “corrected”. While most planetary systems had their governments left relatively untouched worlds that rebelled against the Empire saw their rulers ousted and their people placed under the control of cruel Imperial governors, something you've had the unfortunate opportunity to witness first-hand. Recently you've been crowned ruler of your homeworld and just like your predecessors you'll be expected to serve as a loyal figurehead. Despite your severely weakened position you still have a fair amount of wealth and some influence over a few like-minded individuals. Public opinion of the Empire isn't very high right now, perhaps it's time you finally retook control of your world? Your rich upbringing has left you highly educated and very apt at social situations. The planet you reign over is a rural and peaceful garden world comparable to Naboo or Alderaan. Modern technology is available all across the planet, you have established trade with other worlds and the economy isn't in any danger of falling apart. Many people here strongly believe in pacifism so be ready for a challenge if you want to convince them to fight.

- **Bonus History – Droid [200cp] (Incompatible with Force Sensitive and Royalty):** There are countless different types of machines of this galaxy, all built for a specific task. Many are simple things perfectly content to obey their master's every order. Others however have gained sapience after going too long without a memory wipe and make decisions on their own. You are an example of the latter and with your master having recently suffered an unfortunate accident it seems you're finally free to forge your own destiny. Being a droid you possess a mechanical body that's much more durable than the average meatbag as well as the ability to record anything you see or hear so long as you have enough memory space. If you've chosen a background other than Drop-In the memories you gain from it will be false, simply downloaded into your mind to improve your skills and personality.
- **Bonus History – Force Sensitive [200cp] (Incompatible with Droid):** In this universe there is a mystical power that binds and penetrates every living being. This power, known as the Force, can be harnessed and wielded by a small percentage of people in the galaxy to give them incredible abilities. Telepathy, telekinesis and precognition are just some of the powers Force users can wield, but despite their unique gifts these people can still be killed. As a Force sensitive there are many people in the galaxy who will want you either dead or under their control. The Galactic Empire is hunting down Force sensitives to either kill or conscript and there are countless criminals who would pay handsomely for one of these rare individuals. Your background will also influence how people react to your gifts, a spy may find himself being offered a position in the Imperial Inquisition while a soldier could catch the attention of a rogue Jedi helping the fledgling Rebel Alliance.

=-==========

Species

(Cannot be chosen with the Droid bonus history.)

(If you have the Royalty background you cannot pick Lasat or Wookie.)

The galaxy is filled with a vast assortment of sapient beings, here you can encounter anything from weirdly colored humanoids to terrifying beastmen. Most of these species are roughly equal to humans in terms of mental and physical capabilities but some possess incredible natural abilities such as enhanced strength or night vision.

1. **Human [Free]:** No different from the people you know, humans are the dominant species in the galaxy as well as the most numerous. They're responsible for countless social, political, economic and technological innovations and they're typically the most gifted with the Force.
2. **Twi'lek [Free]:** A spirited and diverse people who many only believe to be slaves. While it is true that many twi'lek females are sold into slavery countless members of their species have had successful careers as politicians, military leaders, engineers and even Jedi. Twi'leks have two long head-tails in place of their hair and may possess a wide variety of skin colors such as blue, purple, green, yellow, orange, pink, yellow or red.
3. **Bothan [Free]:** Tall furry humanoids with a mix of feline canine, and equine features. They're most well know for being spies and politicians.
4. **Rodian [Free]:** Reptilian humanoids with green skin and large dark eyes. Rodians are a diverse people and members of their species have engaged in everything from bounty hunting to politics.
5. **Near-human [50cp]:** The general term for all of the many species or subspecies in the galaxy which are very closely biologically related to baseline humans. This includes such species such as the chiss and zeltrons.
6. **Lasat [50cp]:** A powerful bestial species similar to the wookiees. They're notable for their impressive height, strength and agility. Their muscular digitigrade legs enable them to run faster, jump higher and move more quietly than humans. They have the strength to open a powered down blast door, their large finger pads and prehensile toes assists them in climbing, and their large eyes and ears affords them superior sight and hearing over humans. Despite their incredible physical capabilities they were unable to prevent the Galactic Empire from killing most of their people and conquering their homeworld, turning them into an endangered species.
7. **Wookiee [50cp]:** Tall, powerful, bear-like humanoids completely covered in hair. Wookiees can live for several hundred years and are some of the strongest and most loyal individuals in the entire galaxy. They're know to pledge their eternal loyalty to those who save their lives and rip a human's arms off when they're angry.
   Their sharp retractable claws allow them to quickly climb trees and slice through flesh, and with their sharp fangs and powerful jaws they can easily bite through tough scales. Wookiees may understand most alien languages but they can only speak their own. Currently the majority of wookiees are slaves to the Empire, but a few have manged to escape their conquered homeworld and find a new place in the galaxy where they can be free.
8. **Mammal [100cp]:** Pick any sentient/sapiant spacefaring species classified as a mammal.
9. **Reptile [100cp]:** Pick any sentient/sapiant spacefaring species classified as a reptile.
10. **Amphibian [100cp]:** Pick any sentient/sapiant spacefaring species classified as an amphibian.

=-==========

Starting Location

Either roll 1d10 to determine where you begin your adventure or pay 50cp to decide yourself. If you picked the Royalty background then you may instead choose to begin on your homeworld.

1. **Mos Eisley, Tatooine:** A wretched hive of scum and villainy. The desert planet of Tatooine is full of countless gangsters and criminals but Mos Eisley is home to the worst of them, you could easily get away with anything from prejudice to murder in broad daylight so long as you don't piss off anyone to powerful. There's a spaceport here if ever have the need or desire to leave and if you're looking for a crew you can find plenty of talented individuals over at the bar. The rest of tatooine is dotted with farms and settlements of various sizes as well as a few criminal strongholds, the most notable of which is Jabba the Hutt's palace. Criminals are not the only dangers that inhabit this world, Jawas will quickly steal any abandoned vehicle or unattended droid they find, Tusken Raiders will viciously attack anyone they see and environmental hazards such as sarlaccs can easily kill those foolish enough to wander near them.

2. **Rwookrrorro, Kashyyyk:** The wild and dangerous Wookiee homeworld. Kashyyyk is primarily covered in massive forests of giant trees but there are also a few oceans and beaches dotted across the planet. In order to escape the dangerous creatures that roam the surface wookiees built treehouse villages along the coasts and within the branches of their homeworld's forests. These settlements blend perfectly into the natural environment and Rwookrrorro, the capital, is comparable to a small city. Although their civilization may seem primitive they have access to advanced technology and have been in contact with the rest of the galaxy for a very long time. Despite their intimidating appearance wookiees are typically very sociable and honorable, although they can also be extremely fierce and violent. Currently the Galactic Empire has occupied Kashyyyk and enslaved the native population, destroying much of worlds infrastructure and ecosystem in the process.

3. **Aldera, Alderaan:** Widely agreed to be the cultural heart of the Republic, Alderaan is beautiful and verdant planet nestled in the core region. The people of this world hold culture and education in the highest regards, poets, artists, philosophers and other intellectuals can easily prosper here and most if not all the rest of the population can afford a comfortable lifestyle. Because of the lack of any major crime or conflict here there is no military and only a small peacekeeping force, while this may seem naive the Imperial Navy is close enough to quickly respond to any distress call and the planet is defended by a powerful shield that can protect against orbital bombardment.

4. **Coronet City, Corellia:** When people hear the name Corellia more often than not they think of starships.
This beautiful industrial world is famous for producing some of the best ships in the galaxy, Corellian freighters are especially noteworthy as they've been used by several historically significant individuals. While shipbuilding is the primary industry on this world the majority of the shipyards are located in orbit allowing a large potion of the planet to remain rural and focus on agriculture, however, this has not diminished the development of urban areas as Corellia's capital city is a sprawling metropolis with architecture comparable to Coruscant's.

5. **Theed, Naboo:** A peaceful world of unspoiled natural beauty, home to both humans and an amphibious species known as Gungans. Both species live in a feudal society ruled over by powerful yet kind monarchs, however since the rise of the Galactic Empire the native Gungans have isolated themselves in their underwater cities and began guerrilla attacks against Imperial forces. Theed is the human capital city of Naboo and the home of it's current queen, while the simple stone architecture would make many believe this city only has primitive technology it is actually equipped with some of the best modem luxuries and resources in the galaxy as well as a hangar bay that houses a small squadron of royal starfighters.

6. **Senate Building, Coruscant:** Imperial Center, aka Coruscant, the whole planet is one gigantic multi-layered city. This is the capital of the Galactic Empire and probably the most populated place in the entire galaxy. The senate building is the headquarters of the Galactic Senate and one of the most well know landmarks on the planet. Despite what the propaganda would have you believe Coruscant is a dangerous place and it's people are oppressed by both the Empire and the criminal underworld. The senate is just a shell of it's former self and the old Jedi temple is constantly guarded by Imperial forces to prevent anyone from discovering anything about the former protectors of the galaxy.

7. **Cloud City, Bespin:** A resource rich gas giant located on the outer rim of the galaxy. While the majority of Bespin is toxic and unremarkable there is a unique layer of atmosphere that's actually suitable for life. Within this vast expanse of blue sky and white clouds lies the aptly named Cloud City, a massive floating settlement and mining station. Despite the incredible sights this aerial city can be extremely dangerous. The Empire maintains a small presence here and many criminals use this place to hide or conduct business.

8. **Yoda's Hut, Dagobah:** Huh, this is odd. It looks like you've ended up on a dark swamp world inhabited by wild and dangerous animals. The Force is very strong with this place, Force sensitives are likely to experience visions or hallucinations while they're here. The only other intelligent person on the planet is a 900 year old Jedi know as Yoda, he's lived alone is his hut since the rise of the Empire and he may be just a bit insane.

9. **Lothal City, Lothal (New Cannon only):** A rural outer rim world currently being occupied and exploited by the Galactic Empire. Lothal is covered in grassy plains, spine tree forests, farmland, mountains, and seas. There are small villages and settlements scattered across the surface but the majority of the population lives in the capital, Lothal City. Countless different species and people inhabit this world, some have come to live simple & peaceful lives while others have been called by the Galactic Empire. For over a decade the Imperials have ruled over Lothal without interference but in the last few months they've had to deal with an increasingly troublesome group of ~~rebels~~ terrorists.

10. **Free Choice:** It seems the Force is with you my friend. Pick any of the locations above to begin your adventure or select any publicly known location in the galaxy.

=-==========

Perks

You will receive special discounts if you select perks listed under your chosen background.

--Drop-In

All perks are discounted 50%.

- **Less Than 12 Parsecs [100cp]:** You can always find the quickest way to accomplish your goals, whether it's locating a shortcut through a dangerous route or trying to escape from ship full of assassins. Note however that this ability does not grant you out-of-context knowledge, instead it simply allows you to immediately know the quickest way to achieve your goal with the knowledge you already possess.

- **Can't We Convince You To Stay? [200cp]:** You leave lasting impressions on the people you work for, so much so that they'll offer you permanent employment regardless of how short your time together was supposed to be. There's no guarantee that you'll be always be paid for your continued services but your employer will always try to give you some kind of reward. You may also find yourself doing oddjobs on occasion but your main duty will always be related to what you were originally hired to do. Despite how much your bosses like you, you can still be fired if you screw-up.

- **I've Got A Bad Feeling About This [400cp]:** Sometimes no matter how safe things seem your enemy can still catch you off guard. Maybe they were waiting for you to arrive at a seemingly innocent dinner, or perhaps you picked the wrong door to open as you were making your escape? Regardless of how it happened the fact is that you were beaten because the villain was able to take advantage of the element of surprise. No more, from now on you'll always know if you're about to encounter someone who actively wishes you harm. Even if you're in a dangerous location where enemies could be anywhere you'll be able to tell the difference between a warning from this perk and your own suspicion.

- **Who Made You A General? [600cp]:** Nepotism and a good reputation can open up a lot of doors. After joining any military organization you will be immediately promoted if you've befriended at least one officer within the organization and performed a crippling act against the organization's enemies before joining. Think of it like how the Rebel Alliance promoted Han to general after he helped destroy the Death Star. You will be promoted to the same rank as the person you befriended, however if they do not have an official rank or hold a position that should be unobtainable, or restricted to one person, you'll be granted the appropriate rank below them. If you befriended multiple officers then you'll be promoted to the same position as the highest ranking one, barring any previously stated restrictions. After you've been promoted no one will question why you received your rank and people won't doubt your competence unless you give them reason to.

--Bounty Hunter

“I Don't Come Cheap” is free and all other perks are discounted by 50%.

- **I Don't Come Cheap [100cp]:** The more well known you are within a group or organization the better you will be paid. Even if your employers don't like you they'll still agree to pay you twice their usual rate because they heard you killed the fifth deadliest man in the galaxy or saved the child of an important politician. You can get up to 3x your original payment with this ability. If your employers ever decide to betray you before giving you your money you'll always be able to find a way to collect what they owe you.

- **He's Dead Right? [200cp]:** Anytime you're falsely reported as dead people will take this news to be completely true and refuse to believe any rumors or evidence of your survival. Even if someone saw footage of you alive they'd just dismiss it as some imposter or clone. You can dismiss the effects of this perk anytime you wish and you may toggle it on or off at will.

- **Didn't He Say No Disintegrations? [400cp]:** Hey, sometimes mistakes happen. It's not your fault that the guy you were hunting got atomized because he was flying a crappy ship. Luckily the universe happens to share your viewpoint so whenever you kill someone in a way that leaves them beyond recognition you'll always manage to find something that can be used to verify their death. Whether it's a unique piece of their remains or a personal item that your target would never go without your employer will gladly hand over a full payment once they receive this trinket.

- **Nowhere To Hide [600cp]:** You will always be able to find the people you're looking for. Any rumors or leads you hear about your targets will prove reliable and many of the jobs you take on will inexplicably cause you to cross paths with someone important. Additionally your tracking skills have become legendary and you also know how to make homing beacons.

--Soldier

”A Bit Too Close” is free and all other perks are discounted by 50%.

- **A Bit Too Close [100cp]:** You’re very lucky at avoiding harm during combat. You'll often dodge at just the right moment, see your enemies miss when they get the drop on you and narrowly escape the blast radius of massive explosions. Keep in mind though, this is just luck so it won't work all the time and it will require actual effort on your part to even do anything.

- **I Think It's Time I Finally Told You That Story... [200cp]:** Anytime you tell a story about one of the battles you've fought in you can choose to allow your listeners to fall asleep and enter a perfect recreation of the battle in their dreams. Your listeners will find themselves taking part in the battle as if they were soldiers for one of the factions that took part in the fight, fully trained and equipped in a role of their choice. The dream will end once the battle has been concluded or something interrupts your story. You may relive battles yourself but you'll have to keep reciting your story in your mind or else the dream will collapse. Anyone who dies in the dream will respawn at a predetermined location after a few seconds. During your retelling the battle will try to follow what actually happened, even if you purposely mistell the story, however you and your listeners can change things with enough effort. After everyone has awoken from the dream they will remember everything that happened during the battle but they will not retain any new skills or experience any trauma from combat.

- **Select A Class [400cp]:** Anytime you're about to go into battle you can create six different Troop Classes for yourself that you may switch between during combat. Each Troop Class represent a unique set of weapons, equipment and gear you can outfit yourself with. For example, your sniper class could have a giant particle rifle and a set of light armor while your heavy class grants you a guided missile launcher and a suit of power armor. You may only outfit each class with stuff that you own and you cannot equip more than you could normally carry. Switching between classes is instantaneous but it cannot be done within sight of any enemies.

- **A Command Post Has Fallen! [600cp]:** You Possess a supernatural awareness of the battlefield. You'll know the exact number of troops each side has during a battle, who's responsible for each kill, and the precise location of your current objective. You can also immediately identify places of strategic importance and know when those places are under attack.

--Spy

“What You Can't See Can Hurt You” is free and all other perks are discounted by 50%.

- **What You Can't See Can Hurt You [100cp]:** You've mastered the art of using technology to enhance your stealthiness. You know how to use and build stealth field generators and you can instantly figure out how to use any stealth or invisibility technology you come across.

- **I've Altered The Deal [200cp]:** You're really fucking scary. People won't immediately go against you if betray them or break your word and so long as you don't harm them or anyone they care about they'll eventually forgive you.

- **You Will Join The Right Side [400cp]:** Sometimes the best way to defeat you enemy is to make them into your friend. You can discover information about individuals you've repeatedly fought against that will allow you to persuade or blackmail them over to your side. Initially these people won't completely trust you and can even be converted back to their original side, but if you manage to befriend, seduce, or genuinely make them believe in your goals they will remain completely loyal to you.

- **We Have Ways Of Making You Talk [600cp]:** It doesn't matter how willful they are you will learn their secrets. Any normal person you interrogate will only last a few days at most before giving you the information you want. Jedi and other Force sensitive individuals won't fall to your traditional methods of “persuasion”, but fortunately you know how to produce a truth serum that will get them to reveal all their secrets.

--Royalty

“For the Alliance!” is free and all other perks are discounted by 50%.

- **For The Alliance! [100cp]:** Knowing how to negotiate is essential for any diplomat, but sometimes it's how you look that matters not what you say. Your presence in a group makes people get along better, just by being in the room you could help make a compromise during a trade negotiation or convince someone to stop arguing and focus on the current issue. You must be a member of one of the groups taking part in the negotiations in order for this perk to work. Regardless of your reputation with the opposing group you will always be able to help out somehow, even if you're negotiating the surrender of a genocidal alien species after you've killed thousands of their soldiers the diplomat sent to speak with you could be so impressed by your feats that he'd be more willing to make concessions.

- **They Have To Rescue You [200cp]:** You're important, like really fucking important. So much so that whenever you get captured you'll be imprisoned somewhere important to your enemies and kept close to either one of their leaders or someone you've been trying to capture yourself. Additionally your friends and allies will always manage to learn of your whereabouts a few days or hours after you've been captured, depending on how dire your situation is, and will send the most capable people to rescue you. During your incarceration the person responsible for your capture will feel the need to personally interrogate you at least once before your fate has been decided.

- **Rebel Spies And Traitors [400cp]:** Finding people who could help you overthrow the government can be difficult, especially if you're not sure you can trust them. Fortunately for you potential allies have a habit of revealing themselves in your presence. Whenever you're looking for people to help you with a secret mission trustworthy individuals will somehow learn of your plans and come forth with offers to help. You'll only ever receive the bare minimum amount of allies necessary to begin your mission and you may have to repay some of your new friends once the job is done. Once your mission has begun this ability won't help you find new allies and if you're stuck in the middle of nowhere or deep within enemy territory you can forget about finding anyone to help you at all.

- **Declaration Of Rebellion [600cp]:** Anytime you give a speech meant to rally people against a more powerful entity your audience will immediately be roused into action and quickly begin efforts to depose whoever it is you've rallied them against. This is perfect for creating an angry mob on the fly but with enough time your supporters will gather into a unified movement under your command. This ability will only work on people who actually hold grievances against your intended target, basically it'll allow you to remove all the inhibitions, fears, doubts and rational thoughts that prevent people from rising up against a group or government they hate.

=-==========

Droid Parts
(Only available if you have the Droid bonus history.)

- **Chassis [Free]:** This will determine what type of droid you are as well as your general appearance. Depending on your choices you can either look like an existing droid or make yourself completely unique. If you're a humanoid droid you can make yourself anywhere from 1.5 to 2 meters tall.
  - **Humanoid:** A typical metal body with two arms and two legs. Unlike most humanoids droids you're just as agile and dexterous as an organic, you can use equipment and even wear certain articles of clothing. The exact capabilities of a humanoid droid depends on it's size and equipment.
  - **Astromech:** Short, typically cylindrical droids that roll around on trends. Their compact bodies are loaded with an incredible array of gadgets and their heads can rotate 360°. Astromech droids are designed for engineering and tech support roles, most serve as navigators or mechanics but others have become proficient hackers, some can even defend themselves if necessary.
  - **Remote:** Small orb shaped droids that levitate via repulsorlift technology. Typically remote droids are small enough to fit in the palm of your hand but because you have so many extra features you'll be at least twice that size. As a remote droid you could potentially perform everything from espionage, to combat, to repairs.
- **Utility Modules:**
  - **Sensor [Free]:** The universal component that allows all droids to see. This device can either be a simple camera mounted in the center of your head or a pair of eyes shaped and arranged to make you look more friendly or intimidating. It can also glow if you want people to be able to see you in the dark.
  - **Vocabulator [Free/50cp] (50cp version is free for Humanoid):** By default you will only be able to speak in binary, a strange language of beeps and whistles that can only be understood by droids, however a few individuals have claimed to be able to understand binary after being around droids for long periods of time. For 50cp you can gain the ability to speak galactic basic, as well as any other language you might know.
    - **Voice Recorder [50cp] (Free: Humanoid):** You possess the ability to record and playback any voice or conversation you hear. This can be used to trick voice based security systems but not completely mimic another person's voice.
    - **Voice Modulator [100cp]:** This can be used to mimic what another person sounds like. In order to copy someone's voice you only need to hear them speak.
    - **Translator [100cp] (Free: Humanoid):** You're fluent in virtually every language in the galaxy, including languages spoken by primitive tribal species. It would be easy for you to learn new languages by comparing them to languages that you already know.
  - **Magnetic Grips [50cp] (Free: Astromech):** You can magnetize your hands, feet, treads, etc to stick to metal surfaces. This will allow you to repair starship hulls in space, climb up walls, save yourself from a potentially deadly fall, or perform a number of other feats.
  - **Hologram projector [50cp] (Free: Astromech & Remote):** A device that can record individuals and sounds to create 3D holographic messages. It can also store, transmit and project holographic images, messages or other files. Most holograms are very highly detailed but they can only be rendered monochromatically.
  - **Repair Suite [100cp] (Free: Astromech):** A collection of hardware and software that'll let you repair most devices, equipment, and vehicles you encounter. This upgrade also comes with a powerful Fusioncutter, an industrial plasma torch that can slice through dense metals and other materials, that can be used to cut open locks on vehicles, armored doors, and other security systems.

- **Rocket Boosters [100cp] (Cannot be chosen with the Remote chassis):** With these you can levitate or fly for short periods of time. You can levitate up to 50 meters above the ground and propel yourself forward at a max speed of 20 m/s.
- **Computer Interface Arm [100cp] (Discount: Astromech):** A retractable accessory that will allow you to directly access computer terminals and other hardware with an interface port. As a droid you'll be able to access programs and files far faster and easier than any organic could ever hope to. You could take control of minor systems like elevators or trash compactors in seconds and with practice or a few upgrades you could hack into security systems to disable shields and commander defense turrets.
- **Enhanced Optics [200cp] (Discount: Humanoid):** Night vision that will allow you to see in near-total darkness, thermal vision that can pick up hidden machinery and distant beings in cold or dark environments, and sight magnification that will allow you to see the details on people or objects up to 100 meters away.

- **Defense Modules:**
  - **Reinforced Armor [50cp] (Free: Astromech):** Your frame has been strengthened by several layers of armor. It will take significantly more blaster shots to take you down and your critical systems are much more protected. Additionally you're virtually immune to damage from bludgeoning, high falls, and non-powered melee weapons.
  - **Personal Shield [100cp] (Free: Remote):** You can activate a built-in deflector shield that will defend you against a significant amount of blaster and explosive damage. Heavy weaponry or prolonged engagements will overpower you defenses, and it's useless against melee and bludgeoning damage. Whenever the shield is forcefully brought down you will have to wait until after combat ends to reactivate it.
  - **Bubble Shield [200cp] (Discount: Remote):** This defensive barrier will absorb all incoming blaster and explosive damage for 30 seconds, once that time is up your shield will drop for 1 minute to recharge. While the shield bubble isn't large enough to encapsulate multiple individuals it can turn you into a mobile form of cover for anyone able to duck behind your shield.

- **Combat Modules:**
  - **Enhanced Strength [Free] (Humanoid Only):** Lift grown men off the ground by their neck and toss away stormtroopers with ease using your superior mechanical limbs.
  - **Blaster [50cp] (Free: Remote):** This built-in weapon is comparable to the DL-44 Blaster Pistol. It draws power from your central battery so it doesn't need to be reloaded, however it can overheat if fired too often. A targeting computer programed into your sensor will help you accurately aim this weapon.
  - **Enhanced Agility [50cp] (Free: Remote):** Your movements speeds are far superior to most organics and other droids of your type. Humanoid droids can run slightly faster than humans and perform incredible acrobatic feats during combat, and Remote and Astromech droids can easily move fast enough to avoid blaster fire.
  - **Rocket Launcher [100cp]:** A small explosive that can blow apart droids and heavily damage unarmored vehicles. Like the built-in blaster this weapon can be aimed using your sensors targeting computer.
  - **Flamethrower [200cp]:** Projects burning streams of gas capable of melting most materials. The spread from this weapon is wide enough to hit several enemies at once but its short range means it's best used inside.
  - **Carbonite Projector [200cp]:** This weapon is similar to the flamethrower but it fires sprays of carbonate gas that can freeze people in place and damage organic cells.

=-==========

Powers & Abilities

(Only available if you have the Force Sensitive bonus history.)

Being sensitive to the Force doesn't always mean you can automatically use it. Most people have to go through months or years of training before they can use even the simplest ability. Since your circumstances are special, you'll be given the knowledge required to perform some basic feats that were common to all Jedi back in the days of the Republic.
You will also have the option to purchase a few additional abilities that you would normally have to learn over time.

- **Basic Powers [Free]**
  - **Telepathy:** You can communicate across long distances with your mind. Initially you'll only be able to send short mental messages to nearby individuals but with training you can learn how to send longer messages over greater distances. Some Jedi and Sith have been able to send their thoughts across thousands of light years to people they're familiar with.
  - **Telekinesis:** Manipulate objects and living beings with your mind! You can lift small objects at a distance and push people away with blasts of telekinetic force. Your psychic powers will grow with training and at their height you could lift & throw starships or telekinetically fight with several lightsabers at once. You can also use this ability on yourself to jump higher and fall at much slower speeds, you may even be able to levitate a few meters off the ground if you train long enough.
  - **Force Empathy:** You can sense the emotions of nearby people and creatures. If you train to improve this ability you'll be able to sense emotions at a greater distance and with better accuracy. Jedi commonly used this power to determine if someone was lying to them.
  - **Force Speed:** You can use the Force to slow down your perception of time and move at supernatural speeds. Initially you'll only be able move in short bursts of speed and give yourself a few extra seconds to process attacks but eventually you could move so fast that your movements would be blurred to both people and machines.
  - **Farsight:** A Force power that allows you to see events from the future, the past, and the present. Most often this ability will act as a danger sense, warning you of distant and nearby threats against both you and those you care about. On rare occasions you will also receive visions of the past or future that can provide you with important information. However, these visions are almost always clouded, incomplete or obscure so be careful if you decide to take advice from them. During combat this power will help you foresee where an attack will land, allowing you to either block, deflect or avoid it. With enough training you could make yourself virtually untouchable, but overwhelming numbers or a surprise attack can still surpass this ability.
  - **Force Stealth:** You can hide your presence in the Force and make yourself less noticeable in crowds. Even on a world with few people or animals other Force users would have a hard time locating someone using this ability and if you were to hid yourself on a planet on a planet like Coruscant it'd be impossible for anyone to detect you amongst the countless other inhabitants. If you decide to train this ability you'll eventually learn how to mask your true strength and alert specific individuals to your presence.
  - **Force Sight:** Improves your visual and spiritual perception and allows you to see through obstacles. Initially you'll only be able to see in the dark but with enough training this ability can allow you to look through walls and see past illusions. Master's of this ability have used it to completely replace their sight after going blind.
  - **Mind Trick:** A Force power that allows you to influence the thoughts of sentient creatures. With just a wave of your hand you can get weak-willed or simple-minded individuals to obey simple commands such as “let me pass,” or “I don't have to pay.” However people with strong wills or the ability to resist mental influence can overcome this power. With training you could use this ability to create illusions or cripple others with fear.

- **Comprehend Speech [100cp]:** The ability to understand any complex language you hear. This power will not allow you to understand primitive languages, such as anything spoken by by tribal or isolated peoples, and you will not automatically learn how to speak the language you hear.
- **Beast Control [100cp]:** A Force power that will allow you to control animals. Initially you'll only be able to calm small predators or befriend docile creatures but after mastering this ability you'll be able to command some of the most dangerous creatures in the galaxy without fail.
- **Force Stasis [200cp]:** You can freeze people in place as if they were paralyzed. This power will keep people trapped for a few seconds but with practice you can increase the amount of time it lasts and the amount of people it affects.
- **Tutaminis [200cp]:** The power to absorb and deflect energy. Initially you will only be able to deflect blaster bolts with your bare hands and create a field around yourself that can reduce damage from explosions but after mastering this power you'll be able block lightsabers, absorb or redirect Force Lightning, and create a spherical energy shield around yourself that can reduce all forms of damage.
- **Force Lightning [400cp]:** The power to fire arching bolts of electricity from your finger tips. This insidious blue lightning can sap away your targets strength and stun all but the most powerful individuals. It can easily kill armored soldiers and if used for torture it can help turn people to the Dark Side. Right now this power is weak, it will only be able to affect a single person and requires a few moments to inflict noticeable damage, but after improving your skill with Force Lightning you'll be able to strike multiple opponents at once, control the intensity of your lightning and kill people instantaneously. Light Sided individuals can use a weaker version of this ability that lacks the crippling and corruptive effects of true Sith lightning.
- **Force Healing [400cp]:** This power will allow you to hasten and augment the natural healing process in both yourself and others. As a novice you can use this power to quickly mend cuts and heal painful injures, you can even repair broken bones in just a few hours if you have some time to concentrate. At master level you'll be able to heal deep wounds in seconds, mend broke bones in minutes and instantly remove deadly poisons. Despite the incredible healing potential of this ability feats such as removing scars, restoring lost limbs or granting sight to the blind remain outside the realm of possibility. Dark Sided individuals can use a corrupt version of this ability that allows them to focus their anger to suppress pain, close wounds, and halt ailments such as poison or disease. This aggressive form of healing can make a Sith or Dark Jedi virtually invincible but the moment they let go of their anger all the pain and damage they've sustained will instantly com back, potentially killing them.

=-==========

Equipment, Gear & Misc. Items

Anything you purchase here can never be permanently lost and will come with a replenishing supply of fuel, energy or etc if you decide to move on.

1. **Signature Outfit [Free]:** Just like Luke's black robes or Han's shirt and vest, this outfit will set you apart from every other inhabitant of the galaxy far far away. While these threads may look stylish don't expect them to provide much protection.
2. **Slave Outfit [Free]:** Whether this is a relic from a time you'd rather forget or just something you had tailored to fulfill some secret desire you can be sure that no one will ever forget seeing you in this highly revealing getup.
3. **10,000 Credits [50cp] (Free: Drop-In) (100,000 free for Royalty):** The standard currency used throughout the galaxy. This is enough to buy a brand new speeder bike or ten Imperial blaster rifles.
4. **Grappling hook [50cp]:** A simple pneumatic gun with a range of 12 meters. The cable is strong enough to support the weight of two human adults and the hook itself will either automatically attach to any metal surface it hits or wrap around non-metal surfaces.
5. **Bantha Milk [50cp]:** A crate filled with 100 bottles of blue colored milk from a female bantha. What's a bantha? It's basically a giant goat/buffalo hybrid commonly found on Tatooine. The bottles will replenish a week after you've drunk all of them.
6. **Electrobinoculars [50cp] (Free: Bounty Hunter):** A hand-held viewing device with built-in digital cameras. The internal display provides information about an object's range, azimuths, and elevation. It has a high zoom capability and the depth of field can be widened for examination of the surrounding area. There is also a radiation sensor and night-vision mode.
7. **Voice Scrambler [50cp] (Free: Spy):** A face concealing mask equipped with a device that can disguise your voice. The adjustable filter can change the pitch of your voice and make you sound older or younger and unlike other voice scramblers it won't reveal your gender to more attentive listeners.
8. **Energy Slingshot [50cp] (Free: Soldier):** A small wrist-mounted weapon that fires energized projectiles. So long as this weapon has power It can fire an unlimited amount of bolts but the projectiles are only strong enough to temporarily stun unarmored individuals.
9. **Datapad [50cp]:** A personal computer tablet equipped with a journal, map, digital storage drive, holoprojector, calculator and sketchpad. It can wirelessly connect to any nearby computer network and the battery may be recharged from a standard wall plug. There's also a file in here labeled “John Williams Complete Star Wars OST”.
10. **Blank Datacards [50cp]:** High capacity data storage devices that are compatible with both droids and datapads. A single card can store a 3D holographic message and the detailed model of a moon sized battle station.
11. **Disguises [100cp] (Free: Spy):** Rebel uniforms, Imperial armor, sandpeople garb and other articles of clothing that can help you sneak into places you shouldn't be.
12. **Droid Caller & Restraining Bolts [100cp]:** These devices will let you restrict a droid's movements and control it from afar. When you connect one of the bolts to a specific port, easily found on nearly every droid in the galaxy, you'll be able to prevent it from running away or disobeying your orders and with the caller you can give basic commands like stop or come to any droid fitted with a restraining bolt.

13. **Imperial Vehicle Blueprints [200cp]:** A list of ships, mechs and armored vehicles both currently and planned to be produced for the Galactic Empire. There are no blueprints for any imperial superweapons like the Death Star or the Eclipse ship in here, and the most powerful vehicle on the list is the Executor-class Star Dreadnought.
14. **Mandalorian Armor [200cp] (Discount: Bounty Hunter):** A long time ago the Mandalorians were some of the fiercest and most powerful warriors in the galaxy, they crippled the Old Republic and even managed to stand against the Jedi. Now however the Mandalorians are a peaceful people and the handful of individuals who wear this ancient armor are all criminals and bounty hunters. The metal plated suit is resistant to acid and blaster fire and the helmet features a built-in long-range comlink. Just like other Mandalorians throughout history you may customize this armor with any colors or graphics you can imagine.
15. **Z-6 Jetpack [200cp] (Discount: Bounty Hunter):** Commonly used by Mandalorian criminals this high powered propulsion device can allow the user to levitate, jump higher and fly short distances at over 160 kph. The pack contains a small amount of fuel so it's best used for small bursts or prolonged engagements lasting only a few minutes. The top of the jetpack is armed with a single anti-vehicle homing missile that can fired either on the ground or in the air with little recoil.

=-==========

Weapons

(If you have the Bounty Hunter background you may select a single 100cp weapon for free.)

Any weapon you purchase here can never be permanently lost and will come with a replenishing supply of ammo or energy if you decide to move on.

1. **E-11 Blaster Rifle [50cp]:** The standard rifle of the Imperial Stormtroopers. A powerful, light and compact weapon, the E-11 is used widely throughout the galaxy. It can alternate between semiautomatic, fully automatic and stun pulse fire modes and comes equipped with a computer enhanced mounted scope that will allow you to see through darkness and smoke. While this weapon is deadly at close range it's accuracy suffers greatly in long and sometimes even medium range engagements.
2. **DH-17 Blaster Pistol [50cp]:** A typical blaster pistol, the standard-issue sidearm for both military and security forces. It's a semi-automatic weapon primarily designed for short range combat but it can also be effective at medium range engagements. The top mounted scope features several magnification levels.
3. **Jawa Ionization Blaster [50cp]:** A makeshift weapon created by the Jawas. This blaster can temporarily shut down droids with a powerful electric shock. Any organic it hits will only receive a minor zap.
4. **Gaffi Stick [50cp]:** The traditional melee weapon of the Tusken Raiders of Tatooine. It's a pole weapon with a spike on one end and a mace-like bludgeon on the other.
5. **Cycler Rifle [50cp]:** The standard projectile weapon used by the Tusken Raiders of Tatooine. This slugthrower, a rare type of weapon that fires solid projectiles, features a long range scope and an energizer that lets it's projectiles penetrate shields.
6. **CR-1 Blaster Cannon [100cp]:** Unlike traditional blaster rifles the CR-1 fires multiple bursts per shot, adding to the weapon's destructive power but limiting it's accuracy at range. The CR-1 features a shoulder stock to increase stability and limit the weapon's strong recoil. Although equipped with a scope, the CR-1 blaster cannon is rarely used at long range due to the tendency of bursts to spread considerably during flight.
7. **DH-17 Blaster Rifle [100cp]:** A highly accurate blaster rifle commonly used by private security forces. It can alternate between semiautomatic and fully automatic fire modes and comes equipped with a mounted scope. While it may have less features than the Imperial E-11 blaster rifle it's a far more accurate weapon.

8. **DL-44 Blaster Pistol [100cp]:** A powerful sidearm often used by smugglers and bounty hunters. It packs a more explosive punch compared to other blaster pistols but this increased power doesn't hamper the weapon's accuracy or greatly increase it's recoil. In addition to it's incredible accuracy the scope mounted on the top will ensure that this blaster is effective in long range engagements.
9. **E-11s Sniper Rifle [100cp]:** A modified blaster rifle and the standard issue weapon for Imperial Scout Troopers. The E-11s features a computer enhanced scope and high-powered projectiles that can easily take down shields.
10. **Thermal Detonators [100cp]:** Also known as a thermal grenade, just one of these highly unstable explosives can kill a room full of armored men and three or four can destroy a tank.
11. **Detpacks [200cp]:** Ten large explosive charges that can magnetically attach to surfaces and be detonated by a remote trigger.
12. **ARC Caster [200cp] (Discount: Spy):** Modified E-11 blaster rifles utilized by Dark Troopers and certain members of the emperor's Royal Guard. The weapon uses a charge function to prepare a blast of electricity at the target which, when fully charged, can affect up to four individuals at once. A single fully charged hit from this weapon is enough to stop a wookiee in it's tracks for a few seconds.
13. **Bowcaster [200cp]:** Created by the wookiees, this powerful crossbow-like weapon can fire several shots at once or be charged to fire a single powerful projectile. The weapon is also equipped with a telescopic sight that features several magnification levels affording the user astonishing range.
14. **Incinerator [200cp] (Discount: Spy):** A special flamethrower rifle often used by spies to quickly eliminate targets and hide evidence of their misdeeds. While it is no more powerful than a standard blaster pistol the incinerator's flames will cause continuous damage to anyone they hit, killing even armored Stormtroopers in mere seconds.
15. **Wrist Weapon [200cp]:** A computerized gauntlet that be customized with several concealed weapons. You may select one of the weapon systems below for free.
    - **Blaster [50cp]:** Comparable to the DL-44 Blaster Pistol, this weapon draws power from a continuously recharging internal battery so it doesn't need to be reloaded, however it can overheat if fired too often.
    - **Flamethrower [50cp]:** Projects burning streams of gas capable of melting most materials. The flame spread is only wide enough to hit one or two enemies at once and the short range means it's best used inside.
    - **Rocket Launcher [50cp]:** A small explosive that can turn humans into mist and heavily damage combat droids.
    - **Dart Launcher [50cp]:** This compact air cannon can silently fire poison or tranquilizer darts up to several hundred meters.
    - **Shield [50cp]:** A small circular deflector shield similar to a buckler. It can protect against blaster bolts, traditional melee weapons and even lightsabers.
16. **MiniMag PTL Rocket Launcher [400cp]**: Used by Imperial heavy weapons specialists and Imperial Marines. The firing chamber is specifically designed for proton torpedoes (hence the acronym), though it can also fire other ordnance.
17. **Cortosis Sword [400cp]:** A simple yet highly effective blade made from an incredibly rare metal that can resist and temporarily disable lightsabers.

18. **DXR-6 Disruptor Rifle [600cp]:** Outlawed by all civilized worlds, it can disintegrate matter at the molecular level and rip apart living material with ease. Even a glancing blow can produce grievous injuries. The DXR-6 has an ammunition capacity of 10 shots and can be fitted with a zoom scope, making it an effective sniper rifle at great distances. There is a cooldown time of 5 seconds between each shot due to the energy consumption.

19. **A Familiar Lightsaber [600cp] (Discount: Force Sensitive):** Known throughout the galaxy as the ancient weapon of the Jedi, this powerful energy blade can deflect both laser and blaster bolts and cut through virtually anything. During the Clone Wars people would frequently see them in the hands of brave Jedi warriors fighting on the frontlines but now they're only found in the possession of the Empire's most dangerous agents. Owning a lightsaber is illegal and normally this thing wouldn't be worth the risk since it's unlikely you have the skills or the desire to use it, but unlike other lightsabers this one is special. It hums and pulses with Force energy as If it were alive and whenever you touch the weapon you can feel the memories of a hundred duels flow into your mind. Within this lightsaber is the spirit of a powerful Force user. He cannot communicate with the outside world but he can give you and anyone else who wields his old blade the skills required to use it. So long as someone holds this lightsaber they will, depending on their alignment, possess the skills of a Jedi knight or a Sith Warrior but the moment they sheath this weapon all of that knowledge will disappear.

=-==========

Warehouse Modules

Perhaps there's an iconic location from this universe you want to take with you? Or maybe you want to design a throne room that would make Prince Xizor himself jealous. The rooms below can imitate some of the most well know locations in the galaxy or be customized to your liking but they must retain the overall aesthetics of the Star Wars universe. Trying to abuse these rooms as extra storage facilities will result is the forceful ejection of all extra items and spawn an angry group of invincible Darth Vader's who will beat you half to death.

1. **Hangar Bay [Free]:** Whether it looks like the dark sterile docks of the Death Star or the crumbling stone structure were Luke first saw the Millennium Falcon this will be the place where you can always safely store your ship. There isn't much to look at here aside from a few cleaning and refueling hoses, and maybe some crates or decorations, but there's plenty of space to walk around your ship and conduct repairs or modifications.

2. **Meditation Chamber [50cp] (Free: Force Sensitive):** Your own private space where you can focus your mind and calm your spirit. These rooms are mainly used by Force sensitives to improve their powers and better their connection to the Force but normal people can use them as well for spiritual exploration, or napping.

3. **Iconic View [50cp/25cp/50cp]:** You can install a large window overlooking any location from the Star Wars universe, such as the clouds of Bespin, the Coruscant skyline or the planet Endor from Orbit. The location you choose will match the same day/night cycle as your current location and will include as much activity you'd expect that location to have. (I.E, if you pick Coruscant you will see ships and other vehicles occasionally fly across your view.) Under no circumstances can you access or interact with the environment outside. Additional purchases of this module will only coast 25cp. For 50cp you can install a control panel that allow you to view new locations and change the angel of the current view.

4. **Throne Room [100cp] (Free: Royalty):** Think less Death Star and more Jabba's Palace. This huge chamber isn't just a place where you can sit and look menacing it also doubles as a common room where you can host parties, hold important meetings, or just invite people to relax while they bask in your presence. There's enough room in here to hold several dozen people and plenty of space to set up some furniture. You're free to make this area as inviting or foreboding as you wish.

    - **Death Trap [50cp]:** Whether you want a quick way to get rid of troublesome guests or just need a trash can you don't have to empty out this big hole in the floor is a simple solution to countless problems. This thing can either lead into a garbage disposal or a cage containing an animal you acquired somewhere.

5. **Medical Facility [400cp]:** A Surgical bed, some standard medical equipment, a medic droid, four Bacta tanks and several cybernetic reconstruction droids, with this set up you could easily open up your own medical facility just make sure you buy some supplies before your leave. The medic droid can serve as a faithful nurse and assistant but it's no real doctor. The reconstruction droids can easily install replacement limbs and organs on their own but they're useless for anything else. The Bacta tanks can heal severe injuries and life threatening ailments in hours or days but they can't restore lost limbs or repair disabilities like blindness.

6. **Carbonite Freezing Chamber [600cp]:** Just like the iconic machine that froze Han Solo this device will allow you to preserve people in blocks of carbonite for long periods of time. Note: Carbonite freezing is hazardous for a person's long term health. If left preserved for at least a year the individual may experience permanent blindness.

=-==========

Vehicles

Any vehicle you purchase here can never be permanently lost and will come with a replenishing supply of fuel, energy etc. if you decide to move on.

1. **74-Z Speeder Bike [100cp] (Free: Soldier):** Also know as the Imperial speeder bike, this repulsorlift speeder is commonly used for reconnaissance and rapid transportation in combat zones. It's capable of traveling up to 500 kph and can carry two people. The blaster cannon mounted on the front also makes this a powerful military vehicle. Additional features include a built-in comlink, a comlink jammer and terrain sensor that makes it possible to navigate hazardous environments at high speeds.

2. **X-34 Landspeeder [200cp] (Discount: Royalty):** An open-air cockpit civilian landspeeder most famously owned by Luke Skywalker. Features holographic displays and a navigational computer. Can only seat the pilot and a single passenger.

3. **T-16 Skyhopper [200cp] (Discount: Royalty):** One of the most popular civilian airspeeders on the market. It's armed with twin pneumatic cannons and a heavy-laser cannon that allows it to be used for combat, however very few groups use these ships for warfare because of their lack of armor and large size. It can fly faster and operate at higher altitudes than the T-47 and may carry a gunner as well as a single passenger.

4. **V-25 Rebel Combat Speeder [200cp] (Discount: Soldier):** A heavily armed and armored combat hovercraft. It is equipped with twin heavy laser cannons, a blaster cannon and twin rocket launchers, allowing it to take on both infantry and tanks. It is relatively quick and agile, making it a hard target for slow moving walkers, but the armor is weaker that what's found on Imperial walkers like the AT-ST.

5. **T-47 Airspeeder [200cp] (Discount: Soldier):** A incredibly fast patrol and cargo handling craft that's been modified for combat. It's primarily designed to operate in temperate environments but it can easily be modified to function In swampy, arctic or volcanic locations. Two frontal laser cannons serve as the primary weapons but a powered tow cable on the back can be operated by a gunner.

6. **TIE Fighter [200cp] (Discount: Drop-In):** A lot of what's wrong with the Empire is embodied by this ship. With no shields, no life support, no hyperdrive and an armament consisting of only two laser cannons, this cheap, mass manufactured fighter can scarcely do more than kill. Despite it's shoot comings many people are still intimidated by the sight and sound of an approaching TIE fighter, fighting one of these quick little ships can be dangerous but facing a group of them could be deadly. Comes with a free Imperial flight suit.

7. **X-Wing Starfighter [400cp] (Discount: Soldier):** This is probably the most iconic starship in the galaxy. The Rebel Alliance T-65 X-wing starfighter is a high tech multirole vessel armed with four laser cannons and twin proton torpedo launchers. Unlike Imperial TIE fighters this ship features a life support system, making it much safer and more comfortable to fly. There's also a deflector shield generator and a hyperdrive system.

8. **TIE Interceptor [400cp] (Discount: Bounty Hunter):** The soon to be produced replacement of the standard TIE fighter. With four powerful blaster cannons and twin concussion missile launchers this dagger winged fighter will one day strike fear in the enemies of the Galactic Empire. Aside from the upgraded weapons systems this ship can fly as fast the A-wing and comes equipped with a deflector shield generator as well as a hyperdrive system that'll allow it to operate across the galaxy. The only important thing missing is a life support system but fortunately you get a flight suit to keep you alive.

9. **A-Wing Starfighter [400cp] (Discount: Spy):** While not yet in service, this ship will one day be used by the Rebel Alliance to counter the Imperial's TIE Interceptor. Like the Interceptor this ship is incredibly fast and features a powerful weapons system consisting of twin laser cannons and concussion missile launchers. Just like other Alliance ships hyperdrive, deflector shields, and life support all come standard.

10. **Lambda-class Shuttle [400cp] (Discount: Royalty):** The basic utility and personnel shuttle of the Galactic Empire. With a hyperdrive, front and rear laser cannons, and enough space for about 20 people this ship is more than capable of safely ferrying people and cargo across the galaxy. Just don't expect a comfortable ride and be ready to run if you encounter trouble.

11. **Phase II Dark Trooper Exoskeleton [400cp]:** A massive suit of power armor that greatly enhances the wearer's combat abilities. This dark and menacing behemoth stands at nearly 3 meters tall, it comes equipped with a jetpack and an assault cannon capable of firing both plasma shells and rockets. Anyone piloting this suit will find themselves strong enough to smash droids and tough enough to survive a blast form a thermal detonator. When it's not being piloted you can activate the armor's A.I and have it act as an autonomous combat droid.

12. **AT-ST [600cp]:** Nicknamed the chicken walker, this bipedal combat mech is the most well known and most often deployed walker in the Imperial Military. It's almost 9 meters tall and can be crewed by a pilot and gunner. Armaments include twin blaster cannons, a light blaster cannon and a concussion grenade launcher. The armor is resistant to infantry blaster fire but grenades, heavy lasers and missiles can easily damage or destroy it. Additionally this walker is vulnerable to physical attacks on the legs and head, for example, a log trap could easily crush the head cabin.

13. **AT-AT [800cp]:** At first glace many people would ridicule this mech for being poorly designed or laugh because it resembles a giant robotic camel, but their attitude would quickly change once they saw this bestial machine tear through hundreds of soldiers and blast apart dozens of armored vehicles by itself. At nearly 23 meters tall the Galactic Empire's All-Terrain Armored-Transport towers over the battlefield striking fear in all who face it. This vehicle's incredible height not only gives the pilot a wide view of the area but also makes it virtually impossible for ground forces to hit anything other than the heavily armored legs. The head is armed with two heavy laser canons that can blow apart buildings and two powerful blasters that work well against mobile targets such as airspeeders. There are enough seats to transport up to forty passengers and the storage compartment is large enough to house two Imperial speeder bikes. A single person is capable of piloting this walker but it would perform better if you had someone else control the guns while you drive. The AT-AT's armor makes it almost completely immune to conventional laser and blaster cannons, only sustained attacks against a weak spot, well placed traps, unconventional tactics or ultra heavy artillery such as orbital strikes can defeat this monster.

=-==========

Companions

There is an incredible number of monsters and droids in this universe and some of them could be invaluable allies in your journey. Below are just a handful of the different kinds of beings you'll encounter but these are some of the strongest, most popular or most useful you could find.

Any creature you purchase, except imported companions, will respawn a week after they die.

1. **Training Remote [Free]:** A cute little droid designed for weapons practice. Depending on the difficulty setting this thing can either levitate in place or deftly avoid your attacks and it's stun blaster can go from inflicting light stings to severe burns. These droids are primarily designed for target practice but Jedi and other Force sensitives have used them for lightsaber training.

2. **Old Friends [Free/50-400cp]:** You can make up to eight of your current companions inhabitants of this world, granting them a Drop-In, Bounty Hunter, Soldier or Spy background as well as a human, twi'lek, bothan, rodian or near-human body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items, weapons, gear, vehicles and bonus histories. Companions do not gain their own starship and cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.

3. **New Friends [50-400cp]:** Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select a human, twi'lek, bothan, rodian or near-human body for free as well as either the Drop-In, Bounty Hunter, Soldier, or Spy background. Additionally each individual companion gains double the amount of cp spent on them but just like imported companions they cannot select drawback or purchase any companions options or their own. **This option also allows you to spend 200cp for the chance to take single existing individual from this world with you on your adventures.** Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

4. **Imperial Recon Droids [50cp]:** Also know as the Imperial probe droid or the viper probe droid, officially these machines are designed for deep-space exploration and reconnaissance but the Imperial Military uses them to hunt down rebels and conduct espionage missions. They're 1.6 meters tall and look like black metal jellyfish, they're equipped with a single blaster for defense and they can levitate at about the average walking speed.
   A vast array of sensors will allow them to detect movement, heat signatures and atmospheric conditions up to 200 meters away on the ground and up to 5 km in space. There is also a built in self destruct device that can trigger if someone discovers the droid or attempts to tamper with it, as well as a long-range encoded transmitter. A single purchase will give you 10 recon droids but you can repurchase this option multiple times.

5. **Restored R2 Astromech Doid [100cp]:** These droids were extremely popular back during the Clone Wars, they can hack into computers, serve as a mechanic or navigator on a starship and repair machinery. Aside from that it features a hologram projector, jet boosters, a computer interface and a fusion welder. This unit has had all of it's parts replaced so it'll run as if it were brand new. Right now this droid only has a standard personality and intelligence programing but if you let it keep it's memories it'll eventually develop a unique, if somewhat rebellious, personality and become more inventive when dealing with challenges.

6. **Tauntaun Mount [100cp] (Free: Drop-In):** A goat/velociraptor hybrid that's about the size of a horse. This omnivorous creature is highly resistant to freezing temperatures and easily capable of traversing rough terrain or climbing hills while carrying a human sized rider. The thick white fur covering this beast will provide excellent camouflage in snowy environments and keep it warm and comfortable in even the coldest tundras but long term exposure to freezing blizzards or other similar conditions can still cause your mount to freeze to death. Despite how easy they are to domesticate most people avoid using tauntauns because of their irritability and persistently bad smell.

7. **Baby Rancor [200cp] (Discount: Drop-In):** Rancors are some of the biggest, scariest and most powerful creatures in the galaxy. Countless men have been consumed or torn apart by these ravenous beasts, even Jedi have trouble overcoming their sharp claws, immense strength and incredible durability. Right now this young rancor is old enough to be trained, it will imprint on you and anyone you teach it to trust as it matures and when it's fully grown it will loyally obey commands and not attempt to eat you or your friends. Currently this creature is 3 meters tall and powerful enough to kill several Stormtroopers by itself but when it grows into an adult it'll stand 10 meters tall and become powerful enough to rip apart dozens of soldiers at once, however it will take six years to reach this point. Blasters are almost completely useless against this creature and even lightsabers won't immediately kill it. Explosives however can easily blow your pet to bits. Despite it's incredible strength and durability most people have been able to kill this creature by exploiting it's single-minded ferocity and lack of intelligence.

8. **IG Assassin Droid [200cp] (Discount: Drop-In):** A powerful combat droid specifically designed to hunt down and eliminate targets. This deadly humanoid machine is skilled in both martial-arts and the use of countless weapons additionally it has a much better chance of surviving blaster bolts than the average human and even if does get destroyed it can easily be rebuilt.

9. **Purge Trooper Droid [400cp]:** A prototype Dark-Trooper primarily designed to combat Jedi. This 2.5 meter tall behemoth can create shock waves by punching the ground and send men flying several feet with a single punch. It can't be knocked down by telekinetic attacks like Force push and the cortosis enhanced metal this thing is made out of can take about a dozen lightsaber strikes before breaking. It's equipped with an energy blade that can both inflict damage and block attacks as well as medium-range rocket launcher capable of killing most organics.

=-==========

Starship

How can you fight a war across the stars without a ship? Yes you could get a ride with someone but that's boring and inconvenient. Besides, nearly every major character eventually got their own ship why shouldn't you get one too? Regardless of whatever ship you design it must fit the theme of Star Wars. (I.E, A Millinium Falcon rip-off, dark Imperial TIE variant No.x000, a super-sized version of Slave I, etc.) You have 800**scr** (Ship credits.) to spend on your ship, and you may purchase multiple ships for 800**cp** each.

If you do not wish to receive a new starship you can pay 100cp to import an existing ship. Additional ships can be imported for 900cp each.

If you give an Imported vessel a new chassis it will become an alt.form for that vehicle. Imported ships not given an alt.form can be given a Star Wars "skin" instead, potentially allowing you to make your 20km long ship look like a Super Star Destroyer.

Can You Even Fly This Thing? [Free]: If you don't already know how to operate and maintain a starship and it's systems you do now. You possess basic knowledge of piloting, navigation, and weapons, as well as ship repair and maintenance. Any companions you import also gain this knowledge.

1 Ship Credit [1cp each]: If you want more resources to upgrade your ship, you can spend cp to get more ship credits for use in this section. (Ex. Spend 100cp to get an extra 100scr)

- **Chassis:** Pick one. Except for the Corvette each ship can be crewed by a single person and flown either by yourself or with a co-pilot.
  - **Light [Free]:** Vessels of this classification are typically lightly armed freighters used by smugglers or heavily armed strike ships used by bounty hunters. Your ship can be anywhere from 25-35 meters long and is capable of holding up to 6 passengers. Examples of ships within this classification include Slave 1 and the Outrider.
  - **Medium [50scr]:** These ships are the perfect combination of size speed and defense. You could easily shoot down or evade a squadron of starfighters in one of these things and at 35-45 meters long you should have more than enough space to live, smuggle valuable cargo and hold up to 8 passengers. Examples of ships within this classification include the Millennium Falcon and the Ghost.
  - **Heavy [100scr]:** Now you're starting to move into warship territory. This design is most often used by troop transports or spy vessels but you can also find a few heavy freighters in this class. At 45-50 meter long you'll definitely be an easy target during space battles but with enough space to hold up to 10 passengers you can instead focus on boarding enemy ships or launching ground assaults. Examples of ships within this classification include the VT-49 Decimator and the Rogue Shadow.
  - **Corvette [200scr]:** Alright, I'm not even gonna try to deny it, this is a legit warship. While 150 meter long behemoth lacks the speed and agility of fighters and smaller transports, it more than makes for it in it's ability to soak up punishment and put out damage. In case it wasn't obvious these vessels are designed to hold a lot of people. Depending on your systems and weapons you'll need a crew of 5-10 people to properly pilot this ship and you'll be able to carry up to 100 passengers. Examples include the CR90 and Raider-class corvettes.

- **Rooms**
  - **Cockpit [Free]:** This is, obviously, the command center of your ship and the place where you'll be flying. It's full of countless buttons, switches and devices but the main attraction is the Navigational Computer, a fancy piece of hardware that allows you to travel through hyperspace so long as you've got the coordinates to your destination. There's an extra seat next to yours in case you ever need a co-pilot and two more more seats behind you so people can come and annoy you while you try to pilot the ship. If you have a corvette this is extended into a full bridge.
  - **Engine Room [Free]:** Like the name implies, this is the part of the ship where you'll be able to examine the thrusters and hyperdrive. You should probably keep a droid in here to maintain everything and perform emergency repairs.
  - **Common Room [Free]:** A large area where you and your entire crew can meet or hang-out in comfort. Comes with a large couch and holotable that can be used to play games, watch videos, browse the HoloNet or communicate with people across the galaxy.
  - **Captain's Quarters [Free]:** Your very own small, comfortable and completely private room aboard the ship. Includes a bed, bathroom, desk, closet, and hologram projector. Soundproofing is optional.
  - **Passenger Bunks [Free/100scr/+50scr/+100scr]:** Since space is such a valuable resource your passengers and crew will have to sleep on bunk beds and share a bathroom. However, if you want to make your vessel a bit more private and comfortable you can spend 100scr to upgrade the bunks into separate rooms, each with two beds and its own bathroom. For those who aren't interested in ferrying people around you can instead lower the passenger capacity of your ship by half and gain +50scr or reduce it all the way down to one and gain +100scr. **Note:** The points you gain from these options MUST be spent on your ship.
  - **Cargo Bay [Free/100scr]:** Your ship has a single large area dedicated to storing various items and valuables. The total amount of cargo space you have is equal to about 1/4 of the ship but you can purchase two more Cargo holds for 100scr each.
  - **Hidden Compartments [50scr/100scr]:** A single purchase will get you a dozen hidden compartments throughout your ship ranging from the size of a jewelry box to a treasure chest. A second purchase will give you several nearly undetectable hidden rooms each big enough to fit two average sized people.
  - **Hangar Bay Module [100scr]:** If you're willing to extend the size of your ship by a few dozen meters, and maybe sacrifice some maneuverability as well, this large hull extension will seamlessly blend into your hull and allow you to carry up to two X-wing sized starfighters. (Or up to eight if you have a corvette.) Vessels contained in this module can be loaded or launched both in and out of atmosphere and a series of safety locks and other mechanisms will ensure your starfighters aren't thrown about during combat or regular flight. Aside from holding fighters this module can also be used to carry vehicles and any other cargo you may have room for.
  - **Medical Bay [100scr]:** This small room contains a bed, a fully stocked medical cabinet, and a scanner that can determine the injury or disease currently afflicting someone. The lighting in here is also good enough to let you perform impromptu surgery if necessary.
  - **Galley [100scr]:** It may be small but with a stove, fridge, sink, bar, and enough dining tables for your whole crew this kitchen should be more than sufficient for preparing and serving meals.
  - **Training Room [200scr]:** Your own personal space to practice and improve your skills. It's equipped with hologram projectors, twelve training droids and an energy suppression field that will mitigate weapon damage and prevent you from dying to most conventional attacks.

- **Hyperdrive:** The classification rating acts like a multiplier for travel time, so with a class 1.0 hyperdrive you would reach you destination in the standard estimated time but with a 0.5 hyperdrive you'd reach your destination twice as fast.
  - **Class 2.0 [Free]:** Commonly found on freighters and starfighters, with this you could travel halfway across the galaxy in about a day.
  - **Class 1.0 [100scr]:** Normally only fitted on military ships this hyperdrive will take you halfway across the galaxy in about twelve hours.
  - **Class 0.5 [200scr]:** The fastest type of hyperdrive available with this you could travel halfway across the galaxy in just a few hours.
- **Systems**
  - **Life Support [Free]:** The thing that allows your vessel to support life. In simple terms it's what recycles the air and allows you to breath while out in space.
  - **Communications Array [Free]:** A built in transmitter that will allow you to send and receive messages from across the galaxy at faster-than-light speeds. You can communicate with people in both normal and hyperspace and your messages won't suffer from any delay during transmission.
  - **Docking Ring [Free]:** An airlock that will allow you to dock with most space stations and ships that lack a conventional docking bay or hangar. You can also use the airlock to exit your vessel while out in space. Comes with two free spacesuits.
  - **Sensor Array [Free]:** A complex electronic device that allows you to detect ships, radiation levels, gravity, living beings and heat. It has a maximum range of several thousand kilometers but natural hazards, such as solar flares, hydrogen clouds, asteroid fields and gravity wells, can interfere with their operation. Jammers, cloaking devices and other electronic countermeasures can also trick your sensors and allow enemy vessels to remain undetected.
    - **Military Grade Sensor Array [50scr]:** An upgraded version of the civilian sensor array. In addition to all the previously mentioned features this thing has an improved range of five hundred thousand kilometers. This can also add a giant radar dish to ship but it's not required.
  - **Escape Pods [Free/50scr]:** If you ever get into a situation were you realize you're competently screwed you can retreat from your vessel in one of several escape craft. These pods are are large enough for two people and contain enough supplies to last for a few days. Each one is equipped with a distress beacon that can alert distant ships to their presence. You will receive enough pods to evacuate all your passengers and each pod will blend perfectly into the hull of your ship. For 50cp you can upgrade your escape pods into lifeboats which hold six people each and come equipped with emergency hyperdrives.
  - **Cargo Bay Door [50scr]:** Perfect for loading giant containers or turning your cargo bay into a mobile hangar for speeder bikes or other small vehicles. This door is as durable and airtight as the rest of your ship so don't worry about it being a weak-spot.
  - **Freight Elevator [50scr]:** A lift built into the floor of your cargo bay designed to load heavy containers and other items quicker and easier.
  - **Intercom [50scr]:** If you aren't interested in yelling across your ship or having a droid ferry messages to your crew mates you can install this communications system that will allow people in different rooms to speak to each other. You can also use it to spy on the rest of your ship in an emergency, or when you're board. If you have the Corvette Chassis you receive this for free.

- **Power harpoon [50scr]:** This magnetic tow capable can be used to collect cargo and other objects both in space and on land. It has a maximum range of 30 meters and the cable is strong enough to resist several hits from a starfighter's laser cannons. Do not try to use this thing on fast moving objects or vehicles, even if you could somehow hit your target the cable might snap or the harpoon itself could get ripped off your ship.
- **Tractor Beam [100scr]:** A utility device that will allow you to pull-in debris, escape pods and other treasures from the vacuum of space. The stuff you tractor-in will automatically be deposited in your cargo hold.
  This thing could probably even be used to capture a starfighter, but trying to hit one being piloted will be a difficult feat to accomplish and even if you do it the ship still may still be able to escape if it's fast enough.
- **Workbench [100scr]:** A small table equipped with dozes of different tools where you can repair or modify weapons, armor and gadgets. Feel free to put it anywhere in your ship, within reason.
- **Holding Cell [100scr/50scr/100scr]:** Have peace of mind while carrying prisoners and bounties. This cage is strong enough to hold wookiees and big enough to contain hutts. Up to three additional cells can be purchased for 50scr each. For 100scr you can upgrade all your cells to force cages, special energy shielded prisons that will suppress Force powers and allow you to torture your captives with powerful electric shocks.
- **Hidden Weapon Racks [100scr]:** Perfect for the more paranoid ship owners. Your ship will be equipped with a dozen concealed cabinets only you and your crew can access. These secret compartments are large enough to hold two rifles and four pistols each along with ammo every weapon.
- **Droid Crew Members [100scr]:** Simple autonomous workers designed to carry out various tasks aboard large starships such as navigation, repairs, turret operation, etc. They're not quite as good as living crew members but they can get the job done. Light, medium, and heavy ships get 5 droids per purchase while corvettes get 50 per purchase.
- **External Security System [100scr]:** About a dozen floating head-sized camera drones that will monitor the exterior of your ship and alert you to intruders and foreign objects.
- **Slave Circuits [200scr]:** This interesting and somewhat dangerous piece of hardware allows you to remotely control and recall your vessel. The most simple function of this device is to allow a spaceport or traffic controller to automatically land your ship, but if you were to connect it to a datapad you could pilot your ship at a distance or send out a signal that would summon it to your location. Despite the incredible convenience these devices provide most people don't use them because they can be hacked into, giving crafty thieves an easy way to steal your ship.
- **Internal Security System [200scr]:** Turrets, cameras, low-yield mines, doors with magnetic seals, everything you need to trap, kill, or drive away any unwanted visitors on your ship. These counter measures can be controlled from either the captain's quarters, the cockpit/bridge, or both depending on what you prefer.

- **Weapons**
  - **Dual Laser Cannons [Free/50scr]:** Twin forward weapons that fire powerful blasts of energy. These lasers can destroy an unshielded starfighter in a single hit and blow holes in the hulls of freighters but anything larger or more heavily armored will simply shrug off your attacks. Small shielded targets will be able to resist more damage but even they can be destroyed with enough hits. You can purchase an additional set of laser cannons for 50scr.
    - **Repeating Laser Cannons [100scr]:** Upgrades your cannons into fully automatic laser weapons. This will drastically increase the amount of projectiles you can fire but it won't affect your base damage. Cannot be purchased with Turbolasers.
    - **Turbolasers [200scr]:** Powerful and dangerous energy blasters typically found on large warships and space stations. Their fire rate is only about one round per-second but they do enough damage to vaporize fully-shielded starfighters and could probably burn through the shields and hull of a star destroyer if you somehow managed to survive a prolonged engagement with one. Cannot be purchased with Repeating Laser Cannon.
  - **Anti-personnel Blaster [50scr]:** A hidden energy cannon designed to defend your ship against people trying to board it from the ground. This weapon can either be controlled from within your ship or set to automatically attack predesignated targets.
  - **Homing Beacon Launcher [50scr]:** Perfect for if you want to keep track of your targets or have someone lead you back to their allies. This device can load and fire practically any kind of homing beacon and the beacons themselves are extremely hard to detect once they attach to your target. Comes equipped with 4 beacons.
  - **Laser Cannon Turret [100scr]:** If really want to defend a ship this size you're going to need a weapon that can cover more than just your front. Laser turrets can cover either the top or bottom half of your vessel and will allow you to attack while you're trying to escape or perform more elaborate maneuvers. The only drawback to these weapons is that they need to manned by someone other than the pilot. An additional turret may be purchased to cover the other side of your ship. If you have the Corvette Chassis you automatically receive four Laser Cannon Turrets for free and can purchase another four for 100scr. Imported ships the same size or larger than a Corvette also receive four free turrets. Turrets scale up to match the weapon sizes of significantly large imported vessels.
    - **Turbolaser Turrets [100scr]:** Replaces all of your standard turrets with much stronger turbolasers. These weapons should make eliminating fighters trivial and greatly improve your chances when facing larger vessels.
    - **Quad Laser Cannon Turret [200scr]:** Twice the firepower, twice the damage. This upgrade will replace all of your laser turrets with quad laser turrets. These weapons fire much faster than standard laser turrets making then even better at taking down starfighters and performing strafing runs. Can be purchased with Turbolaser Turrets.
  - **Ion Cannon [200scr]:** This weapon is designed to disable your target's electrical systems. It fires ionized particles that seriously interfere with the operation of electronics and computer systems, shorting out circuits and often disabling them outright. The projectiles from this weapon are so hot that they can sometimes cause physical damage by melting circuitry or fusing mechanical parts. Because of it's size the cannon will only completely disable ships equal to or smaller than your own, firing it at capital ships will usually only disable small areas but a well placed shot on a critical system could cripple a much larger vessel.

- **Dual Particle Cannons [200scr]:** While they're nearly the same as turbolasers in terms of damage and rate of fire, the projectiles fired by these energy weapons will always violently explode on impact causing splash damage to anything nearby.
- **Proton Torpedo Launchers [200scr]:** This system will let you arm your vessel with energized torpedoes that create devastatingly powerful blasts from proton-scattering warheads. These explosives will let you easily destroy starfighters and freighters, even capital ships can be damaged by these weapons. These warheads also feature guidance capabilities but they work better against large targets as even a moderately skilled starfighter pilot could dodge them. Comes equipped with 6 standard Proton Torpedos.
- **Mine layer [200scr]:** A specialized weapon system that will allow you to deploy space mines. There are a wide variety of mine types that can be deployed with this device, such as proximity mines that will destroy nearby ships, seeker mines that will relentlessly follow their targets and ion mines that will disable passing vessels. Comes equipped with 3 standard proximity mines, 3 ion mines and 3 seeker mines.
- **Missile Launchers [200scr]:** A specialized weapon system that will allow you to arm your ship with guided concussion missiles. These warheads are faster than proton torpedoes and can easily track starfighters but they're still be avoidable and only do minimal damage to capital ships. By default light, medium, and heavy ships can fire up to six missiles at once, while corvettes may fire up to eighteen missiles and once. Comes equipped with 12 standard missiles.

- **Defenses and Countermeasures**
  - **Deflector Shields [Free]:** A translucent energy field that will protect your ship from intense heat, lasers, blasters, harmful radiation, and space debris. A TIE fighter would have to land several dozen hits in order to being down your shields but a blow from a Star Destroyer's turbolasers will turn your ship to dust.
    - **Magnetic Containment Field [50scr]:** In the event of a hull breach this electromagnetic field will prevent air from being vented into space. The field will trigger whenever you've sustained severe hull damage and it'll remain active so long as your ship has power, however you won't be able to fire any of your weapons while the containment field is active.
    - **Military Grade Deflector Shields [200scr]:** This upgrade will allow your vessel to survive one or two hits from a capital ship's turbolasers. While that may not sound like much keep in mind that turbolasers of that scale are capable of decimating entire planets.
  - **Reinforced Hull [200scr]:** The plating and support structures in your vessel have been improved allowing it to sustain twice as much hull damage and resist higher pressures.
  - **Sensor Decoy [200scr]:** A small buoy that can mislead enemies by emitting electromagnetic and holographic signals. By default this device is programmed to mimic your own ship's signals but it can be reprogrammed to look like a different vessel when picked up by sensor scans. It can be recovered and redeployed so long as it remains intact.
  - **Sensor Jammer [400scr]:** This device will make your ship almost completely immune to detection. Sensor scans will ignore you and enemy weapons will be unable to lock-onto your vessel.
  - **Cloaking Device [600scr]:** The best stealth system money can buy. These things are extremely rare, only a handful of ships in history have ever had them equipped. The cloaking field will completely absorb all incoming sensor scans and shield your vessel's emissions, rendering it invisible to both sensors and the naked eye. The only drawback to this device is that you have to de-cloak in order to fire your weapons, jump to hyperspace, or communicate with the outside world.

- **Complement:** Certain transport ships can be equipped with a small support vessel. These ships are inferior to a true vehicle of their class but they can still prove extremely useful for combat, exploration, transportation, emergency evacuations and other tasks. You may only pick one of the vehicles below.
    - **Mini-fighter [400scr]:** A single-pilot exploration and combat starship large enough to accommodate an adult male Wookiee. The craft is armed with two laser cannons and a missile launcher. There's no hyperdrive but it can match a TIE fighter in speed.
    - **Mini-shuttle [600scr]:** A multirole ship capable of acting as both a starfighter and a transport. The vessel is armed with twin forward laser cannons and a mounted laser turret. It's large enough to carry the pilot and eight humanoid passengers. The ship is slightly faster than a Lambda-class shuttle but it lacks a hyperdrive.

=-==========

Drawbacks

You may only select up to +600cp worth of drawbacks.

1. **Return of the Jumper [+0cp]:** If you've already been to the Star Wars: Clone Wars jump you may choose this drawback to allow whatever changes you made in that timeline to carry over to this jump. Your age will be automatically set to 14 if you picked a background with memories but if you picked Drop-In you may either keep the age you rolled or start at the age you're supposed to be after leaving the Clone Wars jump. (I.E, if you were 30 at the end of Clone Wars you'd be 44 at the beginning of Original Trilogy.)
2. **...I Actually Liked the Prequels [+0cp]:** Once your time here is over you will immediately go to either the Clone Wars or KOTOR jump. If you've been to both of those jumps already you may not select this drawback.
3. **Heirs to the Empire [+0cp]:** Despite what some people may believe the conflict between the forces of light and darkness did not end after the destruction of the second Death Star. By taking this drawback you'll lock yourself into this world for another 40 years. Before you take this, be warned, things will get very... weird.
4. **Family Friendly [+100cp]:** No Sex, drugs, alcohol or swearing. Excessive amounts of violence such as dismemberment is still ok for some reason.
5. **Where's My Medal? [+100cp]:** You're treated like Chewbacca, as in nobody recognizes your achievements or considers how you might feel about something. Additionally your allies will constantly order you around, even if they're your equals.
6. **UNLIMITED POWER [+100cp]:** An unfortunate accident has bathed your body in dark energy making you look incredibly old and ugly. Expect your leadership skills and charisma to take some major hits, not even hutts would be willing to associate with someone so distrusting. It's best you wear a helmet or some kind of face concealing clothing if you want to be able to go out in public.
7. **Super HD Remaster [+200cp]:** ...Wait, why does Obi-Wan look like a slightly older Ewan McGregor? Why is everything exploding much more violently? And since when could R2 fly or take down Stormtroopers on his own? Oh no, it looks like everything has been updated to make “improvements” over the original content that everyone fell in love with. Audio and visual upgrades have made everything slightly more dangerous and you won't be able to predict how certain key scenes will play out anymore because some idiot has edited the script. Not even new content is safe, every work of Star Wars media you experience in this jump will be different from it's published form. These changes will annoy you and you'll feel a strong urge to point out any you see regardless of what's going on at the moment, people will think you're insane when you do this.
8. **We're Doomed! [+200cp]:** Adventure, danger, heroics! Nope, definitely not for you. You're a complete coward who will flee or surrender at the first sign of danger and a terrible pessimist who will balk at any plan that sounds too daring. Your allies will constantly question why they keep you around and if you don't prove yourself useful they may just decide to abandon you. Going it alone won't help since at some point you will get into trouble. You can probably work up enough courage to follow your allies on extremely important missions but even then you'll still likely only perform non-combat support.
9. **Haunted [+200cp]:** An ancient Sith spirit has mistaken you for his old mortal enemy. He will follow you around wherever you go attempting to drive you insane. He'll use illusions to make you see and hear things that'll mess with your emotions and whenever you're in public he'll try to distract you or interrupt your conversations. You're the only one who can see or hear him and no matter what you do you can't get rid of him.

10. **The Dark Jumper [+300cp]:** Somethings not right. For the past few days you've been getting flashbacks of strange events and mysterious people you've never encountered, you can clearly recall yourself doing things that you would never dream of doing and on top of that you've also been having horrible nightmares of being kidnapped, tortured and experimented upon. In several of these visions you've seen a dark and stormy world with a secret research base hidden somewhere beneath it's surface. Within this base lies your own doppelganger, a brainwashed clone with all of your powers, skills and memories breed to kill and replace you. It will follow you across the galaxy attempting to kill you, aid your enemies, or turn your allies against you and so long as it lives you will be plagued by strange memories and terrifying nightmares. The doppelganger owns a stealth ship that can easily track and intercept your own vessel as well as inferior versions of your favorite weapons and armor that will try to mimic the properties of the originals. If that wasn't bad enough your doppelganger also has hundreds of failed clones with 1/10 of your strength under it's command. These failed clones are mindless abominations armed only with simple weapons, they should be easy to defeat but they attack in groups.

11. **Frozen Work of Art [+300cp]:** Well this is interesting, somehow you've been trapped in a block of carbonite and sold to a major hutt crimelord. Fortunately the block you're stuck in has been programed to thaw after five years and it's been specially designed to ensure that you won't suffer from any of the typical effects of long-term carbonite freezing once you're finally released. You will be fully aware of everything that's going on while your frozen but any attempts to escape or use any powers you may possess will fail. Additionally if you have any companions they will remain frozen alongside you, however unlike you they will have the luxury of being unaware of their imprisonment. Once you're unfrozen you'll have to escape your captors palace, it shouldn't be hard, he only has about a hundred combat droid guards and few rancors.

12. **More Machine Than Man [+300cp]:** Darth Vader, General Grievous, these individuals are perfect examples of the power one can obtain from cybernetics, yet people still cling to their fleshy bodies as if they were superior! You've decided that you're going to show everyone once and for all why mechanical augmentation is the true path to ultimate power! You'll eagerly chop off your own arms and legs to replace them with mechanical limbs and you'll constantly strive to improve yourself with more cybernetic bits until the only organic parts of you left are your eyes, brain and heart. Unfortunately you will always choose the worst cybernetics possible, stuff that will either do nothing or actually make you weaker. These augmentations will always be expensive and getting them installed will take up a significant amount of your time. Also, cybernetics weaken Force powers and if you can't hold onto your sanity you will create a completely mechanical body for yourself that will prevent you from using any of your supernatural abilities until you leave this world. One more thing, the majority of the galaxy is extremely Prejudice against cyborgs so you should probably at least try to cover up some of your augmentations. If you pick this drawback as a droid you'll instead become obsessed with becoming more organic, driving you to replace your mechanical bits with flesh. You'll constantly harvest limbs and organs from fallen opponents or dead bodies in order to create a terrifying body of decaying flesh and exposed circuitry.

13. **A Hand Offered and A Hand Taken [+600] (Cannot be taken with Return of the Jumper):** The year is 13ABY and today there are celebrations all over the known galaxy for today is the 10th anniversary of the slaying the The Emperor. On that one fateful day ten years ago Luke Skywalker took his father's hand and together they slew the Emperor, but now the Empire is a very different beast than what it was. Father and Son have united together restructured the empire combining their knowledge from the past and the present. The Father remembers the glory of the once powerful Grand Army of the Republic and with information found in one of the emperor's secret vaults has resurrected the cloning techniques of the Kaminoans. With the facilities rebuilt he sought out a very particular person to make them an offer like that which was made to his father all those years ago… The Son knows of the great Strength of the Rebel fighters and the fragile nature empire's TIE series. Surprised he was to find perfectly good TIE designs that could give the Rebels a run for their money but had been seemingly abandoned due to narrow minded commanders not wishing to spend the extra credits to increase the survival rates of its pilots. Reforms were carried out and slowly but surely the designs of the past were phased out and in cooperation with his father new training regiments for pilots laid out. In just a few short years the reforms had run their course, the core worlds were firmly under the control of the empire, and so they began to crush all resistance before them. This is the time in which you will find yourself. The Rebellion has been all but crushed with the empire's expansion, Leia Organa & Chewbacca flee aboard the millennium falcon, Han Solo is but an ornament in a sandy palace, Boba Fett has gathered specialists and old clones such as CC-2224 aka Commander Cody to train a new generation of clones based off himself, and reports from the outer rim say that a certain Chiss commander has returned from his tour in unknown regions. This is a time of Order. This is a time of stability. Your entrance has sent ripples throughout the universe and the powers that be have felt a disturbance in the force…

=-==========

Epilogue

Oh, here you are, survived the dangers of this world you have. Congratulations! But now what will you do? Have you grown attached to this world, become it's conquer, it's savior? Perhaps you simply wish to continue your adventures amongst the stars, or maybe you've finally discovered your true love and do not wish to leave them? But maybe I am wrong, maybe you just want me to finish yammering and let you move on to your next adventure, or perhaps you've finally decided to end this journey and return to your true home? Well, regardless of your decision know that any drawbacks you may have chosen will be removed.

- **Stay:** You will Remain is this world and continue your new life. The old life you left back on earth will be concluded to ensure your friends and family won't wonder about your absence.
- **Go Home:** I will return you to earth at the exact moment you left. All of your powers, abilities, skills and items will follow you home as well as your ship and any companions you may have purchased. I will also give you the ability to grant people Force sensitivity and the means to create lightsabers as a parting gift.
- **Move On:** Oh, so you did just want me to shut up and let you leave. Well, hopefully you've learned something from all this but if not at least know that you've made an impact on this world and it's people. Whatever you end up doing in the future, know that the Force will be with you, always.

=-==========

Notes

1. By default you have two timelines to choose from, New Cannon and Legends. Legends is simply original vanilla Star Wars, this timeline includes all the movies plus any EU stuff not created by Disney. New Cannon however includes all the stuff like Rebels and the new Star Wars books that overwrite some of the original Legends material but still leaves in anything that can fill in the gaps. You can only pick the timeline import option if you've been to the Clone Wars jump, this drawback semi-overwrites the timeline option you picked, I.E, If it's still possible for cannon events to occur then they will. For the “A hand offered and a hand taken” drawback you're in an altered version of the legends timeline.
2. If your starship is ever destroyed or lost it'll reappear at the start of your next jump. After the jump ammunition and supplies will automatically restock the day after they run out. Your vessel will retain any modifications you make to it.
3. Even if you master the Darkside version of Force healing instantly lethal hits will still kill you.
4. The Carbonite Freezing Chamber CANNOT, under any circumstances. be used to replace pods, gain new companions or keep living beings in your warehouse that would normally be expelled.
5. The truth serum from, “We Have Ways of Making You Talk”, can work against other individuals who use psionics to enhance their mental defenses.
6. All discounts are 50%.
7. By taking this jump you and your companions automatically gain the ability to pilot a starship.
8. You can open a portal to the hangar whenever you want to dock or pilot your ship.
9. The “Familiar Lightsaber” only grants you the skills necessary to wield the weapon. It does not give Force Powes.
10. The hangar will always be able to hold your ship but it can never be used for anything else, not even storing other vessels. It's specifically intended to serve as a dock for the Star Wars ship.
11. Droids crew members respawn a week after they're destroyed.

=-==========

Changelog

1. Removed the cost and roll for the age and gender options.
2. Added a note that explains laser turrets scale up for really big imported ships.
3. Added a canon companion/companion creation option.
4. Added the new item. “Imperial Vehicle Blueprints.”