Star Wars: Attack Of The Clones – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

There is unrest in the Galactic Senate. Several thousand solar systems have declared their intentions to leave the Republic.

This separatist movement, under the leadership of the mysterious Count Dooku, has made it difficult for the limited number of Jedi Knights to maintain peace and order in the galaxy.

Senator Amidala, the former Queen of Naboo, is returning to the Galactic Senate to vote on the critical issue of creating an ARMY OF THE REPUBLIC to assist the overwhelmed Jedi....

Now, a new element has entered the story, the presence and actions of which could alter the events of this entire saga.

Welcome to the galaxy far, far away, in which the events of Star Wars take place. You are here shortly before the beginning of the Clone Wars and long before the tyrannical reign of the Galactic Empire and all the events that follow. Exactly which later events happen, legendary or otherwise, is not important for now.

You are here in the middle of the Prequels, Episode 2 in fact. While there is no active war between the CIS and Republic, it may start if given the opportunity. Unless you have other conditions stating otherwise, you start off just as Senator Padmé Amidala's ship is coming in for landing on Coruscant.

Will you allow the events that unfold to take place? Will you seek to be a hero seeking to avert the dark times to come, or will you be one of those wanting a war to wage among the stars?

Whatever your choices over the 10 years you will be staying here, take 1000CP to spend, and may the Force be with you…

Starting Location

This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Coruscant, Corusca Sector** – The administrative centre of the galaxy, home to important features such as the Jedi Temple and the Galactic Senate. This planet is essentially one immense city, and though there is no current danger to the entire planet be aware that 'civilised' does not always mean 'safe'. You can start at any notable location on it you like.

2. **Naboo** – **Chommel Sector** – A bountiful planet hosting native Gungan and Human occupants, as well as the current Supreme Chancellor's homeworld. It has the rare quality of possessing a porous plasma-rich interior without a molten core like other planets. Their system of governance involves an elected monarchy, of which the head at this time is Queen Neeyutnee. It is a peaceful and prosperous world with elegant architecture, and the past tensions between the Gungans and Human populations has more-or-less been resolved, with the Senator responsible for it on their way to Coruscant at this moment. Be wary should you stumble across a dangerous remnant of the Trade Federation invasion a decade ago hidden in the Eastern Swamps, if the work there is released it could prove catastrophic. You can choose to appear in the capital city of Theed, or at any other particularly scenic or interesting location of your choice.

3. **Kamino** – **Extragalactic** – Don't expect to find this on any maps you could obtain from the Jedi Archives. It is a remote water planet outside the main galaxy, inhabited by a race of tall, elegant beings with long necks, who's attitude towards you depends on your manners and how big your pocketbook is. Their cities are built on stilts and are scattered across the ocean covered and storm-wracked surface. Kamino is renowned for its science and production of clone armies and has often contracted with private security forces and other clients. They are dealing with a particularly large order at the moment and have been expecting someone to show up and inspect it. There's another off-worlder staying here as well. They're off on a job at the moment, but their son might be able to help if you have any questions or job offers for their parent. You can choose to appear anywhere on the planet, though be aware the facilities are effectively the most heavily guarded in the galaxy and you won't find solid land anywhere but the cities.

4. **Tatooine** – **Arkanis Sector** – Part of a binary star system, the planet is oppressed by scorching suns, resulting in the world lacking the necessary surface water to sustain large populations. As a result, many residents of the planet instead draw water from the atmosphere via moisture farms. Native residents include Jawa, small creatures who scavenge and travel the deserts in abandoned mining machines known as Sandcrawlers, and Tusken Raiders, who often attack isolated settlements on the fringes of their territory and are hostile to outsiders. Jabba the Hutt owns a palace here in the Dune Sea, but his wealth is an exception as a poor standard of living is

common amongst the other settlements. Should you find yourself in the desert, be wary of dangers such as Krayt Dragons and stumbling into the Great Pit of Carkoon. The Boonta Eve Classic Podrace is held on this planet annually, held in and around the Grand Arena in Mos Espa. You can choose to appear at any notable location on this planet, just be aware that you won't really be able to avoid sand.

5. **Geonosis** – **Arkanis Sector** – Far from the centre of the Republic but less than a parsec away from Tatooine, this desert planet is the homeworld of the Geonosians, a species of sentient insectoids, and the Confederacy of Independent Systems' first capital. Though its atmosphere is breathable, it is an arid and irradiated world. Both its rocks and sky are tinted in shades of red, and it has impressive orbital rings and 15 moons. The Archduke of Geonosis, Poggle the Lesser, will soon be hosting a summit of the heads of the Confederacy. Should you not someone permitted to be present here, be wary of getting caught and sentenced to the arena. If you need to hide in the catacombs, be equally wary of the native fauna and encountering other forces that are concealing themselves within this extensive network. You can choose to appear at any particular notable or interesting locations on this planet, just be aware that safety standards are lax here and infrastructure was mostly built for occupants who can fly.

6. **Free Choice** – You can pick any of the above, or anywhere else you would like to start off in the galaxy where Star Wars takes place.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

Negotiator – While others may be tense, you are a calm point in the storms to come. Perhaps a more dramatic youth than most would expect has tempered your experience into wisdom. If something requires vigilance, patience and attention to detail, then you are the one to call upon. You're probably rather good at reigning in more adventurous allies and trusting your feelings will likely put you in a good position to ensure you succeed in your investigations.

Politician – Are you politician that is not to be trusted? Perhaps you're not like the others in the Senate, or perhaps you'll focus only on pleasing those who fund your campaigns. Whether or not you're actually corrupt, you are very clever in following the passions and prejudices of the Senators.

Commander – Sometimes defending the public and institutions that guide them requires more than words and reason. While others focus on diplomacy and politics, you are going to focus on combat. The battle between good and evil might need soldiers, and you are either one of them or amongst those would lead them into battle. You might have personal experience in this, or perhaps you've just studied a lot of the available archives.

Hunter – Let others focus on the bigger picture, you're going to deal with the little things like trying to make your way in the universe. You are in the line of work that involves capturing or killing targets. There are plenty of bounty hunters out there, but perhaps you'll rise to be amongst the best of them with your skills and discretion. Hopefully your clients won't get too impatient, and you should be aware that in this line of work any mistakes you make might end your career prematurely.

Chosen One – Perhaps you want to live a life of consequence in the future? You could certainly find yourself at the turning point of events here, if you are quick enough to reach out and seize the opportunities presented with both hands. You might be rash, but you are good at aiding those around you and your exuberance might help find faster routes to your goals. You still have much to learn, but you could have great potential.

Separatist – Are you a character of wealth and taste, a wise figure led astray by a powerful corruptive force, or just a parasite sucking the life out of the galaxy? Exactly what your activities are and who you associate with will be up to you, but you are known to be one of those opposing the current state of the Republic. You may be a political idealist, or a more poisonous character.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin

and background so long as a Drawback doesn’t prevent it, but it has to be a species that is featured within Attack Of The Clones. For example, you could choose to be a human, some manner of droid, a Kaminoan, a Geonosian, a Clone Trooper, or a Tusken Raider.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free/100 – **Basic Communication** – Much of this setting speaks Basic. Now you can as well. Though there are more obscure languages that you might need a translator for, you can communicate with the majority of the people in this Galaxy. This is Free here, but you can pay 100CP to have the same sort of benefit in other settings.

Free/100 – **General Jabs** – It's a big galaxy, but sometimes the smallest things cause problems. No, not Midi-chlorians in this case, but other minute organisms. You are now as immune as anyone else would be if they had access to all the local general vaccinations and treatments to deal with common viruses and allergies, and your immune system can deal with the less serious diseases you might encounter fairly easily. It's Free here, but you can pay 100CP to have the same apply in any setting you might visit in the future.

200 – **Will Of The Force** – Would you prefer that events carry on as they would otherwise, influenced by forces beyond your comprehension? Then trust in the Force, for it shall ensure that the main elements of canon happen regardless of your actions. No butterflying major events by accident, albeit at a cost of ability to change anything. For better or worse, the rails of canon will hold steady.

200 – **The Force Of Will** – Or do you want to forge your own path, break free of any shackles of predestined events? Your actions will change things regardless of precognitive abilities, destiny shaping effects, and other forces that try to ensure that things go along a specific path. For better or worse, canon can be derailed with your influence.

400 – **Shroud Of The Dark Side** – It is close to falling, and the Clone Wars will begin. But now, it seems you have control over this as it applies to you. You can either use this to conceal your own intentions and your true nature from others, or to expose to you that which would usually hide behind mystical concealment and obfuscation. You could use this to help hide from those who would protect the galaxy from those that would threaten it, or instead work to uncover the insidious plots that aim to control it. This also acts as a Capstone Booster for the 600CP Perks here.

Negotiator

100 – **Attuned Senses** – Your senses are. Possibly. Even if you aren't entirely aware of what is going on in another room if you are distracted, you do have a knack for noticing things others will miss. You would be aware when someone is sneaking up behind you in a loud and crowded bar, as an example. As a result, you are also particularly good at tracking people down, though you may need to use the same routes they do rather than rely on shortcuts and risk losing the trail.

100 – **Only In Your Mind, My Very Young Apprentice** – Sometimes, the skills of those you are training will make them, well, arrogant. Perhaps the training did not start early enough to properly ground them, or they have been influenced by others. Now you can reel them back in and refocus them on a more realistic estimation of their abilities and position before their overconfidence costs them an arm and a leg. They won't resent you for it or regard you as holding them back either.

200 – **Patience** – You have staggering quantities of it. You are particularly good at negotiations, short or long, as well as calming others down when they are frustrated. If they seem amicable enough, you could go up to an enemy general and calmly discuss the surrender of your forces, perhaps even ensuring humane treatment and captivity under acceptable articles of war. You have such control over your emotions you could actually be using this to buy time for a greater plan to win and only the most perceptive of opponents would notice. You are equally good at avoiding offending others accidentally and riling people up deliberately while remaining calm and composed yourself.

200 – **You Want To Go Home And Re-Think Your Life** – Wanting to help people is all well and good, but there are occasions where you might accidentally do more harm than good. Now, genuine attempts to help people will not backfire on them or you, and positive developments will stick thanks to your efforts. You also have a disproportionately beneficial effect when you help people. Someone you talk out of using and dealing drugs, whatever your exact methods are, will actually reform and clean themselves up without also expanding their portfolio to arms dealing, and they might go on to help others as you have helped them.

400 – **Why Do I Get The Feeling You're Going To Be The Death Of Me** – It's not perfect precognition, more of a vague sense of when something is going to cause problems for you in the future. This could be just making something more difficult, or something that directly threatens you. The further away and less the event relates to you personally, is the less precise and intense this feeling will be, so if negotiations will not go well but they aren't targeting you specifically you will just get a bad feeling about it. Conversely, the more immediate the event or the more serious the outcome for you personally, the greater the intensity of the feeling, so interacting with someone who will try to kill you would create a vague sense years in advance. What this talent lacks in precision it makes up for in penetration, as this feeling completely ignores attempts to prevent or obfuscate prediction abilities or foretelling of the future. If you're not sure about something, searching your feelings might actually help.

400 – **That's…Why I'm Here** – They were expecting you? Odd, if you weren't expecting to arrive. But now you can quickly adapt and use cases of mistaken identity and intent to your advantage. You can show up somewhere and will be believed to be a specific person or there for a specific purpose, and you can roll with this to find out more about what you have stumbled into without anybody becoming suspicious or revealing you don't know what's going on. Show up at a top-secret factory, the people running it will assume you are a client or some sort of inspector they were expecting and happily show you around rather than raise any alarm, as an example. The 'real' person won't show up while you are there to ruin your improvised deception, and you will not find yourself accidentally giving away that you're not supposed to be there.

600 – **Well, We Won't Be Seeing Jumper Again** – That's certainly what they'll think, only for you to show up later. You are skilled at convincingly faking your death, either by setting something up or taking advantage of the efforts of those trying to kill you. All you really need is some indication that something killed you, a period of time where you remain hidden and avoid proving otherwise, and your opponents will move on without even bothering to check for the debris from your ship or the remains of your corpse. Only those who have known you to cheat death multiple times will bother to prod at your apparent remains or keep searching till they find a body.

> **Capstone Boosted** – Did they think you were truly gone and would never return? Apparently so. It seems you were so convincing that those who should know otherwise will believe you are dead, even if they have some way of sensing whether you are alive or not. If you disappear for long enough, your enemies will assume you died even if they know you were alive and well the last time you interacted. If you choose to hide somewhere out of the way that you are reasonably sure you won't be searched for, they'll never be able to find you until you reveal yourself by getting openly involved again.

600 – **Advantageously Changing Elevation** – You might hate it when someone else does a dramatic or dangerous leap to somewhere, but maybe that's because you hate seeing amateurs do it. You, on the other hand, are a master. You could leap straight through a window and seize hold of a droid trying to fly away on the other side, or jump into the air to kick at someone, or flipping onto a platform to get to safety. Regardless of the conditions, as long as you can somehow propel yourself in the right direction, you can use the right amount of force and successfully hit your target. You're remarkably resistant to simply falling to your death too, capable of finding something to grab onto or a softer place to land if there is one.

> **Capstone Boosted** – You have an ability some consider to be unnatural. You are effectively immune to falling to your death by your own mistakes or the actions of others, and capable of surviving any fate that involves falling. Somehow, events will conspire to give you a way to survive. Even if you are electrocuted and subsequently fall out of sight, you will somehow manage to survive and come back.

Politician

100 – **Grown More Beautiful** – Even if some might not quite be able to complement you in a way that sounds natural or not particularly awkward, what they really mean is true. Aesthetically you're quite pleasing, however you want to interpret it, and you age quite well even if you're subjected to a lot of stress. Even scars tend to fade quickly, and it would take something very severe to leave a significant mark

100 – **You'll Always Be…** – Regarded platonically at most, if you have anything to say about it. If you actually want anyone to flirt with you or be more than 'just friends', you can selectively disable this Perk so you only attract that sort of attention from people you are genuinely interested in. Just be aware that switching it on and off on the same person is going to give them mixed signals and probably confuse them. This only stops unwanted infatuation or affection, not anger.

200 – **That's Exactly What We Do** – You know everything about the form, function and general operation of every form of government, which is very useful if you are part of such a structure. If someone doesn't know much about politics, you can explain the system in a simplified but informative manner they can understand. If someone thinks they have an idea for a better system, you can compare it to the current system and identify any similarities and differences, as well as objectively compare any benefits and flaws in how said systems work. You can also come up with good arguments to defend or point these out.

200 – **Sometimes There Are Things No One Can Fix** – You know when something or someone is truly beyond repair. It might be a political system that just has too much corruption to restore without tearing it all down and starting again, it might be something electronic that you would be better off replacing, or it might be a person so damaged in some way that there is no way back for them. It could even be a relationship that is fractured beyond any point of reconcilement. You know when something is so broken that it cannot be restored. This doesn't help you fix the problem if there is actually a way to do so, other than knowing it is actually possible when this Perk doesn't indicate it's impossible, but sometimes knowing that there is no way of doing so can be a good start towards something better.

400 – **To Be Angry Is To Be Human** – When someone is conflicted and disturbed by recent events and their own actions, you can help them feel better. You can provide a good shoulder to lean on, knowing how to reassure them should they need it, and bring comfort when it is sorely lacking. In the cases where they may need more professional and legal help, you'll know when that's appropriate and the best sources for it if you cannot provide so you can gently direct them to it. You could make a passable councillor, and there aren't many of those around here.

400 – **Aggressive Negotiations** – You wouldn't call this a diplomatic solution, but it's a good fallback when those aren't possible. You are stronger than your appearance suggests, allowing you to take others by surprise, and can accurately use weapons with one hand that usually need two hands. The bravery and attitude you have might earn you respect from soldiers, and they'd be more inclined to help you if it doesn't directly contradict their orders.

600 – **Jumper Seems To Be On Top Of Things** – Any heroes coming to rescue you might find you are elsewhere. Probably because you already escaped captivity and are leading the fight against your captors. Even without fancy powers or tools, you are immensely determined and resourceful, and far more athletic than your usual career and activities would suggest. You could escape from restraints, get to a better position, use your restraints as an improvised weapon, fall quite considerable distances with far less harm than anyone would expect, and are surprisingly good with a blaster. Your opponents might be so stunned they delay shooting you or doing something else.

> **Capstone Boosted** – They might not realise you are behind things as well. You are very good at manipulating people and public opinion, both openly with speeches and discretely with more insidious machinations. You could arrange for people to meet because it seems convenient for them, without ever giving any indication you are benefitting from their interactions in some way. You could sit in front of a group known for being able to read intention and emotion, and you'd never give the slightest hint that you are deceiving them. On a larger scale, there's nobody better at PR than you. Given time, and perhaps greater influence of existing systems, you could make anyone be considered a great hero or terrible threat.

600 – **The Day We Stop Believing Democracy Will Work Is The Day We'll Lose It** – So it's a good thing that you are really, *really* good at politics and using democratic systems to aid as many people as you can. Even if you're young, you have enough experience to advise others on complex geopolitical matters and a knack for predicting what is needed to get any party or group to agree. If you and others aim to bring back those that want to separate from the current system, you would know they cannot be approached if they still feel threatened. You can even determine how political alliances are most likely to form, what might cause them, and who would be involved. This applies more to general groups, rather than specific people.

> **Capstone Boosted** – You might love Democracy, you might love the Republic, but sometimes the current political system just can't respond fast enough with the endless debating and the time needed for agreements. And if you have a sufficiently senior position within the system, others will propose that they give emergency powers to you if there is some sort of threat it cannot deal with. You may be reluctant or eager to take it up, and as far as anyone is concerned you will lay down that power when the crisis has abated. Exactly what you do with this new power is up to you, but so long as there is a threat and you do not openly abuse it for your own benefit the public will support your greater influence.

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Commander

100 – **Keeper Of The Peace** – You're not a soldier. Or perhaps you are? Either way, you might prefer to act as a deterrent to violence rather than being forced to inflict it. If you sufficiently outnumber or are clearly more powerful than your opponents, you have a chance of them surrendering as soon as you brandish your weapon. This is less effective on the desperate or well trained. Unless you can demonstrably destroy an army by yourself, don't expect them to give up the moment you show up if you're alone.

100 – **Jumper General** – Slightly more than something to add to your list of titles. You have a commanding aura to you, and display the confidence required to lead others. This does not come with any sort of tactical knowledge or experience, but you'll look confident, calm and collected even if you're charging your forces straight at your opponents with absolutely no clue how to do it properly. You might want to take a seat and study that side of things before you get involved in a war.

200 – **On The Front Lines** – You're actually used to large scale conflicts, particularly getting caught up in them and having to fight. You have knowledge and experience of the type of wars fought within the setting and some idea of how it usually works and what is involved, so you won't be left waving your weapons around with no clue what you're supposed to be doing when your opponents don't immediately surrender. You won't be overcome by the loud noises, bright lights and other environmental conditions of pitched battle either. This doesn't give a detailed knowledge of tactics or strategy to use, but at least you won't mistake overconfidence for foresight.

200 – **Code Of Conduct** – You might not already know how to be disciplined and how to follow orders, so now you will know when it is appropriate and what to do to avoid antagonising your superiors, as well as all the regulations and rules you need to follow in your position. Shiny and new as you might be to some of them, you can quickly prove yourself and earn their respect even if they initially distrust or dislike you for whatever reason.

400 – **Slick Commanding Style** – You can do more than just charge directly at your opponents and hope those following you don't get gunned down. Unlike some here, you are actually highly competent when it comes to war, particularly when it comes to leading forces. You know a variety of strategies and tactics for the situations you and your forces will find yourself in, as well as skilled at maintaining morale and understanding logistics that are required to be successful in war over the long term. You're the sort of leader that would quickly earn genuine respect by those you lead or otherwise outrank for doing your best to achieve victory and their survival.

400 – **Experience Outranks Everything** – While someone might technically or officially outrank you due to their position, that's no guarantee that they actually know what they're doing. Now, these superiors will be willing to listen to and apply your advice in any field that your experience outranks theirs, without getting offended that you clearly know more than them about it or disregarding your input for foolish reasons. You need to somehow show that your approach is better than theirs, either through discussion or demonstration, and

they won't necessarily give you credit for the success if they're that type of person, but at least they won't get you and others killed trying to enforce a decision that anyone with experience would tell them is stupid.

600 – **This Party's Over** – Some might call you a party crasher, but what you excel at is stealthily infiltrating even secure locations by yourself or with small groups relative to the size of your opponent's known forces at the location. You could lead an assault team to eliminate someone or rescue others even in the middle of enemy territory that should be on high alert for intruders. Your opponents won't notice your presence until you are practically holding a blade to their bodyguard's throat. Just bear in mind you might be able to end the party earlier if you target the main opponent instead, and if they have forces that can equal or outmatch your own don't expect an easy victory.

> **Capstone Booster** – Should your attempts apparently fail and you are about to join those you aimed to save in captivity or death, your opponents will find that the party is just getting started. You can layer rescue attempts and other activities and are capable of using the first wave of such an assault as potent distraction for the second more effective wave. While your enemies are focused on the presence and efforts of your first strike team, they will entirely overlook the grand army coming to rescue you in turn. This works even if they should have some technological or mystical way of detecting the presence of such forces.

600 – **Reek Of Victory** – You might as well have some sort of taunt or title written on your weapon of choice, because you are very good at winning when you fight. You have a degree of hidden plot armour that provides opportunities during combat that can aid you. This allows you to take advantage of cases where others think they have an advantage over you they must quickly take, only to find they are now at a disadvantage against you once they jump into the fight. Your opponents have a bad habit of focusing on you and losing sight of the bigger picture, which could get them trampled in the heat of battle if they're not careful.

> **Capstone Boosted** – Walking the thin line between light and dark, sanity and madness in order to gain an advantage can be dangerous or disastrous for some. But not you. You are capable of using dangerous techniques and approaches that others could not without at least risking their wellbeing, which could allow you to win against an opponent who could otherwise defeat you. Their dangerous abilities could backfire and scar them horribly, while yours will not risk a limb or your own downfall. This doesn't protect you against other people's efforts, it just shields you from the downsides and risks of your own abilities and techniques.

Hunter

100 – **Bounty Of Mandalore** – You may or may not actually be a Mandalorian, but you could certainly pass for one of that warrior culture if you wanted to. You are strong enough to lift someone at an awkward angle with just one arm, durable enough to keep moving after a bad landing that would at least stun anyone else, and you have enough stamina to keep up with those who can draw strength from other sources. Knocking your head on the door of your ship might happen, but you can just walk it off with no issues.

100 – **I Think Jumper's A Changeling** – You certainly have that sort of ability. Perhaps you're part Clawdite, or you've undergone some sort of high-tech surgery, but regardless of how you choose to explain it you are capable of shapeshifting into any humanoid form and altering your voice to sound however you like. A handy trick for infiltration but bear in mind it doesn't alter your clothes or equipment. You'll need to get rid of those sorts of identifying features if you want to lose someone in a crowd by exploiting this ability.

200 – **We'll Have To Try Something More Subtle This Time** – While you're not necessarily bad at getting up close and personal in combat, you are much better at less direct approaches. You are good at long range combat, either sniping your targets from a distance or using bombs, droids and other creatures to do your dirty work indirectly. You can get this sort of thing past sensors and security that would usually pick them up, and even mystical abilities of perception won't notice this approach until it's just about to strike. Just bear in mind you could potentially be tricked with decoys, or your targets may have a protective detail capable of dealing with your indirect approach.

200 – **A Simple Jumper Trying To Make My Way In The Multiverse** – And to help with that, you are good at finding opportunities for things you are capable of and want to do. This could be your own little adventures or employment based on your skills, even if you don't advertise. In some cases, when there are considerable rewards for a job or it is very important, your potential employer may seek to test you somehow by assigning you another task or series of missions to do first. If the task or series of missions are difficult enough and you succeed, you could find yourself getting an incredibly important position.

400 – **Apart From Jumper's Pay, Which Is Considerable** – You can demand one thing. Somehow, this 'one thing' will count as the only thing anyone knows you received. When getting paid or rewarded for something, you can instead 'turn it down' in exchange for something else the client is willing to do or provide. You will then end up getting both rewards, and nobody else will consider this as having effectively paid you twice or giving you much more than they intended.

400 – **Do You Like Your Army** – They certainly will if you had anything to do with it. Not only are you very good at passing on any training you have to others, but if you are used as the genetic basis of an army then they will rapidly develop your skills and combat capacity even if you don't directly train them. If the genetics are unaltered and you intend to raise your 'offspring' personally they can even develop your Perks as they get older. This works for clones of yourself or children you have using usual reproduction approaches, so you can pass on your abilities as a parent either way.

600 – **They'll Do Their Job Well, I'll Guarantee That** – And that's a Fiat-Backed guarantee if in this case. Anything sourced from you will do the job exactly as the client or user intends without malfunction, so long as the conditions of use are accounted for during the creation and implementation. You could create a gun, and so long as it is intended to hit a target at a set range in certain conditions and those conditions are met it will be able to do so. Armies cloned from your genetics to fulfil a specific role in a plan will be able to do so as long as they do not encounter issues that were accounted for during their creation. Even the manufacturing period will go well, no inherent flaws creeping into the construction stage that would make the product do its job poorly. The only reason what you provide won't do its job to the best of its capability is user error. Even the best soldiers are going to fail if their generals have no idea how to fight a war.

> **Capstone Boosted** – Now this applies to what you might use yourself, even if it was obtained from others. Your own tools won't malfunction, be damaged by accident or get misplaced, armour and equipment sharing your own durability if it is greater than they are. Now you can do your job to the best of your ability, without losing your head in the heat of the moment because a crucial tool you rely upon was damaged.

600 – **Always A Pleasure To Meet A Jedi** – Perhaps you have experience with them? Even if you don't share the capabilities of your targets, you can adapt your tactics and tools to use them more effectively against people with special abilities, such as users of the Force. The more you know about their capabilities and how they use them, the more you will be able to tune your tools and techniques to deal with them. This will help most on a more general level and in some cases may hinge on taking advantage of key moments to take advantage of mistakes that they make. Bear in mind that you can still end up in over your head against those who are vastly more powerful or competent than the general level you are prepared for may catch you by surprise.

> **Capstone Boosted** – You might want to leap at the opportunity presented to take down a dangerous opponent, but now you will no before you do so if it is a good idea or not. Someone you want to fight might look vulnerable, but you will now be instinctually aware if the brief advantage you appear to hold is too fleeting to realistically take with the resources and time you have. You'll also be able to notice if there is another threat in the situation that could turn the fight back in their favour in the event you try to exploit the opening you see. You've got a good head on your shoulders when it comes to taking this sort of risk, knowing when it would be better to wait for another opportunity rather than end up getting knocked down by another threat while you're distracted by your main target.

Chosen One

100 – **Protection Detail** – It might not be the most glamorous job, but it's certainly an important one and you're rather good at it even if those you are protecting are actively making it more difficult for you. You can sense when those you want to defend are in immediate danger, and you have such precision with your weapons and abilities while protecting others that you will not accidentally harm them in the process. When acting in the defence of another you could slice apart small but deadly creatures on a sleeping person's pillow without hitting the person or even damaging their pillows.

100 – **This Is A Short Cut** – You might be impulsive or want to resolve problems as quickly as possible rather than using the slow and steady approaches, but occasionally it pays off. Now, you are able to find and use shortcuts to get to any location or get in front of anyone you are chasing after. You still need to be able to reach the location normally, but you would be able to quickly figure out an alternate and faster route. Even if there are a lot of distractions and you are unfamiliar with the area, you will still be able to get to your target somehow much faster than anyone would think is possible. Just be aware that some of your shortcuts might be unpleasant, and others might hate it when you use this.

200 – **Jumper Business, Go Back To Your Drinks** – Sometimes you have a job to do, and awkward questions and people getting in the way are just going to cause problems. Fortunately, you can get others to ignore actions they might be opposed to or surprised by just by telling them it's your business and not theirs. Everyone will leave you alone and not do something like report you or tell others they saw you up to something. You can even use this to get away with committing violent actions so long as it does not directly affect them, because then it would be their business as well. You and others could probably get away with quite a lot using this sort of power.

200 – **I Don't Think The System Works** – You have the invaluable ability to discuss politics without annoying or offending people. You can honestly explain to someone, even someone who is an active participant of a political system, any flaws you perceive within that system, and they won't be insulted or angry by your opinions. If you lack understanding of the system, they will be happy to explain it in a manner you understand. You can even defend or propose systems that they would be opposed to if you could justify how it would work, without getting into an argument. You can just sit down and discuss what is best for everyone.

400 – **Life Seems So Much Simpler When You're Fixing Things** – You're good at fixing things. Always were. You have the skills of an expert engineer and mechanic, a great familiarity with the technology of this setting and a rapid grasp of that of others should you encounter them. You are capable of repairing anything that is damaged and even upgrading things if you have sufficient time, resources and understanding of what you are tinkering with. This only applies to mechanical and technological things, nor organics, as you'd need surgeons or doctors for that sort of thing. At least you could fix their equipment while they worked on the patient, and your tinkering would leave the tools as good as new if not better.

400 – **They're Dead, Every Single One Of Them** – For when you really hate them, when you would slaughter them like animals, it would be unfortunate if any escaped your wrath. Now, none will if you are actually remotely capable of killing them. You know when you have successfully slain all those you set out to kill and will be aware if there are any survivors. This doesn't help with tracking them down, but you'll know to do so. Very useful for avenging someone or helping to ensure there are no witnesses left.

600 – **I Will Become The Most Powerful Jedi Ever** – Think you should be more powerful? Well, if you have the motivation to accomplish that, you will find you also possess the talent and potential. You learn far faster than others and grow in power with equal speed. You don't seem to have an upper limit to this, though the more power and knowledge you gain the more effort it will take to continue to grow at the same pace.

> **Capstone Boosted** – Is there a power you crave that cannot be taught by your tutors? That's not going to stop you for long. You can now learn to use and master abilities that would usually have some sort of restriction for being able to use, or ones that could only be learnt by specific people. You aren't limited to what the Jedi can do, so long as you can find some sort of teacher or guide to it. They underestimate your limitations.

600 – **I Am A Slow Learner** – That's one way of saying you're too stubborn to go down easily. You have incredible determination to succeed in your goals regardless of resistance posed by others, as well as resilience to pain that is sufficient to let you fight through being non-lethally electrocuted. This also provides you with a significant buffer to deal with critical injuries that should otherwise kill you or at least take you out of the fight, though this buffer is only sufficient to deal with one major injury at a time. You could get nearly lethally electrocuted or lose a limb and get up to fight relatively unaffected by either individually, but if both happened then it would take you out of the fight and prevent you from joining back in until you got treatment for it, or quite possibly dying from that much punishment.

> **Capstone Boosted** – You're still alive? You have an unnatural ability to cling onto life even if you are horribly wounded, fighting through pain that would kill someone lesser by itself. Methods relying on just hurting you to stop you don't work anymore, though you will still feel the pain, and you can force your body or what's left of it to keep going long past the point you should have died. You might not recover from the most severe of injuries with this alone, but perhaps you or your allies have a way of dealing with those.

Separatist

100 – **Jumper Is A Political Idealist, Not A Murderer** – You couldn't assassinate anyone, it's not in your character. At least, that's what most seem to think. Even if it seems somewhat obvious that you are behind something, the general public and those actually enforcing law will not consider you a criminal until there is clear evidence you have committed a crime or are planning something. You might not fool those you directly are going after, but they will have to work hard to prove anything to the others who think otherwise.

100 – **Economy Of Movement** – You can carry with you an air of aristocratic elegance, as well as considerable knowledge of finance and systems related to its usage. Perhaps you had some sort of noble inheritance and were trained for this sort of thing? You can put it to good use in combat as well, favouring approaches that rely on precision, speed, and economy of movement rather than wide-sweeping strikes or relying on raw power. Given time and practice this would make you a formidable duellist, and you can apply this finesse and precision to other abilities.

200 –**This Is A Mistake, A Terrible Mistake, They Have Gone Too Far, This Is Madness** – You can assure others that the actions of your allies had nothing to do with you, giving yourself plausible deniability for being involved in any crimes your allies have committed. You could be associated with people that have threatened worlds, and your own character would remain impeccable unless you started openly supporting such acts. If what your allies have done isn't too heinous, or at least nobody can prove that it is that serious, you can even apologise on their behalf and promise to fix what has clearly been an honest mistake.

200 – **What If I Told You** – The truth? Usually explaining the plan to a captive is going to cause the downfall of the one to do so, but you don't seem to have that problem. If you tell the truth, but not necessarily all of the truth, you can trigger investigations into determining the accuracy of your statements that are a serious problem for your opponents. If there is a traitor in a system, and you tell an operative of this but not who it is, should they be released they will take this information back to their superiors to report it, and the subsequent investigation will damage the organisation even if they do not believe every word you said. Perhaps they'll start to suspect each other, and the resulting lack of trust will cause them to be less effective, or perhaps insistence that there cannot be a traitor in their institution will damage them in the eyes of the public. Should you be able to infect a group with a dangerous enough quantity or quality of truths, numerous smaller flaws or knowledge of some great conspiracy, you could practically drain their ability to function effectively out of them entirely.

400 – **We'll Take Jumper Together** – That might be the plan, but when outnumbered your opponents have a habit of attacking you one at a time instead of working together, perhaps charging in before thinking of any clear plan. Clearly, your enemies overestimate their power. This might not help you as much if individually their powers are far beyond yours.

400 – **Surely You Can Do Better** – Perhaps they could, but by the time they face you're your opponents will not be in a condition to fight you at their best. Perhaps they will be over emotional and make poor decisions, or perhaps they are already weary and injured from

previous fights. They might even be getting on in years or distracted by something else. You're also rather good at taunting your opponents into making crucial mistakes, though this does not work as effectively on more disciplined enemies. Just be aware that some opponents will still be dangerous to you even when they have such a disadvantage.

600 – **It Is Obvious That This Contest Cannot Be Decided** – With your knowledge of the Force, but by your skills with a lightsaber. Or at least that's how you could use this Perk. If you are stalemated by another using the same sort of tactic or ability, even if one of you is holding back for some reason, you can suggest to instead battle using another approach. Most likely one you think you have a real advantage in over your opponent, but it must be one you are both theoretically capable of using. If you suggest using a specific type of weapon, either they must have one or you must be able to provide them one. If the condition can be met, your opponent will agree to it. Bear in mind that this Perk only works once per fight and does not give you any indication of respective abilities, so you might end up trying to get an advantage only to find that your opponent is actually better at the new approach than you are. While this is intended to work on single opponents, if all have access to the new approach then you can use it on as many people in combat you are with as you like. You have to be at least stalemating them first though, this doesn't let you get out of being clearly outmatched.

> **Capstone Boosted** – It would be unfortunate if you decided to change your contest to take advantage of someone's perceived weakness, only to find they outclass you in that skill. Now, you can tell whether somebody else is better or worse at a skill than you, so you can pick something you are clearly better at than they are, rather than accidentally picking a swordfight with someone who appears old and frail but is actually a grand master at it.

600 – **This Is Just The Beginning** – For someone in your position, it is both undignified and inconvenient to be caught once you have to flee, and it might ruin your plans in the process. Now, you have vastly improved ability and luck to escape things. Your opponents will try to take you alive rather than shoot you out of the sky, or perhaps they will find they lack the ammunition or firepower to do so. They won't even take the opportunity to sabotage your escape route if given the opportunity, so you can fight right next to your vehicle without fear of it even getting a scratch. You'll also find that distractions are far more available for you to create and much harder for anyone to deal with, either due to the complexity, or perhaps those pursuing you just don't use faster and easier ways of dealing with the distraction for some reason.

> **Capstone Boosted** – Escaping is good, not getting tracked and forced to flee again is better. Once you have escaped the immediate vicinity of a chase, others will find they cannot track you down or intercept you. If you manage to escape a location, nobody except you and those waiting for you will know if you show up on another location that might otherwise keep a record of anything coming in or out that might give clues to your presence.

Force Ability

If you want the ability to use the Force and haven't acquired it elsewhere somehow, you can purchase it here. If you already have some ability to use the Force, you can consider this a way to boost your existing power and experience. In terms of specific abilities, you can certainly use ones consistently shown during Attack Of The Clones if they are clearly within your "tier", and if you can reasonably argue that ones documented elsewhere are possible for someone of your power and skill, you can use those as well.

100 – **Force Sensitive** – You have the lowest possible connection to the Force. You might be able to sense or intuit things, but you have no ability to use it to act on the world. You may seem to have quicker reflexes than most, or feel things about places or situations, but you cannot do much more than that.

200 – **Beginner** – You are actually able to use the Force to some extent, akin to the level of a beginner Padawan. You can move small things with some concentration or somehow intuitively react to things you cannot see, as an example.

400 – **Senior** – You are on the level of a fully trained Padawan, having enough training to be a competent wielder of the Force. Anakin would be somewhere between this category and the next, having power but lacking discipline that would raise him to that level.

600 – **Master** – You have gained more power and experience after your standard training, placing you on an equal level to Obi-wan and other experienced Jedi, and at the higher end capable of the same feats as Count Dooku.

800 – **Legend** – You have notably greater might and knowledge of the Force and how to use it than most of its wielders in this time, placing you on the same level as the venerable Yoda.

While it is possible to increase your "tier" and you could justifiably end up with far more control at the expense of power or vice-versa than the equal measures shown here, this will take time, practice and effort. Use local ages and abilities as a rough guideline for how long it would take. If you have a great talent or some method of accelerating training or learning faster, this will shorten the time required.

Items

General Undiscounted

Free – **Star Wars: Jump Edition** – You have a collection of all the media ever produced for Star Wars, Canon or Legends, and quite a few bits that were not released to the public. Yes, that includes behind-the-scenes footage, production notes, blooper reels, and a copy of The Holiday Special. You even have original unedited versions of films as well as later ones. Once you are done here, you will receive another collection that shows the version of events you got involved in.

100 – **Duel Of The Fates** – Not only do you now have the full soundtrack from Star Wars available at any time, you can have it set to play at appropriately dramatic moments. Only those you want to hear it will, but it will not be regarded as odd and cannot be used for anything other than setting the mood.

Negotiator

100 – **[Empty Spot]** – Something missing? Not quite, this is for when that happens. This curiously empty spot where an Item should be is a placeholder for you or your allies weapons. If they are lost or misplaced, they will end up in your possession after a short time. Perhaps you were there to catch them if they dropped them?

100 – **Master's Robes** – A set of comfortable and practical robes, equally suited to conditions with pouring rain or scorching deserts, and surprisingly durable. Comes with a grooming kit that helps if you want to style your hair in a particular way or groom a beard, either option won't be uncomfortable or get in the way after treating it with this.

200 – **Reliable Weapon** – Good to have, in this civilised age. Defaulting to a blue lightsaber, this weapon is very difficult to lose or drop and will not malfunction. This thing could save your life.

200 – **Tracking Device** – Capable of accurately being thrown great distances and durable enough to remain attached to the side of a ship as it passes in and out of a planet's atmosphere or through hyperspace. Once activated, this device can be used by you to track whatever it is attached to anywhere in the galaxy. Just bear in mind that if anyone notices you following them after they should have lost you, they might figure out you're using some sort of tracking device and decide to go after you directly.

400 – **Dex's Diner** – Advertised as 'the best eats in the CoCo Town streets', with cheap but filling food. An invaluable if unconventional source of information, this Diner is actually retrofitted with repulsorlifts to allow the entire structure to fly off for a quick getaway. By default staffed by a mixture of droid and organic waitresses, you can either run it yourself or let the equivalent of Dex in different settings run it for you, either way you'll be picking up a lot of information from customers and backroom deals. If you want juicy conversation, information about a weapon and a hot cup of ardees, come here. If you want a good cup of ardees and healthier food, try somewhere else.

400 – **Delta-7 Aethersprite-Class Light Interceptor** – Commonly referred to as the Jedi starfighter, the Delta-7 was a starfighter model designed by Kuat Systems Engineering and used by the Jedi Order before and during the Clone Wars. The Delta-7's designers worked with the Jedi Order to create a starfighter with fewer internal systems than other starships and focused on making the controls as responsive as possible due to the Jedi's Force-sensitive capabilities. An elite transport, it can accommodate a single pilot and an integrated astromech droid, as unlike later starfighter models, the wings are too thin for a full astromech socket. Instead, a modified astromech is hardwired into a socket on the vessel's wing, with its dome remaining intact but its components plugged directly into the ships computer. The droid plays an important part in assisting the pilot with navigation, damage control, and hyperspace travel coordinates. Unlike most ships in the galaxy, the Delta-7 Jedi starfighter did not feature a built-in hyperdrive, but instead relied on external hyperspace transport rings that attached to the starship, allowing it to enter the trans-dimensional realm. Despite this, the ship can still attain speeds of 1,260 kph in realspace, and is painted red, the colour which represented the diplomatic immunity the Jedi enjoyed. You will be

considered to have similar diplomatic immunity while using it, unless you directly get involved and others decide to double check the records, and the spare parts canister make an effective way of getting rid of projectiles that have locked onto you once per restock. Its only real armament is the dual laser cannons, as it was intended for agility rather than raw firepower. An additional benefit is that the astromech wired into it has been programmed to fly it to your location should you require it. The ship has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

600 – **Jedi Archives Backup** – Once a Youngling pointed out that the Jedi Archives had been modified, another pointed out that it would be a good idea to make a copy of the Archives to avoid information going missing so easily and Yoda apparently agreed. Somehow, you've managed to get your hands on the collective knowledge of the Jedi at this point in time. It can either take up as much space as you'd expect such a vast library to do, included in a property you own or attached to your Warehouse, or be in a more compact form as a single computer you can fit on a desk. The backup does not include a librarian within it, which might be confusing for the one running the main archive as their own logic may imply they do not exist.

600 – **[Empty Space]** – Lost another Item you have, Jumper? No, this is something you can instead apply to any records in order to remove the existence of something from them to conceal it. You could apply this to a location or person, and on any map or record it would entirely vanish to leave only blank space or notation of nothing being there or nobody matching the given identity. This doesn't help if anybody stumbles across what you have concealed in person, but it won't be in any archive and will likely be considered not to exist at all by anyone using them to search for whatever you have hidden.

Politician

100 – **Representation** – You have it. Or more accurately, you are it, as you now have a position within a political system that you can upgrade for more CP. The starting rank is *Junior Representative*, or just *Representative,* which means you have been chosen to give voice to a minority population or political group from a specific world, and although only senators are allowed to vote or introduce legislation in the Senate you could perform these duties in the senator's stead should they take a leave of absence or be otherwise unavailable. For 200CP you can upgrade to *Senator*, meaning you represent an entire world or sufficiently powerful guild, and are allowed to vote or introduce legislation yourself. For 400CP you can have the position of Vice Chancellor, speaker of the Senate, tasked with maintaining order among the galaxy's senators and having considerable influence over the functional ability of the government due to being able to enforce protocol and procedure. For 600CP, you can have the position of Supreme Chancellor, the head of state and head of government of the Galactic Republic, directing both the executive and legislative branches of government. At this point, getting any additional power would essentially make you the Senate. In other Jumps you can claim equivalent positions within the main system of government.

100 – **Extensive Wardrobe** – You have a wardrobe with enough contents to wear an entirely different outfit every day for at least a month, ranging from more elaborate and formal designs to simpler and more comfortable options, as well as some you might prefer to wear in more private situations. Curiously enough, they all have a slight ablative armour property, causing a single injury to be far less severe than it otherwise would be at the expense of the outfit tearing away or getting damaged. Nothing too immodest, but sometimes showing a little more skin might be an acceptable payoff to avoid getting your back completely sliced open.

200 – **Jumper's Apartment** – By default, this is located on Coruscant, on the top floors of the Senate Apartment Complex on Coruscant, allotted to you by the Naboo Embassy and identical to the one allotted to their own political representative. Any sort of rent or fee for the location has been covered. It even has paperwork in place to convert it into a restaurant if you like. Made up of several rooms, the chambers are accessed via an exterior turbolift which deposits guests in a small lobby. Flowing into a wide, low ceiling sitting room, this main chamber is focused by a series of yellow cream coloured sofas and chairs that are meant to encourage peaceful discussion. The ceiling and walls of the chamber are of a ribbed design, arching over the room to allow natural light to flow in through the floor to ceiling clari-crystalline windows and expansive skylights. On either side of the sitting room, transparisteel doors can retract to allow passage onto the small open-air balconies which overlook the Senate District. Small tables are dotted with carefully placed art brought in from around the galaxy and can include work from your homeworld if you like. Leading out of the sitting room are two hallways which lead into the private chambers such as the bedroom with a broad window on one side. A large pillared area, the lightly furnished veranda is accessed by two staircases on either side of a central hallway which leads further into the depths of the apartment. Equipped with a sitting area with two sofas and a bubbling fountain, the room is illuminated by disk shaped lamps at night, as well as a small illuminator. A wish globe that creates seemingly sourceless light is situated off in a corner,

while several handing orbs and vases dot the darker corners of the room. At the mouth of the veranda is a small docking area for personal airspeeders to rest. Flanked by two bronzium statues of a design of your choice, the veranda's mouth is constantly guarded by a particle and energy shield which prevents attacks or accidental falls over the railing-less area. The space between the simple white columns is filled with the plain white drapes that stretched from floor to ceiling. In other Jumps you can import this property into any others you own, place it in an appropriate location, or import it into the Warehouse.

200 – **Royal N-1 Starfighter** – This might not be particularly large or luxurious, but there are advantages with being unobtrusive compared to other ships. Roles appropriate for the N-1 roles include reconnaissance/patrol missions, escort duty, system defence, and ceremonial functions. It is a agile craft, armed with twin laser cannons and torpedoes, and has room for an astromech droid. It is also equipped with a Nubian Monarc C-4 hyperdrive with a range of 1,000 light-years, and the pilot is protected by advanced life support systems and deflector shields. Despite the bright yellow and chromium finish, this ship in particular is remarkably easy to overlook when there are other ships present, making it an ideal craft to use for a VIP while a more impressive ship acts as a decoy. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

400 – **J-Type Diplomatic Barge** – This impressive ship, also called a Naboo Royal Cruiser, is custom built to avoid issues facing earlier models, with powerful shield generators and paired S-9 hyperdrive generators to compliment the superluminal drive. The chrome-plated hull features two broad wings each fitted with two engines and recharge sockets for starfighters situated along the wings' leading edges, allowing it to carry up to four N-1 starfighters. As a diplomatic vessel it is unarmed, but those trying to use weapons such as concealed explosives against its occupants will find them more prone to failure or at least delayed detonation. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

400 – **Security Detail** – Even if it turns out there is no danger at all, sometimes it’s nice to have some reassurance. They might not be a match against a battle-hardened Federation army, but they are trained in hand-to-hand combat and marksmanship and you can quickly establish them to defend you or secure any building you might be staying in. They will do everything within their power to secure your safety, utilising decoys if necessary, and attempts to assassinate you seem to be far less successful with them present even if they are horribly outclassed by the threat. Curiously enough they can be equipped with eyepatches that do not obstruct vision and prevent memory loss, which could be useful if those threatening you have mind altering capabilities. If killed or injured, members will be replaced in a a defined location you control after an hour has passed. This replacement will be seen as the provision of eager volunteers, and nobody will see it as strange.

600 – **Isolated Retreat In The Lake Country** – Your own place, out of the way of everything. Not a small place either, as this beautiful and almost palace-like building is set in a remote area in a location that will remain largely untouched by any conflict within the setting. Here it will default to an island and villa located in Naboo’s Lake Country, but in other settings you will find it adapted to the most suitable safe area. Settled at the bottom of a mountain and next to a lake, the best way to access this home away from everything is by boat,

allowing access to the small but sheltered docks. Perhaps you came here for school retreat? There is an island within swimming distance, and the water is clean and clear. It is peaceful and private, allowing you to lie on the sand to let the sun dry you, guess the names of the birds singing, and not be bothered by whatever else is going on in the setting. The building itself is made of a yellow rock and has red roofs topped with copper-green domes. The rooms of the villa are linked by both wide marble hallways and outdoor gardens. Notable areas of the house included a throne room that visiting royalty could receive guests in, as well as the Room of Morning Mists, an open-air veranda that overlooks the lake. The estate keeps several Berenko-class gondola speeders in service for transport across the waters. It's also within a walking range of a field with beautiful waterfalls, tame wildlife and surprisingly soft ground if you happen to fall on it. There are staff to maintain the building and its gardens, though they will leave you and any guests in privacy if you want to use this place as a romantic retreat ,and one of them is actually qualified to perform weddings if required. Such ceremonies are guaranteed to be discrete so long as you don't involve guests who will talk about it elsewhere. You won't get any unexpected visitors while you're here, either.

600 – **The CIS Army** – Odd that this shows up in this particular Origin, but like another politician it turns out you are secretly the head of the Confederacy of Independent Systems, and you have in fact usurped it from them with the purchase of this Item. It was founded on the grounds of excessive taxation and corruption within the Galactic Senate and general feeling of dissatisfaction towards and neglect by the Core Worlds, which contained some of the wealthiest and most prestigious planets in the galaxy. The official Head Of State is the current Count of Serenno, and it is secretly supported by several corporations including the Trade Federation, the InterGalactic Banking Clan, the Techno Union, the Commerce Guild, the Corporate Alliance and the Retail Caucus. Exactly how you explain joining and ending up leading this Council is up to you. Perhaps it's because in addition to staggering quantities of blackmail on the other members, you possess the shutdown codes for their droid army that they can't find a way to get around? In other settings, if you don't somehow transfer over the resources of the CIS, you will find yourself in a similar position of control over the most comparable corporate-backed alliance present within the Jump, with something to hold over their heads in the event they contest your leadership.

Commander

100 – **ID Patch** – An identifying code was used by the Grand Army of the Republic to identify and distinguish different Clone troopers. It was inserted into a trooper's left wrist and could link droids, such as astromechs, to a particular trooper's military records in the GAR database. You now have one of these in your own wrist, giving you an official position within the Grand Army if you want it. If not, the code doesn't seem to exist when attempts are made to scan for it. In other settings you can use this for any similar forms of ID, granting you an official place within the system.

100 – **Discrete Robes** – While these might seem the same as any other Jedi's robes, you will find that they blend into their surroundings far more easily than you'd expect, and is surprisingly fire resistant. If you are of a particular species that prefers or requires clothing different from what is considered to be a uniform, this will take the form of that clothing and you will be able to wear it without breaking any sort of regulations or attracting attention. This is not the dress code violation they are looking for.

200 – **Distinctive Weapon** – You have a weapon that lets you stand out, and could let you or your allies distinguish you in a recording of a battle involving many other people with the same sort of weapon. Perhaps you have a lightsaber of a different colour from the customary blue, green and red? Whatever your choice, you will find it is quite good at deflecting powerful attacks at close range. You can have a phrase engraved on it in any language, and it's up to you whether anyone notices it.

200 – **Phase 1 Clone Trooper Armour** – You have a shiny new set of the same armour issued to clone troopers on Kamino prior to the Clone Wars. It consists of twenty form-fitting plates of lightweight plastoid-alloy composite, sealed to a black temperature control bodysuit via magnatomic griptionpanels. The bodysuit is also pressurized, offering temporary protection against the vacuum of space, and the body glove protects the wearer from the extreme cold and heat. The armour's design is reminiscent of Mandalorian armour, including the helmet with a distinctive T-shaped visor. This set hasn't been modified past some slight internal adjustments to make it more comfortable for you to wear than the usual set, but it is receptive to attachments such as jetpacks and macrobinoculars. Inside the Phase I helmet is a life support system, a tracking device for monitoring troop movements, and a display screen, which is built into the helmet's viewplate. The helmet also contained a comlink, and a comlink antenna is located in the helmet's crest. Unlike others, you can turn off the tracking device within the helmet or set it to only be picked up by your own tracking systems. You don't have to wear the whole set at once, and it fits surprisingly well with robes, but it will lack the sealing option the complete set has. If destroyed or damaged you can acquire another after an hour has passed.

400 – **Clone Force J1** – You have five special commando units awaiting your orders, Jumper. An effort to make "super soldiers" by the Kaminoan scientists, they have been genetically altered and given special training and elite status in the clone army. By default they come equipped with Katarn-Class Commando Armour which includes a backpack containing grenades and sabotage gear, and they or you can choose the colours on their armour to distinguish them from the rest of the army. They utilize the DC-17m Interchangable Weapon

System, which is a type of repeating blaster rifle, and a DC-17 hand blaster. As well as having a small vibroblade in their right-hand armour piece, they are equipped with grenade launchers. While their exact specialities and names are up to you, they have considerable combat prowess and by default each member respectively specialises with a heavy weapon, marksman, strategist, engineer and medic. They might develop behavioural quirks and greater individuality if you allow it, but regardless they will be absolutely loyal to you and do not possess any sort of inhibitor chips or conditioning you do not want them to have. If killed or injured, they will be restored to full health, restocked and returned to a defined location you control after an hour has passed. They will pass this pseudo-immortality off as just one of the perks of working under you and not see it as strange.

400 – **LAAT/I** – A Low Altitude Assault Transport/infantry ship, also known as a Republic Gunship. Besides serving as an infantry transport, the LAAT/i gunship is also used to provide air-to-ground and air-to-air support for Republic forces. The front of the gunship has two double cockpit bubbles where the pilot and co-pilot/gunner sit in single file. The gunship has a pair of chin-mounted laser cannon turrets and a pair of dorsal rocket launchers fed by rear-mounted missile belts, and it is equipped with a pair of laser-beam turrets. When faced with overwhelming enemy fire, the gunship can close its blast shields. Capable of traveling at a speed of 620 kph, it is 28.8 meters in length and 6.94 meters in height. Besides the pilot and co-pilot/gunner, this ship can carry between two to four gunners and a maximum of thirty passengers. This one comes with its own pilots and gunners, and you are capable of calling it to your location whenever you need it, at which point it can swoop in, attack whatever is threatening you, and do its best to transport you to safety or after a given target. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

600 – **Venator-Class Star Destroyer** – Also known as a Republic Attack Cruiser, this is a capital ship of the same type used extensively by the Galactic Republic during the Clone Wars. It is 1,137 meters long, designed primarily for ship-to-ship combat with secondary roles ranging from starfighter carrier to military transport and battleship escort, and is capable of atmospheric operations, landing on planets to load and unload troops and vehicles. The armament consists of eight dual DBY-827 heavy turbolaser turrets, two medium dual turbolaser cannons, fifty-two point-defense dual laser cannons, and four torpedo tubes. It has a Class 1 hyperdrive with effective range of 60,000 light-years. Its large hangers carry 420 fighters, a variety of shuttles, a compliment of 40 LAAT/I gunships and 24 military walkers. It also holds a prefabricated garrison base for long term battles on planets. The crew can bring it into orbit of the planet you are on when you need it and deploy or land as you desire. This specific craft has unlimited fuel and ammunition, though finite crew and other resources, and if destroyed or seriously damaged it will be restored intact and fully equipped after one day.

600 – **Grand Army Of The Republic** – It might not seem possible that the Jumper has come up with an army so quickly, but this is one way you could do so. Maybe you placed an order with Kamino as well to get your own army, or you've managed to get hold of the receipt and claim the clone army commissioned by Jedi Master Sifo-Dyas for yourself. Either way, you now have tens of thousands of clone troopers, by default all grown from Jango Fett's genetic template. They are equipped with various military vehicles for ground support,

including AV-7 Anti-vehicle Artillery Cannons, BARC speeders and All Terrain Tactical Enforcers. It’s up to you whether they have any contingency orders in place, or additional features that might affect their behaviour at some point in the future, but by default they are loyal to you. The downside for getting this massive army is that if it is destroyed or diminished with no way to restore it using your own resources, it will be an entire year before it will automatically be restored. Creating and training all the Clones and providing their equipment takes a bit of time.

Hunter

100 – **Shiftable Armour** – You might want a personal touch to your clothing, or something that can easily be adjusted if you happen to frequently change your own form. This set is designed for that, defaulting to the same Mabari-style set Zam Wessel used. The boots, for example, can be used with other types of limbs than human feet, elastic bands placed as strategic locations in the body suit remain taut during changes and allow it to stretch to accommodate new forms. It comes with a mask or veil to cover the lower portion of the wearers face and includes a direct-to-lungs breathpack. Even if you don't have the couplings grafted to your ribcage it somehow still works. The armourweave and shin guards, blast-sink skirt optional, are able to absorb or deflect some of the energy from explosives and attacks from behind. An ancient Mabari artifact acts as a cape seal, and by default the Mabari combat gauntlets include intricate etchings from the Mabari holy books. It comes equipped with a commlink that scrambles outbound signals, electro-goggles attached to a helmet that displays targeting information, and spaces to attach a variety of gadgets and other equipment. You can import the properties of this armour into any other you own and alter the decorative portions to your preference.

100 – **Courier Droid** – At least that's what it appears to be. In reality, this is your personal assassin droid. Created from commonplace parts to hide its true origins, the droid is equipped with wide array of features, including unprecedented environmental awareness and stealth abilities. It also possesses an infrared photoreceptor, an eavesdropping recorder, a tangle net, and a stinger blaster. These tools are specifically installed for use on stealth missions. Furthermore, the droid's narrow shape minimizes the profile for pursuers or those attacking from ahead, creating a smaller target. The droid has a powerful repulsorlift engine rated military-plus. Powered by fusion generator, the repulsorlift allows the droid to reach near-orbit altitudes. Because it is independently powered, the repulsorlift ensures good balance for the droid, even under unusual loads. The automaton also has the ability to reroute its electric current to its metal posterior, shocking stowaways or any item which would interfere with it. The central tool socket is designed to accommodate a variety of implements and weapons. These come included with the purchase of this Item in a separate container that includes harpoon gun, sniper blaster, gas dispenser, spy sensors, flamethrower, durasteel drills, cutters and a canister that can be filled with toxic biological agents or explosives that could be disguised as a listening device or other harmless machines. Finally, the droid is capable of emitting disruptive energy beams, which allows it to bypass security screens. If lost, destroyed or seriously damaged it will be restored to you intact after one hour.

200 – **Trusty Blasters** – It seems you've had a pair of WESTAR-34 blaster pistols custom-made. Designed for brief but intense surprise attacks at close range, the pistols have weight-minimizing modifications and are made of an expensive Dallorian alloy which can withstand sustained-fire heating that would melt most ordinary blasters. They come with a holster that allows rapid draw and easy storage. While they are best used as a pair, a single bolt is powerful enough to take down a charging Reek with one shot. If lost, depleted, destroyed or seriously damaged they will be restored to you intact after one hour.

200 – **Trained Kouhuns** – Be careful, they're very poisonous. They seem to like you though, as they will not harm you, and could make unusual pets if you don't intend to use them for assassination. When you are not using them, they can be stored in an artificial sand habitat that comes with this purchase. They are vermiform arthropods with segmented bodies, roughly thirty centimeters long, from the jungle world of Indoumodo. Small, silent, and fast, kouhuns are capable of delivering a fatal and quick-acting neurotoxin through their bite which in most intelligent species creates symptoms resembling a heart attack or another natural manner of death, as well as a nonfatal but nonetheless painful sting from their tails. They can survive in almost any environment except extreme cold and though omnivorous are predatory, detecting their prey by its body heat and then attacking it. Unlike other assassins, you don't need to starve them to send them after your targets. They have a level of awareness almost akin to Force-sensitivity, with which they can avoid security systems. They can also use cover to their advantage to sneak up on their prey. While this pair are trained to kill the target without their instinctive rearing up before striking and return to you, should you need to abandon them or they die you will find them back in a habitat tank in your possession after a day none the worse for wear. You can breed more of them if you wish but bear in mind the subsequent generations will lack the inherent discipline and training of the original pair. You could also use them to aid in corpse disposal, as when multiple kouhuns set upon a victim, they will leave nothing behind but bones and a stain.

400 – **Koro-2 All-Environment Exodrive Airspeeder** – A model of dragster-style airspeeder, and while it might be built like a dung beetle it can survive an acid storm on Mordis VI, and as it can be completely sealed from the outside environment it will protect its occupants from any dust or chemicals in the air. It is designed to survive in hostile environments, the pressurized cockpit had a two-week air supply. The speeder features no offensive weapons, relying strictly on speed and agility with a maximum speed of 800km/h. It has secret compartments for droids and weapons, and it comes with a KiSteer 1284 projectile rifle in one of these compartments equipped with an Optical/Thermal imaging scope for extreme accuracy. This version still has the distinctive howl it creates as it tears through the skies, but a modification has made the radiation spill and toxic noxious waste the standard model would usually produce optional. This specific craft has unlimited fuel and if destroyed or seriously damaged it will be restored intact after one day.

400 – **Mandalorian Armour** – You have a set of Mandalorian armour with a blue and silver colour scheme in the 'shocktrooper' style, though rather than traditional beskar plating, it utilizes the less resilient and less expensive durasteel alloy. What this equipment lacks in durability it makes up for in utility and firepower. It is armed with a BlasTech Dur-24 wrist laser, a Czerka ZX miniature flame projector in the left gauntlet and an integrated Velocity-7 dart shooter on the right arm. The left gauntlet also has a Kelvarek Consolidated Arms MM9 mini concussion rocket with computer target tracking assistance, which can fire Type-12A anti-personnel rockts, Type-12B capsules containing gas or nerve agents, and more standard rockets. This armour also includes a field security overloader that overrides security systems with an ultrasonic emitter, a sonic beam weapon, wristband retractable blades, a wrist-mounted grappling hook and boot spikes. There are even electromagnetic devices in the gloves to recall your weapons from a short distance. On the back of the armour is a detachable fusion between a JT-12 and Mitrinomon Z-6 compact jetpack with a warhead missile launcher, including a targeting computer, flight gyros and a missile/grapple launcher.

The Mandalorian helmet features a targeting rangefinder that feeds the user constant data, allowing compensation for size, speed and atmospheric conditions. Its targeting array gives a 360-degree field of view and built in infrared scanners as well as sound and motion sensors can allow the user to lock onto prey from a distance. As a bonus, this set comes with a HUD that indicates how much ammunition you might have left and the functional status of all parts of the set, as well as an emergency shutdown system in the event of damage to systems like the backpack to avoid it careering out of control. The fuel and ammunition will regenerate fast enough for a full restock each day, and if destroyed or lost you will find it intact in convenient storage after 24 hours.

600 – **SLAVE-1** – You might have somehow clamed the modified prototype Firespray-31-Class patrol and attack craft belonging to Jango Fett, or perhaps you managed to get hold of a model that survived his attempt to destroy the other five on Oovo IV and upgraded it yourself. Either way, you now have your own greatly modified ship, 21.5m long, 21.3m wide, and like other Firesprays sits flat on its bottom surface when idle, although during flight the ship rotates 90 degrees to manoeuvre vertically. Its weaponry includes two heavy twin blaster cannons, as well as two rapid firing laser cannons. Rounding out the ship's armament are two projectile launchers, each holding a magazine of three homing missiles or various other payloads, and a naval minelayer equipped with Void-7 seismic charges. It has a combination airlock/docking ring that can be covered by a sensor dish, and a powerful upgraded Kuat drive engine and power generator that gives it impressive manoeuvrability and hyperspace capacity, with a maximum in-atmosphere speed of 1000km/h. It also possesses dummy torpedoes mounted with homing beacons and S-thread trackers, which you can track using the contraband HoloNet transceiver to track ships even through hyperspace. Most of these weapons are hidden beneath the hull; the armour plating slides away during the ship's attacks. The ship is also outfitted with a sensor array that could detect minute changes in the ship's mass, which could be used to find homing beacons. You do need to switch that feature on though. Finally, it has enough room for two passengers and six prisoners, and has an on-board Force Cage, which is essentially an energy barrier in the form of a tube that is good at containing Force sensitive captives and those that could escape standard restraints. It doesn't yet have features like a cloaking device or tractor beam that would later be added to its configuration by Boba Fett, but you will find that this vessel is remarkably receptive to any upgrades and alterations you make to it. This specific craft has unlimited fuel and ammunition, though finite other resources, and if destroyed or seriously damaged it will be restored intact and fully equipped after one day.

600 – **Get-Out-Of-Sarlacc-Pit-Free Card** – If Jango had one of these, he probably gave it to his son. It ensures that once per Jump, in the event of being captured by something you cannot otherwise escape from, you will be able to escape. While this applies to artificial prisons, it also applies to more organic captivity. A Sarlacc would usually keep you alive intentionally for a long period of time due to how it feeds on its captives, but this slow or incomplete digestion will also apply to any other creatures large enough to devour you relatively intact, and you will escape from it upon triggering this Item. It might not be a pleasant or dignified escape, but it's probably better than dying.

Chosen One

100 – **Toolkit** – Even if you're a mechanical prodigy, there's a limit to what you can fix with your bare hands. This toolkit should help, containing all the basic equipment you'd need to tune up or repair something, and both light and compact enough to fit onto a belt or beneath robes. Curiously enough, you will find you can use the tools from this set just as easily with either hand, even if you are not ambidextrous.

100 – **Padawan Wardrobe** – You have a full set of all the simple but surprisingly comfortable clothing that a Jedi Padawan is expected to wear, including whatever you need to braid your hair or do whatever the equivalent is for your species. While not proper armour, you will find this set is particularly resilient to coarse material like sand and protects you from getting dragged along the ground far more than you might expect. It also includes a poncho that has the unusual effect of making you considered less important, with a greater focus on your actual rank rather than your experience and achievements.

200 – **Legendary Weapon** – Perhaps you haven't created a legend with it yet, but you are far more likely to be able to do so with this weapon. While the exact form of it is up to you, you will find it remarkably easy to use even if you are still learning how to wield such a weapon. It fits in your hand perfectly, and you will find it is highly resistant to getting damaged or lost for long, and will be retrieved by you or others with little effort even if it falls down a shaft or is thrown over the edge of a cliff. Over time its continued use by you and others will lead to it developing a sort of resonance, potentially allowing its previous use to be sensed, and it can easily be manipulated with any abilities you have to move or enhance it in some way. If it is damaged or destroyed, which will take an extraordinary amount of effort, you will find it practically puts itself back together with how easy it is to repair even with little knowledge of its components and how to fix such a device.

200 – **Zephyr-G Swoop** – A utilitarian repulsorlift swoop, akin to a hovering motorbike, able to seat a single rider, though a passenger can perch somewhat uncomfortably on the drive section. The power generator is located at the rear of the bike, flanked by two cargo panniers capable of holding up to 100 kilograms of supplies, and this one comes with an impressively equipped medical kit. The swoop's inhibitors prevent it from raising more than 6 meters above the ground, and like most swoops it emphasizes speed and power over safety and manoeuvrability as it can reach 350km/h. This one is good at getting to specific places very quickly, allowing an arrival time significantly earlier than anyone would usually predict. Perhaps it took some sort of shortcut? This certainly makes it useful for races, rapid deliveries, or if getting somewhere in time is a matter of life and death. It has unlimited fuel and if destroyed or seriously damaged it will be restored intact and fully equipped after one day.

400 – **Spare Arm** – Willing to risk life and limb is one thing, dealing with losing the latter is another. Fortunately, you now have access to this custom-made prosthetic that is far stronger than the original. This robotic appendage lacks the synthskin applied to some models, and has a skeletal, droid-like appearance; it is designed to be a sturdy replacement, not a cosmetic disguise. This new arm can be connected to the remainder of your limb via a synth-net neural interface, a complicated piece of technology that allows sensation to

register. It features golden, electrostatic fingertips that simulate a sense of touch. Data collected by the fingertips is transmitted through sensory impulse lines running down the fingers and into an interface module at the wrist. This module serves as the junction between your robotic hand and living flesh. The arm's servos and sensors are controlled by a power cell near the thumb, and the motorized knuckles provide you with a crushing strength far beyond what you would normally have. It is just as functional as the old one, has been insulated against damage from exposure to electricity, you can channel abilities through it just as easily as you would with a fully intact limb, even notably amplifying those that are essentially extensions of your own limb such as lifting or crushing abilities. Finally, it comes with the additional advantage of being targeted by any strikes that would otherwise sever an intact limb, so you only need to repair this rather than get another full replacement. You might not even miss your real arm with this thing, since the new one seems so much better, so much more powerful.

400 – **Notes From The Room Of Morning Mists** – It seems that some famous poet left a book with their drafts lying around and you managed to find them. You might like someone, but not necessarily good at getting your feelings across. This might help on the wording front, as you can flip through this notebook it to find suitable poems that the one you like could appreciate, including ones that have never been published that you could pass off as your own work. You'll also find that whatever skilled poet owned it originally has scrawled something into the margins, various hints and tips about relationships and dealing with emotion in a healthy manner, which might also come in handy if you don't have a lot of experience with that side of things either.

600 – **Jumper's Moisture Farm** – It might not look like much, but it's a home. You now own one of the moisture farms that made up the Great Chott salt flat community, located at the southern extreme of the Jundland Wastes on the Outer Rim desert planet, Tatooine. Located mostly underground and accessed through a pourstone entry dome, the homestead is a warren of interconnected rooms and vast storage areas. Being a moisture farm, there are multiple moisture vaporators scattered around the property capable of collecting water from Tatooine's dry air. Any water obtained is used either for consumption or to water the farm's marginally profitable hydroponic garden. The homestead is ringed by a rudimentary sensor perimeter of weather monitors and motion detectors, used to monitor weather conditions and detect incoming intruders, such as infamous Tusken Raiders. Curiously enough they avoid this particular household, perhaps deterred by rumours of ghostly beings appearing around it, and you'll find that any abilities involving spiritual manifestation or communication work a lot better here. The rooms making up the compound included a kitchen, dining room, refresher, storage room, power generator room, vehicle storage area, tech dome garage, and two living quarters. One final feature is that even in other settings, anyone living here will find that sunsets will always match the dual-star arrangement found on Tattooine without any clouds to completely obscure it, even in locations with single star systems or no visible stars at all. It invokes a nostalgic and peaceful feeling. In other Jumps, you can attach the entire facility sand and all into any other property you own or import it into your Warehouse.

600 – **Ominous Shadow** – Not necessarily of your true self, but this can cause your shadow to take a shape that is different from what you currently look like and the silhouette you

should be creating based on the light. It could foreshadow some future change to your character and appearance, actions you will take in the future, or you could have it reflect some other form you have taken. You can use this for decoration, entertainment, or intimidation. You can even attach it to someone else, where it will show some indication of their most likely outcome in the future. Someone who is most likely going to have a functional family will cause the shadow to look like one person is accompanied by others holding their hands. Someone with a less pleasant or notable fate might seem to be wearing something else, their appearance twisted into something ominous.

Separatist

100 – **Bounty Hunter Contacts List** – You might not want to get your hands dirty or get directly involved in something as illegal as an assassination if you're trying to retain your public perception as a political idealist. Now you don't even have to go hunting around for people to do that sort of work for you, as this contains information and contact details for potential employees. Maybe you have a particular job in mind, but want to test them first? Bear in mind the prices for the best in the business will be considerable, and they tend to work for the highest bidder rather than have great personal loyalty. Though there can be exceptions to that, you may need to put a condition in place that any member of these teams that are captured must be permanently silenced before they can clue anyone in to your involvement. This updates in each Jump for who is available, and during the Jump to indicate who is already employed, dead, or otherwise unavailable.

100 – **Imposing Wardrobe** – Not just because the container itself is oddly coffin shaped, but this wardrobe contains an assortment of regal and very comfortable clothes fit for any sort of noble. Any part of the set will give you a charismatic, sophisticated and dominating appearance, with the possible exception of the oddly rainbow coloured robe next to the slightly faded white robe. Even the pyjamas are clearly exceedingly high quality and have your preferred monogram on the pocket. The capes are guaranteed not to get tangled or caught on anything, and the entire set is entirely resistant to stains like dirt, wine, or other things you might drink instead.

200 – **Dignified Weapon** – Your personal weapon, which has some characteristic that sets it aside from others of its type, like a lightsaber with a curved hilt. Whatever the weapon or characteristic is, you will find it is so adapted to your personal style of combat that it provides significant advantages. If you are a sophisticated duellist, perhaps it allows greater finesse and precision in combat when lunging or slashing at an opponent.

200 – **Escape Vehicle** – You might not be able to turn into mist or just fly away, so it pays to have an alternative escape route should things go wrong. This will take the form of a vessel in a convenient place to escape, and one that is suitably comfortable. If you need a vehicle to reach a vehicle, such as a speeder to reach the only area starships can safely take off from should you need to flee the planet entirely, you will find something appropriate at each step of the way. For spaceflight, it will default to a heavily modified Punworcca 116-class interstellar sloop, also known as a solar sailor due to its unusual means of propulsion. The antique but perfectly functional Gree solar sail is composed of an exotic matter that reflects otherwise undetectable supralight emissions and achieves great performance across the entire galaxy with a much smaller diameter than most sails. It is also equipped with a conventional repulsorlift, and the tractor beam emitters along the bow prongs can serve as steering aids when there were surrounding objects to push and pull against. The spread of ray shield energies around the prongs can additionally be adjusted to provided extra mobility when in atmosphere. In atmosphere it can reach speeds of 1,600km/h, and it comes equipped with a Class 1.5 hyperdrive. If you prefer to relax rather than pilot it yourself, you can rely on an FA-4 pilot droid to fly it while you use the extensive databook library, strategic chart displays, holoprojector, ornate decorations and sleeping quarters. Just bear in mind that the forms this craft will take are not armed or particularly durable, it's

intended to get away from danger as fast as possible rather than last very long. In any form it has unlimited fuel, though finite other resources, and if destroyed or seriously damaged it will be restored intact and fully equipped after one hour.

400 – **Count Accounts** – You seem to have the title and heritage of an important noble, complete with all the resources that would be thought to include, though this is largely social and economic power rather than political influence. Your family fortune is one of the largest in the galaxy, a resource you could tap for a variety of uses. Curiously, you are able to transfer money to and from your accounts using undetectable means, as well as have hidden personal accounts, without anybody being able to notice. Even if you're funding illegal activities, nobody will be able to tell just by trying to track down the finances. In other Jumps you will inherit similar positions of wealth and power.

400 – **Arena Of Justice** – Do you need entertainment or an efficient way of disposing of otherwise resource-draining prisoners? Now you have a copy of the Petranaki arena on Geonosis, named after a form of arena combat fighting. You can stage such an activity or set up popular attractions involving deadly beasts. By default, the arena will take the form of a natural formation carved out by millennia of weathering with artificial additions, the floor consisting of sand and silt upon which the events take place. The lower walls of the arena base include ancient low-relief carvings depicting famous battles and events, which you can have displaying ones you know of or took part in. This arena can also be flooded for aquatic events, and anything you own that you want to involve in the fights can be quickly transported in through a large tunnel. While the creatures available will default to those available within the Star Wars galaxy, you can set up executions or entertainment using creatures you have encountered in other settings, though they cannot leave the arena or affect anything outside of it. At the centre of the arena you can secure prisoners to a series of stone pillars that they will not be able to escape from without outside aid. During this Jump it will be at a location on Geonosis, perhaps a secondary arena to the main one, but in others you can attach it to any property you own or import it into the Warehouse.

600 – **Hidden Factories** – Much like the Geonosians, you now have your own massive subterranean droid factory. It is a singular engine of war production, entirely automated with machines making machines, all provided for with the rich mineral deposits of the area. It is concealed from detection and while it might appear antiquated by galactic standards, it can rapidly churn out entire armies of droids from scratch, as well as produce vehicles, weapons and military parts. You can allow it to run without direct oversight or reconfigure it for your own needs, while curiously enough its design renders anyone else who might obtain it unable to reconfigure the factories for their own needs, limiting its strategic value to others and making it much easier to be recaptured if somehow taken from you. A minority might report that it has low safety standards, but this only seems to affect those you do not wish to protect such as intruders, while your own automated work force will function at high efficiency. Its data banks include designs for B1 battle droids, B2 super battle droids, and powerful droidekas, in addition to prototype designs for everything else the CIS deployed during the Clone Wars. In theory, these factories can be configured to mass produce anything you have designs and appropriate resources for.

600 – **Designs For The Ultimate Weapon** – If they find out what you are planning to build… well, that really depends on you. It seems you have plans for the Ultimate Weapon, and that doesn't just mean you have the plans for the Death Star. This set of plans will change in different Jumps and settings to represent whatever the local ultimate weapon would be considered. If you showed up in Star Wars in a period from Episode 1 to Episode 6, like this Jump, you would find yourself possessing a copy of plans for the Death Star 1 or 2. If you showed up anywhere between Episode 7 and Episode 12, you would find they are now for Starkiller Base or perhaps a miniaturised Death Star weapon that could fit on a Star Destroyer. If you showed up in other times in the same galaxy, you could end up with designs for anything from the Sun Destroyer to the Galaxy Gun to the Mass Shadow Generator depending on what would be considered the local Ultimate Weapon of that time. In other settings, you could find you have forging instructions for a special sword and the location of the materials you need, or a map to find an egg of a terrible beast you could raise and a guide to training it, or components and conditions for a ritual. It might even be unnaturally effective instructions for training yourself into being 'the ultimate weapon' if the setting is entirely based around martial arts. The exact form of the Ultimate Weapon will vary in each Jump, but it will always be something that can be made and used within the setting using local resources, and most likely was or will be at some point if you allowed events to occur as they do in canon. Bear in mind such projects will likely require a lot of resources, time and effort to find, create or prepare without out-of-context capabilities. This Item doesn't come with the resources, just all the information you will need to make that investment and wield the Ultimate Weapon. Of course, you could also use these sorts of plans to find weaknesses in the Ultimate Weapons others will construct…

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Contact** (Free Negotiator) – A friend from the less civilised side of the galaxy who might know a thing or two you need to know. You helped them out in the past, you returned the favour, and it became an unorthodox but effective partnership. They can cook quite well too, though the food isn't particularly healthy, and though they might not be a fighter themselves they might know a few people who'd do that sort of thing for the right price.

200 – **Supporter** (Free Politician) – Someone clearly thinks you're a great person, either on a general level due to your achievements or more personally due to their interactions with you. They're not a politician but are well suited to dealing with things related to the political arena like security so you can focus on representing the interests of the people, or just your own interests. They trust your judgement enough to go with any risky plans you might come up with and will do their best to bail you out if you fall into trouble.

200 – **Second In Command** (Free Commander) – A good soldier who will follow your orders. They're more than that, as they can see you actually have some clue what you're doing. If you're not sure about something to do with how to operate in battle they'd be the best person to ask, since they might have more experience in those matters than you do. They'll be the one to make sure any commands you give are being relayed to your forces and followed and speak frankly if they think you're making a mistake. They're good at bringing up any concerns your troops might have as well, letting you deal with their issues without damaging morale and combat effectiveness.

200 – **Partner** (Free for Hunter) – In crime? Well, they'd certainly have your back to bail you out if they can when you get caught committing one. They have an approach to things that is different from but compliments your own, perhaps focusing on covering you at long-range if you have a habit of charging in and starting blasting, or being the one to be up close and personal with your targets while you watch their back from above. They might not be as legendary as you, but sometimes being less well known is an advantage. They have a good sense of humour and will let you take the lead on your professional relationship.

200 – **Mentor** (Free for Chosen One, Perks available from any Origin) – You might already have a teacher, but they won't necessarily be able to cover everything. That's where this experienced tutor can come in. They can see your potential and have taken great interest in your career. Unlike your other teachers who might have restrictions on their lessons, this one will gently guide you in aspects of your abilities that they would overlook. They might have had troubled students in the past, and this experience has made them an excellent confidant and advisor that you can comfortably share any confusing feelings personal issues with, even those which your other teachers might not approve of. They will do everything in their power to support you, encourage you, and with their guidance you could one day be a great hero. They can see you becoming the greatest of all of them.

200 – **Associate** (Free for Separatist) – They might not be an aristocrat, but that's only because they worked for their position rather just inheriting it. While you are dealing with politics and finance, they will focus on the technological side of your endeavours. They're quite a prodigy in that area, though you may have to occasionally readjust their focus from the extremely powerful but expensive and resource intensive designs they can come up with to less effective but more practical versions that can be produced in greater numbers. They have also combined their obvious love of music with their grasp of technology to create powerful sonic weaponry, though it's up to you if they're a member of the Techno Union.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Continuity Toggle** – While this Jump defaults to the setting as shown in the film, you can choose whether the contents and follow-up will be strictly New Canon, Legends, or instead following a comic, novel, or Fanfiction rendition of events.

0 – **The Saga Continues** – Are you here to continue your story? If you have been to a Star Wars Jump set before this one, you may continue in the same setting during this period. If there is a subsequent Star Wars Jump you want to go to after this one has completed, you may do so. Bear in mind that what occurs within this or future Jumps may vary from what you would expect due to your presence and influence.

0 – **Welcome Back, Jumper** – Whether or not you have actually done well here, so long as you actually survived you can use this to end the Jump once the events of the film have concluded rather than staying the entire 10 years, so long as you do not have Drawbacks that would be avoided by leaving at that point, or other conditions enforcing a longer stay. If there are any specific enemies coming after you due to Drawbacks, or conditions you need to meet, you'll need to deal with them first before you can use this early exit option.

100 – **Jumpa Whirldwalka** – Some names within this setting were clearly created with a sense of humour, or perhaps indicate some characteristic of whoever possesses the name. Your official identity here is now the same. It is either very odd, even to you, or would otherwise provide clear evidence towards your attitude and intentions. Nobody else except you and your Companions will notice this.

100 – **Want To Buy Some Death Sticks?** – You do, you really do. You are now addicted to this mildly hallucinogenic drug found in abundance on Coruscant. The cilona extract offers euphoria in exchange for a horrific outcome, producing a twisted version of reality enhanced by bright colours. With each dose, the user's life is shortened, and the successive dosages took away larger chunks from a lifespan. With each successive dose, the desire for a harder reaction will increase. As a result, it is difficult for a youth to shake off addiction without medical assistance. You're going to have to deal with your addiction somehow, or at the very least try to avoid accidentally reducing your lifespan so much you die within your time here.

100 – **Disarmed** – It could be a leg instead, but you have lost one of your limbs. While you can get a cybernetic replacement, such devices are not well regarded by all and some may think you have become less for it. You will also note that your overall power has reduced by a small but noticeable amount, though this might be psychological rather than biological.

100 – **I Am Haunted By The Kiss You Should Not Have Given Me** – Trying to be emotional or romantic really isn't your thing. It's not that you're incapable of emotion or love, you're just really, *really* bad at expressing it. You might try and be poetic and it comes off oddly or try to be romantic and it comes off as creepy. Even looking at someone with affection might be

disturbing. Trying to entirely avoid all attachments isn't going to work well either, as you keep getting mixed signals from people you might be interested in.

100 – **Techno Union Sponsorship** – In exchange for a pittance of CP, you have agreed to the terms of the Techno Union. Rather than handing over your resources or anything like that, there seems to have been a slight error in the contract that will not be resolved during this Jump. As a result, you will constantly be subjected to techno music. It's not deafening, and you will still be able to hear and interact with others, even if they cannot hear it, but it will never stop while you are awake.

100 – **Attack of the Clones is Shakespearean** – An… interesting take on the dialogue here, and now one you will be experiencing in a far more literal manner. While events will not change due to this Drawback alone, everyone within the setting will talk as if they are acting in a play written by Shakespeare. This includes being entirely in iambic pentameter. This might get a bit surreal if you encounter any Wookies. Welcome to The Clone Army Attacketh: Star Wars Part the Second.

200 – **You're Not All Powerful, Jumper** – But you think you should be. You are going to desire power, more than anyone else here, and are going to be particularly tempted to acquire it using means you would normally not use. It could be political or mystical, but one day you might want to become ruler of this galaxy in order to protect what you care about. You can fight this down and seek support from others, but events will transpire that tempt you back into this dangerous mindset.

200 – **I Killed Them. I Killed Them All** – At some point during your stay here, circumstances are going to lead to you going on a berserk rampage. It might be due to getting affected by a drug, or the emotional turmoil of losing someone, or some other decision leading to it. Whatever the cause, you are probably going to regret it, and quite likely scare anyone around that finds out about it. It won't be a time when it will get you killed, and it's not going to be difficult. You will slaughter them like animals.

200 – **I Forgot You Don't Like Flying** – You might not mind doing it yourself, but should anyone else take the controls they'll more than likely be taking a lot more risks and driving far more wildly than you'd be comfortable with. You might want to avoid public transport, for the benefit of every other passenger if nothing else.

200 – **No Jumper, NO** – You might hear this a lot, since you have a tendency to just charge into a situation without really thinking about it or consulting others. While this doesn't automatically mean you'll fail in such endeavours, you're certainly more prone to risking life and limb.

200 – **Possibly** – That would be along the lines of your answer to someone asking if you are lying. You're now quite bad at deceiving people. You won't blurt out the truth, but your responses are certainly going to seem suspicious.

200 – **Visible Confusion** – There might have been a slight error in the efforts made to ensure you could understand people here and they can understand you. Now you seem to have

your own set of subtitles. Unfortunately, these don't cover things like words that might not be heard or understood, but instead they will show something that should be entirely obvious to anyone watching. Emotions, for a start. This is also going to make it more difficult to hide your own emotions, as it seems everyone else gets to see exactly what your emotions are even if it isn't visible. If you are outwardly sad but cackling inwardly, then everyone else will see the subtitles that tell them about the latter. Nobody regards this as odd, but you're going to find it much harder to hide what you really feel, or when you don't understand something but are pretending to do so.

400 – **Lost A Warehouse, Jumper Has** – How embarrassing. Particularly as what you left inside it includes all your Items and resources from outside this Jump.

400 – **With This Drawback Around, Jumper's Perks Are No Longer Their Own** – At least the ones from outside this Jump. You'll have to make do with what you get here and your Body Mod.

400 – **Bad Batch** – You are a clone, and not a particularly well made one. You are obviously deformed and may suffer from a variety of medical conditions due to your malformed state. Nothing that can't be dealt with using medicine available here, but it's not going to be pleasant. Regeneration and approaches that would usually restore your form now register this as your 'proper' state.

400 – **Jumper Doesn't Like Sand** – You really won't. It's coarse and rough and irritating, and it gets everywhere. If that wasn't enough, it seems that every time you go anywhere with a lot of sand, something horrible will happen to you or those you care about. You're certainly going to develop an aversion to it for that, even if you supress your hatred for its general existence. Snow is fine, pebbles don't count, but you might not want to risk it with volcanic ash.

400 – **Nightmares** – Not sleeping well anymore, are you? You keep seeing disturbing visions of people you care about suffering or dying whenever you sleep, or whatever your equivalent is. You aren't sure whether this is a figment of your imagination or an accurate vision of the future, and if so you don't know if it is one you can avoid or if it will become a self-fulfilling prophesy. It's certainly going to make you more tired if you keep waking up in a cold sweat from this happening every night.

400 – **Weak Minded** – Your willpower isn't as strong as it once was. Your mental defences and resistances against outside control or influence don't work very well anymore. You are susceptible to a Jedi Mind Trick, for example. Attempts to influence or detect your thoughts and intentions are far more likely to succeed.

600 – **Let The Execution Begin** – You have been convicted of espionage against the Sovereign System of Geonosis. This Drawback changes your starting location to Geonosis, specifically the Petranaki arena, also known as the Arena of Justice and commonly referred to as the Geonosian execution arena. Unfortunately, you are one of those about to be executed. The creature intended to do so can originate from a different Jump that you have already visited, but this choice cannot be any less deadly. The arena can actually be flooded

for aquatic events if that is required for your particular monster. In order to escape, you have to kill or tame your specific beast, which will be impressive enough for them to let you go free.

600 – **This Weapon Is Your Life** – That statement is not an exaggeration in this case, as you are now linked to a weapon you possess and must carry on you whenever possible. This defaults to a Lightsaber, though you can use a trusty blaster or something else if you prefer. Regardless of its usual properties, it is now only as durable as a mundane equivalent, and if it is damaged that will be reflected upon you in some sense. If it is cut in half, you will subsequently lose half of your limbs. If it is set on fire, you will burn. If you drop it far enough, you could end up with broken bones and a concussion or worse. If it runs out of power or ammunition, you will starve. If it is destroyed, then you will die. You can replace limbs you lose, but you will need to patch them up as you would with the weapon, i.e. obvious mechanical components. If you are more replacement than Jumper by the end, i.e. have had all of your body replaced over time, that is sufficient to count as dying. This link bypasses any durability you have and shuts off regeneration.

600 – **Jango On The Chain** – For this substantial amount of CP, you have agreed to Jumpchan putting a bounty on you, and paid half of it upfront. The one coming after you is the legendary Bounty Hunter Jango Fett. If that doesn't phase you, then you should know what they were given to help hunt you down; Information on all the Perks, allies and resources you have available, as well as Drawbacks you have taken. Jango himself has been allowed to pick and choose from any Perks you have that they think would aid their hunt. If they succeed in permanently capturing or killing you, they will take your place on the Chain as the second part of their pay, and you will be going home.

600 – **Jumper Can't Do That!** – So they'll shoot you, or something. At least, if you use any obvious out-of-context abilities, others will not react well. Any abilities you could normally rely on to smooth over such capabilities no longer work, and features of Perks that make odd things they do seem entirely normal or immediately overlooked don't activate.

600 – **What If I Told You That The Galaxy Was Being Visited By An Extradimensional Being?** – It seems that your presence has been revealed to the galaxy at large. They don't know exactly what you can do or what you intend, but they will know of your presence here. Many will regard you as either a powerful threat, rival, or useful tool. A certain Sith will do everything they can to ensure you are not a problem for their plans or interfere with acquiring their future Apprentice, as an example. The Jedi, in their current state, might not be fond of you either for a variety of reasons. The fact you have shown up around the same time as an upsurge in chaos that could lead to war certainly won't be improving anybody's opinions of you.

600 – **Jumper Is In Agony** – Well it certainly might be agony for everyone to witness, but you are in love. Or at least you are under the impression you are, since most of your emotional maturity and experience has been stripped away due to this Drawback. The exact focus of your affection isn't much better, having no real experience in these matters, but they reciprocate. Or at least they try to. From the moment you both met, not a day has gone by when you haven't thought of each other. At the thought of not being together you can't

breathe. You are in each other's very souls, tormented. If this doesn't sound so bad for whatever reason, bear in mind that this sort of relationship isn't going to be stable, the closest thing to it within the setting does not end well. On top of all that, you're going to have to keep it secret from anyone else. No enemies, no allies, and no Companions can ever find out about it, or it's a Chain Fail. That's going to be putting a lot of stress on the situation, particularly as your beloved can't just give up their day job and let the pair of you flee somewhere that nobody could ever find you.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Absence Of The Clones

It seems that errors or delays in the Kamino facilities means that the first full batch of Clones is not going to be available for combat until at least a year after your arrival. Considering they were urgently needed within a few weeks of that point for the first battle of Geonosis, this might cause problems. To win this Scenario, you need to somehow step in to provide forces that can assist in the interim, being at least as effective for an entire year as the full Clone Army would have been during the same period. Maybe you have a method of helping the current batch be prepared, you have your own forces to deploy, or you are powerful enough to act as an army yourself.

Reward = Kamino is very grateful for stepping in while they got their forces ready for proper deployment and have decided to share their cloning technology with you to make up for the inconvenience. You can have your own facility, capable of producing 200,000 units at a time and managing a million more without further expansion, and all the medical knowledge and equipment you'd need to do so. You even have a few of their staff who can help run the place if you don't have sufficient numbers or ability to do so. Clones created here can be bred, trained and armed just as effectively as the forces soon to be seen under the command of the Republic, and you can institute your own changes in approach or technology used in this process. While this defaults to having your own facility on Kamino while you are in this Jump, you can have it attached to any property you own or attached to the Warehouse in future Jumps.

<u>Clone Rights Movement</u>

If you think about it, being raised solely to fight and die in someone else's war, bred to be obedient and ultimately disposed of, is arguably a violation of several ethical and legal standards. In the situation the Jedi were in, even those that cared about the Clones were not in much of a position to help them. The Republic needed an army, and they were conveniently provided one in their hour of need without a lot of obvious questioning of the ethics of the situation. Everyone was either too busy to do much, exploiting the situation, or lacked the influence to do anything about it.

You, however, are in a position to help. To win at this Scenario, you need to ensure that by the time you leave the Jump, the Clones have rights to protect them, and there are laws and restrictions put in place to prevent violation of these rights. They must be regarded, socially and legally, as people no different from any other occupant of the galaxy. Not just as expendable tools.

Reward = You have earned the right to ensure that any who do not have rights will gain rights, alright? More specifically, should you encounter any group, species or people who do not have at least equal rights to those existing in the majority of the setting, you are capable of kickstarting extraordinarily successful movements and massively bolstering existing ones to ensure they will gain legal and other rights. Are people being treated worse because of where they came from? You can fix that. Are they being regarded as expendable tools when they're fully sentient? By the time you're done they'll have the same protections as anyone else would. Barred from going somewhere or doing something anyone else could do due to their appearance or origins? You can deal with that. Even spiritual or mystical oppression of lack of equality could be solved, so if it turns out that one group of people doesn't have an afterlife while others in the setting do, you can set things in motion to ensure they gain one. Maybe you found a way to petition deities or altered things on a metaphysical level somehow.

Separation

You might be some sort of political idealist, you want to take advantage of the corruption of the Republic, or perhaps you just want to stop a war and what could come after it. To win at this Scenario, you need to establish and implement a way for the Separatists to peacefully disentangle themselves from the Republic and be able to govern themselves. You'll probably need to avert or considerably shorten the Clone Wars to have a good chance of doing this.

Reward = After defusing this complex situation that was brought about by scheming and corruption, sorting out any other sort of separation seems ridiculously easy in comparison. Can amicably negotiate the separation of any two groups to be able to act independently. This could range from a couple's divorce, to separating a symbiote from a host, to untangling complex geopolitical arrangements. They have to actually be capable of separating, even theoretically, and at least one party involved wanting this separation to occur.

A More Helpful Council

This doesn't refer to the Jedi, at least not directly. Instead, you are tasked with trying to aid a situation that in the future could become unpleasant for all involved.

To succeed at this Scenario, you somehow have to improve the relationship between Anakin and Padme. While they clearly have interest in each other, neither have sufficient emotional maturity or experience to make a romantic infatuation work in the long term in the conditions they will encounter. You, hopefully, have somewhat more emotional experience or at least Perks and abilities that could help. They either need to be an open and honest couple that will remain stable and happy in the long term despite everything, or you need to somehow persuade or arrange things so they are instead amicably platonic. You can't take the easy route of just brainwashing them either, no Jedi Mind Tricks. Be subtle, or just approach them openly, do all the work yourself or bring in your companions, the exact route is up to you with that one exception.

Reward = For fixing the issues with one of the most disastrous romantic relationships this galaxy has ever seen, considering the longer-term consequences, you have gained a new perspective on the whole thing. As soon as any people start interacting, you can determine whether any relationship will work out with the exception of out-of-context interference. You can see when people are going to get along famously, have a long and loving relationship, or are going to have a bitter and dangerous falling out. What you do with that knowledge is up to you.

There Is Another

No, not hidden offspring. Another Sith Lord with their own plans for the galaxy. The One Sith, to be precise. Darth Krayt has been brought back to this period, along with the loyal members of his organisation. As for how… the dark side of the Force is a pathway to many abilities some consider to be unnatural. Krayt's Sith differed significantly from Darth Bane's Order of the Sith Lords in that he decided that his Order should not be limited by the ancient Rule of Two. Instead, he introduced the Rule of One—a new system in which many lesser Sith served under the will of the Dark Lord of the Sith. He believed that the Sith needed to grow in strength over the decades, while the Jedi Order would become increasingly weakened and compromised by their lack of ruthlessness. Krayt himself was among the most powerful Force users of his time, and his ability to use it to heal was so powerful by the end of his reign he could effectively revive himself and others from death, to the extent his final defeat required the ship containing his corpse colliding with a star. The One Sith are particularly adaptive, and in the absence of a dominating power base will aim to infiltrate every planetary government in the galaxy and continue to wage a war for galactic dominance through stealth, patience, cunning and secrecy. To win at this Scenario, you need to destroy Darth Krayt once and for all, root out all hidden sects of the One Sith, and bring an end to his dream of domination.

Reward = Not only have you become extraordinarily good at rooting out hidden elements and ensuring that such groups remain destroyed, but among the ashes of the One Sith you have found one last anomaly to this time thought destroyed in another future. An ornate golden Talisman known as the Muur Talisman will find its way into your possession. While looking closely reveals it is covered in cracks that suggest it was once broken apart, it is just as durable as it used to be. Any non-Force-sensitive struck by the Talisman becomes infected with a plague that transforms them into a creature known as a rakghoul, and if you have the ability to use the Force you can use it to transform people over a much wider radius. The more powerful you are, the greater this radius and the faster the transformation. In settings without the Force, use your best judgement on any inherent resistances to such transformations to determine who it would work on. While possessing the Talisman you no longer age, and it appears that its destruction and reformation has banished the spirit it once housed. This gives you total control over the Talisman and is functions, any sort of corruptive nature inherent in it long gone, so you can determine whether or not anyone else who touches it becomes infected or it remains inert.

Begun, The Chain Wars Have

Victory? Victory you say? Jumper, not victory. At the same time the Battle of Geonosis would end in canon, the barrier between multiple dimensions will fall. And in will flood counterparts of every faction you have opposed or aided from every previous Jump. To make matters more complicated, this does not include the specific versions you encountered, and none of them are willing to work together. To make matters worse, none of them are certain what caused this chaotic crossover, and all are likely to blame each other for the losses each group has suffered during the transfer. Now, war will wage across the stars until there is only one faction left standing. If you have not been to any other Jumps don't expect this to be an easy way out of the chaos, as you will instead end up with a galactic scale conflict between forces from different time periods within this setting. Get ready for a war between forces from the Old Republic, the Sith Empire, the Eternal Empire, the Brotherhood of Darkness, Palpatine's Empire, The Rebel Alliance, The Imperial Remnant, The New Republic, The First Order, The Resistance, The Final Order, The Dark Empire, and the factions already present here like the CIS and the Hutt Cartel. To win in this Scenario, your own faction or the one you choose support right at the start of this Scenario has to be that final remaining or victorious faction, having conquered or destroyed all others.

Reward = Aside from everything you are willing and able to scavenge from what's left of the galaxy, the sheer scale, intensity and abrupt start to this conflict has given you a sense for when periods of conflict will start. Even if there should be no indicator, even if it would be thought impossible, or something less than Fiat-Level is hiding what will happen, you will get a sense before a war or battle breaks out, with the scale affecting how long in advance you will get a sense of it occurring. A skirmish between two groups of soldiers will give you about ten seconds warning, but something on the scale of the Clone Wars could give you a decade or more to prepare. It is up to you whether you use this time to get as far away from the danger as possible, attempt to prevent it, or put yourself in a position where you can take advantage of the warning. You've become very good at adapting tactics to deal with unexpected threats as well.

Ending

The Jump is finished. Your saga here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this galaxy?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, Star Wars, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding the *Will Of The Force* and *Force Of The Will* Perks, the former is intended to be a railroading effect and anti-butterfly effect that prevents you accidentally altering events within a setting, so you don't accidentally start or prevent a war or something that didn't happen in Canon and will allow you to experience events as they occurred within the form of media you used to find out about them. The latter is an anti-railroading, anti-destiny effect that negates any efforts by the setting or its metaphysics to enforce a specific series of events, so even if something 'should' or 'must' happen it is possible for you to change things. One ensures sticking to the script, the other ensures it's possible to rewrite it. They were created with the intention of addressing issues of free will within a setting with a guiding force that may or may not influence what occurs, with *Will Of The Force* being a good choice if a Jumper is fine with that sort of thing, and *Force Of The Will* being appropriate for any Jumpers who disagree with the idea. You can toggle them on and off at will or switch between them if you have both, and having both might allow finer control in ensuring some bits of the story go how you want them to in canon while others you can alter, so you don't accidentally break up a canonically happy relationship by stopping a canon war that solved a problem with it. Just bear in mind they do not allow you to retroactively change what has already happened. If you are using *Will Of The Force* and somebody dies like they do in canon, you can't switch it off or use *Force Of The Will* to somehow undo their demise with these Perks alone. If you prevent something key to the setting from being able to even plausibly happen then switch *Will Of The Force* back on, a suitable replacement event will occur, e.g. you could avert the sinking of the Titanic by your own actions, switch on *Will Of The Force*, and another similar ship will end up taking their place in history and culture unless you also switch on *Force Of The Will* to ensure that the incident isn't some sort of self-correcting fixed point in time. Exactly how this all works if you start involving time travel is up to you, but at the very least you won't somehow destroy time by using either of these Perks.

-You may call the *Associate* Companion Option a 'Synth Lord' if you feel it's appropriate, though it may cause confusion within the setting.

-The *Bad Batch* Drawback doesn't force you to be a member of the group sharing the same name. If you are a Clone and you have some sort of significantly beneficial ability or skillset you can pass off as a mutation you could join it when Clone Force 99 is formed.

-If you take the *Jumper Is In Agony* Drawback and don't Chain Fail, you can choose whether or not you really want to take your 'beloved' with you as a free Companion. Both of you will have your minds cleared of any effects of Drawbacks at the time of deciding this and can freely reveal this to your Companions and any other followers, so you can have a reasonable discussion of whether it's a good idea or not.

-Main source on ship and various Item details was Wookiepedia, so if there are discrepancies with their information and information you have, use whichever you think is more appropriate based on your judgement.

-Regarding crew for any ships you buy or gain through rewards, you can import specific staff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-If anyone wants to have a setting with any fan theories in place that were not confirmed in Canon or Legends, such as 'Darth Binks', they can use the Continuity Toggle.

-This was made largely because this author could not find a specific Jump Document for *Star Wars: The Phantom Menace,* made one, then figured they might as well do the same for *Attack of the Clones* and *Revenge Of The Sith* since those films hadn't specifically been covered either from what they could determine at the time. This author has no complaints if anyone wants to make their own versions.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share