Star Wars: The Phantom Menace – The Reddit Edition V1.1

By: Lots_Of_Mistakes_

Turmoil has engulfed the Galactic Republic. The taxation of trade routes to outlying star systems is in dispute.

Hoping to resolve the matter with a blockade of deadly battleships, the greedy Trade Federation has stopped all shipping to the small planet of Naboo.

While the congress of the Republic endlessly debates this alarming chain of events, the Supreme Chancellor has secretly dispatched two Jedi Knights, the guardians of peace and justice in the galaxy, to settle the conflict....

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 long before the rise of Darth Vader, the existence of the Death Star, the tyrannical reign of the Emperor, and all the events that follow. Exactly which later events happen, legendary or otherwise, is not important for now.

You are here at the beginning of the Prequels, Episode 1 in fact. It is a brighter time than those shortly to follow, in a relatively peaceful period before the next series of major wars shake the galaxy. Unless you have other conditions stating otherwise, you start off just as the ship containing Jedi Master Qui-Gon Jinn and his Apprentice Obi-Wan Kenobi arrive at the Trade Federation blockade of Naboo as ambassadors.

Will you allow the events that unfold to take place? Will you seek to be a hero in the light, or will you scheme in the shadows?

Whatever your choices, take 1000CP to spend here, 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. **Naboo Surface, Chommel Sector, Galactic Mid-Rim** – Planet Naboo is the third planet of the star system that shares the same name. It has the rare quality of possessing a porous plasma-rich interior without a molten core like other planets. Though largely peaceful, it is currently being blockaded by the Trade Federation. You can choose to appear in the capital city of Theed, or an inconspicuous location in a forest where one of the locals is currently searching for their breakfast.

2. **Republic Ship, Naboo System** – The ship which is being used by the two Jedi that Supreme Chancellor Valorum commissioned to negotiate with the Trade Federation viceroy. The Captain is in the middle of contacting the blockade, having been instructed to board immediately. You might not want to stay onboard for too long after it does.

3. **Trade Federation Blockade, Naboo System** – You start onboard a Trade Federation droid control ship currently in orbit of Naboo. A ship is approaching the "perfectly legal" blockade, though it's up to you whether you are on the same ship it will be docking with.

4. **Otoh Gunga, Paonga Sea, Naboo** – You start off in the main city of the Gungan population of Naboo. It is at the bottom of the Paonga Sea, kept dry in a series of force-field bubbles. The locals are not particularly fond of the human population of Naboo due to a series of past conflicts, so you might need an explanation for why you're here if you're not supposed to be.

5. **Mos Espa Spaceport, Tatooine** – A desert covered planet in the Outer Rim territories. Far from the control of the Republic, slavery is still active here. On the plus side, a dangerous sport known as Podracing will be having a major event soon. You start off opposite a junk dealer being run by a Toydarian.

6. **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. You can start at any notable location on it you like.

7. **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.

Outsider – Do you fit in here? Well, you can if you like, but you don't need to have a set background in this setting if you don't want one. Something about you might be out of place, but you have talents and knowledge that could make you a useful guide if you wanted to be. Even if you aren't good at much, you might have an unusual amount of luck that could make an outside observer think you are hiding some great talent… though none of the locals will think you are anything special unless you want them to.

Senator – Combat is not your strong suit. Talking, however, is. You are a politician of some sort and chosen to represent people. Exactly what you do with that position is up to you. You have the skill to navigate the complicated socio-political environment of the galaxy, work within established systems, and be genial enough to be considered a good friend with a kindly smile. You are good at planning and adapting plans, and you could potentially gain greater authority than a mere senator if given the right opportunity… or if you can create one.

Assistant – You don't get the spotlight, but you do very well at helping those in it. You might be a handmaiden to a Queen, or a bodyguard, or a political aide. Either way, you are best at keeping others at their best. You might even have some hidden quality, or you are so good at aiding another you could pass yourself off as them should they need it.

Mentor – Perhaps you have been the hero of another story. You can still act in such a way here, but your capabilities are far more effective at teaching others to reach their own potential and becoming the hero of their own tale. You have experience and wisdom you can pass on to others. But good teachers must also be capable of learning new lessons. You may discover, or rediscover, esoteric talents others lack or overlook.

Young Hero – Is this the beginning of your saga? Whether or not you choose to take up the torch, you have the hallmarks of a future hero. You are young, plucky, lucky, and remarkably adaptive to changing circumstances. You might be a child waiting for the start of your adventure, or you might be a little older and already have a mentor.

Threat – Whether lurking in the shadows or obviously slimy, you are one of the bad guys here. You have power, style, and just enough talent to pull off whatever your nebulous goals are. Maybe it's short-term greed, or perhaps you have further reaching plans. Even if your actions are exposed, something that you will ensure is difficult to accomplish, others will be confused whether you are the mastermind or merely working for someone else.

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 The Phantom Menace. For example, you could choose to be a human, some manner of droid, a Gungan, a Neimoidian, or a Dathomiri.

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 – **Chosen Second** – Little Ani is not the only Chosen One anymore. Mainly because you chose this option, hence the name. You have the potential to change the entire universe with your actions, not only due to your vast potential capabilities but your inherent ability to alter things on a grand scale. You get a sense of when things can change, points at which actions could lead to vastly different futures, though you may need other abilities to determine the long-term effects of your actions, and perhaps other Perks to definitively avert fixed fates or lock others in place. Exactly what your choices will be at these pivotal moments is obscured, with prophesies limited to explanations as vague as "bring balance" rather than stating when or how. This Perk also functions as an uncapper that can eventually bring your abilities to the level expected of a 'Chosen One' that prophesies would be made of, and a Capstone Booster for the 600CP Perks here.

Outsider

100 – **Local** – Whether or not you choose to be from whatever location you start in, you have enough general knowledge of the area, its history and any customs that you could plausibly pass yourself off as a local or particularly well informed tourist. This adapts for any starting location you begin in or have lived in due to your Origin choices in other settings.

100 – **Babble** – You are fluent in the peculiar language known as "astromech babble", allowing you to understand a variety of droids that communicate in a series of beeps, whistles and other electronic sounds. You can also speak this language just as well, though exactly how you accomplish this and whether anyone finds it notable is up to you. Considering few can understand this, you can get away with saying quite a lot when most of your audience just hears beeps and whistling.

200 – **Amphibious Agility** – You may or may not be Force Sensitive, but you are surprisingly agile. You can execute impressive acrobatic flips, juggle multiple objects, dodge blaster fire, and if you happened to get your hands on one you might be mistaken as a Jedi for your skill with a lightsaber.

200 – **What, Do You Think You're A Jedi Or Something?** – They can wave their hands all they want, but mind tricks won't work on you. Attempts to influence your mind with the Force or other abilities don't work. Only actual persuasion, threats, or perhaps bribery will sway you.

400 – **Fool-Fu** – You might be clumsy, but it works out for you. You have an uncanny ability to flail and fail at things in a way that actually helps. If you combine it with any sort of real agility, you will completely obfuscate any actual talent and leave observant viewers puzzled whether you were doing it intentionally or not. This might be amusing to watch but try not to overdo it in more serious situations. It doesn't make you less effective, but it could get annoying.

400 – **Whistle While You Work** – You have an extraordinary ability to hack into, navigate, alter, and manipulate electronic systems. You already have familiarity with most common systems, and if you get some more experience or detailed plans of other systems you will be able to deal with them just as easily. You can find ways around security systems in these computers just as well. You might need tools to use your talents effectively, or perhaps you have some other way of connecting with electronic systems. If something needs to be done with a computer system, you can probably manage it.

600 – **You Have Proven To Be Very Loyal** – Why do they keep you around? Maybe this is why. You are seen as loyal and valuable to others, a person with equal rights regardless of appearance and not subject to prejudice because of your species or gender. You find yourself easily accepted into the main "cast" of a setting if you should prove useful at some point, whether that is because of a particular talent or some information you once provided.

> **Capstone Boosted** – You are trustworthy enough for your words to be taken as truth. As long as what you tell someone is factually accurate, and there is some sort of evidence that can be revealed, they will believe it.

600 – **A Mere Droid** – Or a mere alien, or a mere human, or… well, whatever you seem to be, you don't have to give off any sort of sense of importance. You are capable of being easily overlooked and underestimated, even while you are able to discretely help others. Unless you obviously pull off something miraculous and let it be known, others will consider what you do as just your duty and not make a fuss of it.

> **Capstone Boosted** – Being in the right place at the right time to do something extremely important would usually be difficult to accomplish. Not so much for you. You instinctively know when and where important events will occur, giving you some knowledge that makes you able to attend or avoid them. What you do is up to you, but the right person in the right place can make all the difference in the galaxy.

Senator

100 – **Fatherly Façade** – Or motherly, or any other sort of façade you would prefer to have. You can seemingly have this appearance and personality, while concealing your true feelings and intentions. If you happened to have an appearance that would counter what you are pretending to be, even that seems to be concealed. You could be a twisted monster, literally and figuratively, behind the face of a good friend and loyal supporter. Not even those with powers to detect such things will notice, though if they uncover actions suggesting you are otherwise they may become suspicious.

100 – **I Must Be Frank, Your Majesty** – Can state the unpleasant and simple truth even to those who would otherwise ignore evidence or dislike the absence of tact. Very useful for getting across a point or getting someone to understand the severity of the situation. They might not like it, but they can't blame you for saying it. You can also pass your name off as Frank, but that seems to be an optional addition.

200 – **A Surprise To Be Sure, But A Welcome One** – Not only are you a very convincing actor, which could be useful when you need to pretend to be genuinely surprise if something occurs you were planning for, but you are also capable of quickly adapting to actual surprises. If you had some skill at planning and manipulation, you could come to benefit from them if you had sufficient measures in place.

200 – **Baseless Accusations** – Rumours and slander can be detrimental to anyone relying on public will for power. You are particularly good at creating and spreading rumours and planting accusations that will bring down your political opponents. You are also quite good at preventing the same trick from being used on you and your allies.

400 – **I Will Make It Legal** – You can make things retroactively legal, so long as you actually have the power to affect laws and the criminal acts are not prosecuted before you change its legal state. While an invasion of a planet might have been questionably legal when it happened, since you changed the rules after it and nobody did anything at the time, nobody can be blamed for the now perfectly legal action.

400 – **Vote Of No Confidence** – Not in you, this is what you can arrange in others. If enough public pressure or resentment is built up, you can set the wheels in motion to have public representatives removed. You don't necessarily need to be the one to call for the vote either, you just need someone else willing to do so, and it will never look like the suggestion started at you if you don't want it to. You could trigger the downfall of someone who thought you were a supporter, if you wanted. You also have a knack for arranging matters so you would have a good chance of getting the now vacant position, with your chances improving with further political machinations.

600 – **Insidious Plotter** – Deception begins with bureaucracy, and you are the best at it. You have staggering skill at politics and the manipulation of public opinion, and you can manipulate people effectively on a more personal level too. Given time, you could change the balance of power across an entire galaxy, not with force of arms but with words and promises. You could bring about a descent into corruption and disorder, bring about a time

when the people would have to rely on the strengths of an enlightened leader, manipulate events and threats both real and manufactured so they will willingly set aside their differences and embrace the leadership of anyone who promised a brighter future… one controlled by you. This is your arena, you shall arrange the fights, and stir the crowds as you desire.

> **Capstone Boosted** – It seems that everything that transpires has done so according to your design, or at least you can reasonably claim that. Consider this a sort of plot armour for your plotting. Things tend to work out as you intend, as you seem to have practically precognitive foresight to fine-tune your plans. Even when something unexpected comes up, these surprises are never unpleasant enough that it is impossible for you to account for them in some way.

600 – **A Plague Is Subtle** – The most dangerous contagions are the ones that nobody notices the influence of until it is too late. The more covert you remain, the more influence you can have. You can achieve your aims not through subjugation but by contagion, as you have unnatural talent not only in long-term planning but keeping these machinations secret. You are an unseen opposition, setting in motion and maintaining plots that could run for decades or more. Perhaps there is some grander plan you have inherited and will quietly bring to its conclusion?

> **Capstone Boosted** – Keep secrets for long enough, and you'll begin to notice when others are keeping secrets from you. That's certainly true in your case. You have an awareness when somebody else is hiding plans from you or others, and you can use your usual talent for obfuscating your own plans to uncover theirs without anybody noticing. Once you do, you can decide whether to act on your findings yourself or more widely dispose of them. Combined with any significant plotting ability, you are particularly talented at turning schemes working against you back on the schemers just as effectively as deflecting lightning with a lightsaber.

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Assistant

100 – **Aide** – You actually have the basic ability to be helpful to other people based on your position and their requirements. If they need a bodyguard, you're passable. Handmaiden, same thing. You might not be an expert at something, that's why you're an assistant and not the main person, but you are a bit of a jack-of-all-trades when it comes to being able to assist those you work for. This makes you very good at actually getting this sort of position, since you're clearly useful.

100 – **Child Queen** – If a child can rule a planet, age clearly isn't a barrier to what you are allowed to do. So long as you are at least barely competent at a job, nobody will bat an eye about your apparent age or try to stop you from doing it based on age-related criteria.

200 – **Young And Naïve** – You can certainly give this impression to others if you want, even fooling master manipulators. Whether you actually are naïve is up to you, but you can have others significantly underestimate you. They might think you are an easily manipulated politician, or perhaps a mere handmaiden when you are something else.

200 – **This Is A Battle I Don't Think We Can Win** – Sometimes the best advice to give is to give up. You can determine when it is highly unlikely that you or your allies can win a fight, and others will accept this as accurate and opt for a retreat or surrender if those would be better options.

400 – **I Was Not Elected To Watch My People Suffer And Die** – While senators discuss an invasion in a committee! You can effectively cut through all the arguing and debating involved in politics to get to the conclusion. This could manifest as an immediate and rapid vote on the course of action to take as if all parties had as much time as they needed to discuss the issue. Bear in mind that the conclusion may not be one you want. If there is someone that gets in the way of the course of action you want to be taken, you will also know who it is. What you choose to do then is up to you and what your allies could accomplish.

400 – **I Beg Of You** – When you have no resources, no kingdom, no army, and you seem to have nothing to offer others who would aid you, you actually have one thing remaining; your pride. If you are sufficiently important, you can debase yourself and effectively throw yourself on another's mercy in order to get what you want if they are remotely willing to agree to it. Depending on how much they like you and your people and exactly what you are asking for this could range from a polite apology or outright kneeling before them, and your allies will go along with this as well rather than kick up a fuss. Fortunately, even if you have to say something along the lines of being a humble servant, your new benefactors will be sufficiently pleased that you were willing to resort to that measure that they won't actually enforce that bit of the appeasement.

600 – **We Will Discuss A New Treaty** – You might not condone a course of action that leads to war, but you are certainly prepared for unwelcome surprises. You might not plot and scheme, but you tend to be better prepared for those who do when they spring the trap. You can set up contingencies and precautions for hazardous situations with ease, such as

concealed weapons in a hidden compartment, or arranging body doubles. Even those with advanced technology that have had time to occupy and examine your headquarters would not notice your holdout weapons, and those with special sensory abilities will not know you have a body double, let alone be able to tell you apart till you come forward and admit it.

Capstone Boosted – Generally speaking, the legality of treaties and agreements signed under duress is questionable. Now you can decide the answer to that question. You can choose whether any sort of contract or agreement is legal or illegal, regardless of circumstances leading to the acknowledgement or signing of the deal. You don't need to have that known to the other party, only triggering the effect of your choice when the consequences of the agreement are called in.

600 – **Elected Monarch** – Naboo is technically a democracy that places its voted leader in the trappings of monarchy. You may choose to have such a position here, and in other places you will find positions of supreme power that are still somehow democratically elected. This has the advantage of the leader being loved by the people and granting total control over them during their term of office. If you are able to get into this position, you can have the same benefits.

Capstone Boosted – You make such a good leader, either through being effective or just very well regarded, that your people will try to amend the constitution so you can remain in charge for life. You can turn this down if you want the system to remain more democratic if you prefer. Just by being good at your job, you can attain the sort of long-term power that politicians would scheme and manipulate for decades to claim.

Mentor

100 – **Older And Wiser** – It helps to be respected as a teacher if you look the part. Now you do, giving off the appearance and attitude that others associate with being a mentor figure. Exactly how this works depends on the individual and their interpretation. It generalizes into seeming wiser and more mature, but others might see you as stronger, more worldly, or having some other characteristic that they might respect.

100 – **Credits Will Do Fine** – As this isn't a mere mind trick, they actually will. As long as you have a form of currency that is used *somewhere*, you can get it to be accepted *anywhere*.

200 – **The Ability To Speak Does Not Make You Intelligent** – Sometimes you need to teach a lesson by pointing out how *not* to do something, or by pointing out when someone is choosing an illogical option. Persuading others that you are correct while they are not would be difficult, if not for this Perk. If someone is genuinely making a stupid decision, and you point it out, they and others will accept it as one. Hopefully you can come up with a better one.

200 – **There's Always A Bigger Fish** – With wisdom comes a sense of a bigger picture. You can feel when there is a larger problem than the one that is obvious, or a greater hidden threat than any that are immediately being confronted.

400 – **Midi-chlorians** – This might just be passed off as a simple way to try and explain something complex to a child, or just part of a greater picture… but this Perk goes by the explanation given in The Phantom Menace, so it works elsewhere too. In fact, mystical abilities that would not otherwise have an explanation now have a quantifiable biological or physical component. This could be something to manipulate, study, or even determine power levels. Bear in mind this Perk does not come with a built-in way to force people to accept this sort of explanation, and some might be angered at making something seem less mystical.

400 – **Force Trick** – Not the mind trick, this is something that will only work once per Jump. While this seems limited, it can get you out of your immediate problem so long as it is believable. An example would be suddenly moving so fast you blur down a long corridor, allowing you to escape powerful droids, but never moving that fast again. It's a trick that only works once, not a technique you can repeatedly use.

600 – **Maverick Master** – The Jedi are usually galactic peacekeepers, adhering to their own rules and codes, and needing to maintain a projection of trust to others. You don't need to care about things like that, doing whatever you want to if you feel it is right. You could become somewhat infamous for disobeying orders, and it's certainly not going to earn you official accolades, but you do have decades of experience at whatever it is you do and learned a lot from it. Your teachings can still shape others into reaching their full potential even after you are gone, and your defiance of dogmatic codes makes you far more flexible as a person and adaptive to the situation. As long as you are a more-or-less good person, others will like and respect you even if some of your actions might be questionable.

Capstone Boosted – It seems that you are so wise a teacher that your students can learn many abilities some would consider to be unnatural. Namely, you can teach them abilities from outside the setting so long as it is remotely plausible. If you know how to use the Force, you can train Force Sensitives elsewhere. If you know how to manipulate Ki, you can do the same. Even forms of magic will work in settings other than those they originated in. And what's better is that once they sufficiently absorb your teachings, they can pass on the same lessons to their own students, passing on your legacy.

600 – **We'll Handle This** – Knowing your capabilities is an important lesson, and as a teacher you can accurately access the capabilities of those around you that you teach or are familiar with. But sometimes a student will be out of their depth, and it is time for a teacher to step in. When you are facing a problem, either more abstract or specific as a single enemy, you know when those you protect can or cannot deal with the problem themselves, and you can calmly and politely step forwards in their stead. This helps to avoid the unfortunate bravado or overconfidence that could lead to an unprepared student or ally getting themselves harmed trying to do what they are not yet ready for, and avoids any sort of resentment, feeling of inadequacy or ill-will for facing the issue in their place. This doesn't give any information as to whether you are any better at dealing with the issue, that's a lesson you have yet to learn.

Capstone Boosted – Sometimes the lesson you learnt what that you could not, in fact, entirely handle the problem, and the result is your own death or otherwise inability to continue to act as a mentor. Fortunately, not only will your students learn from your failure to avoid suffering the same fate, you will eventually be able to return in order to teach them further. Should you die, you will not fail your chain immediately. Instead you will continue to exist as a ghost that for limited time will be able to interact with your students and those that followed your teachings. While you cannot provide more than advice, so long as those that follow your teachings remain, you will not truly be gone for good. But should your followers be wiped out or your lessons abandoned, this tether to the world will fail and if you have no way of returning to life, so will your chain.

Young Hero

100 – **In A Desert, With A Box Of Scraps** – You are able to build advanced tech like intelligent robots or customised Podracer with less-than-ideal components, even in environments that could cause problems. As a certain prodigy might tell you, sand gets *everywhere*.

100 – **I Have A Bad Feeling About This** – You have a surprisingly accurate instinct for when things are about to go wrong. This doesn't come with a built-in ability to persuade others to trust your feelings.

200 – **Child Prodigy** – You have an incredible capacity to learn and apply what you already know to other fields. Are you a Podracer Pilot? Then you would pick up how to fly a star fighter the first time you sat in it just as well as veteran pilots. If you had some sort of enhanced senses or reflexes, you could do even better.

200 – **Are You An Angel?** – Funnily enough, the Angels here are an alien species that live in the moons of Iego and are also known as the Diathim. Since not everyone knows this it might not come across as a compliment, and in other settings the Angels may be a bit less pleasant. Now, you know both how to compliment someone in a way they will find flattering and appropriate and can use this to start a conversation. Maybe you could turn it into something more, if you're both old enough.

400 – **Technicalities** – When others give you orders, they tend to leave loopholes you can exploit. You might have to "stay in the cockpit", but they didn't say you could fly that cockpit elsewhere. Because you followed the rules, you won't get in trouble if you didn't actually break any.

400 – **Let's Try Spinning** – That's a good trick! This technique, spinning yourself in a vehicle or just yourself, makes you far harder to hit than it should. Your enemies will hesitate and make mistakes that you can take advantage of.

600 – **Now This Is Podracing!** – You are a fantastic Podracer pilot, capable of driving your vehicle to use every bit of speed and agility it can muster. If something malfunctions or is sabotaged, you can quickly get the problem solved while still driving just as effectively. You can apply this to every vehicle you use. You might be able to get more out of them if you had the ability to build your own version that was better than the generally available model.

> **Capstone Boosted** – You aren't just good, you are the best pilot this galaxy has ever seen, capable of pulling off ridiculous feats of speed and skill in your vehicles. It doesn't matter what vehicle you use, it seems you can push it somewhat beyond what it should be capable of doing. The better the vehicle, the further this goes.

600 – **Your Saga** – This can be your story, if you want it to be. Even if you started out on a planet far from the action, events will conspire to bring you into the middle of the story. Once you're there, you find yourself able to significantly contribute and be a deciding force in whatever battles may occur, put into positions where your actions will have great

importance. Just don't let your position go to your head, you can still muck things up if you can't live up to others expectations.

Capstone Boosted – Well, now you can. You have a narrative weight to your actions that increases the chance of your success a noticeable amount, and you yourself seem to have some degree of plot armour that prevents you from being struck down by smaller problems. This is limited to you, however. Your allies, particularly distant ones, might need additional protection if you're planning on saving everyone. You out of all people would have a chance of accomplishing that, though.

Threat

100 – **Federation Material** – No, not that one. You are trained and experienced with everything you would need to be a hardworking and respected member of the Trade Federation. You are quite possibly overqualified, as you have had lessons in everything from the galactic economy to risk-reward analysis, and you have a fair amount of legal knowledge. This updates in each setting to give you everything you'd need to know to be an effective merchant, lawyer or economist.

100 – **Reveal** – At last, the time has come to reveal yourself. And it will be terrifying. You have an incredibly intimidating appearance and can make yourself even more nightmarish with the way you act. If a squad of troops opened a door and saw you on the other side, they'd choose to take the long way instead of daring to get past you. More powerful heroic figures might be more willing to face you, but you can bet they'd be intimidated, and your appearance would be memorable for years to come.

200 – **Phantom Menace** – A phantom is like a ghost, a spectre that is physically not there, yet stands before a viewer in spite of that. A hologram is a virtual projector that makes a person appear before an audience as if they're really there despite the fact they lack substance. When communicating with others, either just via audio or using visual methods such as the local holograms, you can completely hide your identity and influence in affairs. This might take the form of a hooded robe that conceals your body, some sort of distortion in the message, or another means of keeping your identity secret. Nobody will be able to track, intercept or otherwise use your communication to locate you or your conspirators.

200 – **Sebulba Style Sabotage** – You might be a slimeball, but you are one that tends to win. You have a knack for sabotaging others, either their aims or their machines, in order to come out ahead. If you were to throw a piece of debris into an engine, it would jam and explode. Doing this sort of thing in the middle of a race won't cost you the lead, and even if people are aware of it you won't get punished legally. In terms of consequences for possibly backfiring on you, it will be limited to the stakes of the activity. You might lose a race but won't die, but if your efforts backfire in a duel to the death…

400 – **There Is No Evidence!** – Even if there should be and it's really obvious, like a blockade around an entire planet, you can persuade others who have not personally seen the crime that there is no evidence for it. Even those who do have evidence will misplace it or forget to use it, so you won't get caught out by others remembering they have a message of your gloating, or notable officials backing up a story about your crimes.

400 – **This Is Getting Out Of Hand** – Because now there are two of you! Well, not quite. Instead of duplicating yourself, you can pass on several weakened versions of your own Perks and training to a single Apprentice, who is ideally someone that is loyal to you. You can decide what Perks and training they get, but it will never be more than half as powerful or extensive as your own. You can't revoke this, and it only applies to a single Apprentice at once. If you want to reassign it, you'll need to dispose of them somehow. At least this Perk will also keep you informed whether or not they are still alive.

600 – **Not For A Sith** – Does some snivelling pile of slime think it's impossible to locate a fleeing ship merely because it's out of their range? It's not impossible for a Sith, and it's not for you either. You can unerringly track down anyone, no matter how far they run or where they hide. You have the determination, luck and skill to hunt down anyone, anywhere. This doesn't necessarily help if you can't do anything once you get to them, but they will never escape you for long.

> **Capstone Boosted** – Well, turns out eventually catching up with and cornering your prey might not work out so well. But it might not be the end, because you have a disturbing will to live so long as you are remotely capable of doing so. You could survive being cut in half at the waist, cling onto life through immeasurable pain, and force yourself back into the fight. No matter how far you fall from power, you will be able to drag yourself back up and perhaps even further so long as you are still alive. They will share your pain, no matter how long it takes.

600 – **A Muun Of Wealth And Taste** – It would be odd if you were a senior member in a company powerful enough to have representatives at the Galactic Senate if you weren't good with money. Now you are, regardless of your species. You don't weave vast plots or have any special abilities to hide things, but what you can do is run a company or organisation incredibly well. You are equally skilled at micromanaging and delegation, allowing you to effectively run any size of company, and you could plausibly extend this multitasking and financial acumen to other activities as well. You could be so successful that your employees and co-workers could take after you, doing things the way you'd want to do if you were in that position. If you aimed to be benevolent and treated your workers well, they'd do the same. If you were willing to resort to slave labour and armed force, they'd follow your example.

> **Capstone Boosted** – While others focus on plots or special soldiers, your professional experience has taught you that battles, campaigns, and even wars have been won or lost primarily because of logistics. The right resources in the right places at the right time is vital. You can ensure that goes as well as it possibly can be arranged on your side of things… and know exactly how to make it go poorly for your opponents, in either open conflict or more economic competition.

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 The Phantom Menace 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. Bear in mind that flashy displays of power or jaw-dropping feats of might are not exactly common at this point in time.

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. You are about as powerful and talented as Obi-Wan is at this point in time.

600 – **Master** – You have gained more power and experience after your standard training, placing you on an equal level to an average Jedi Master, and capable of the same feats as Qui-Gon.

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. For example, at this time Qui-Gon is in his 60's while his Padawan Obi-Wan is 25, and Yoda is almost 900 years old. 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.

Outsider

100 – **Basic Garments** – The clothes on your back, and of course other parts of your body should that help you blend in as a local. It's nothing fancy, but it will be appropriate for whatever the local conditions are, seen as local garb.

100 – **Passable ID** – You have a basic form of identification, registering you as a citizen of wherever you happen to show up. It doesn't provide a lot and won't make anyone think you are important by itself, but it's sufficient to prove who you are if you want an identity.

200 – **Galaxy Map** – Lost? The Galaxy is a big place, so this collection of maps in any form of media you want can help to locate where you are in the grander scope of things. Digital or physical, it will cover an area up to the size of a galaxy and down to a single region on a planet, marking where you are.

200 – **Loaded Chance Cube** – Are you a gambler, Jumper? This simple cube is like a dice, half of the surfaces are red and the other half blue. It is intended to be used for games of luck, but you can take the chance out of your victory with it and decide which colour you want it to land on. Whether you want to leave it up to the dice to decide, others will find that it cannot be influenced. It doesn't matter if they have fancy Jedi powers or some form of fate manipulation, only you and the dice get to decide.

400 – **Gungan Tech Supply & Schematics** – The Gungans of Naboo have some interesting plasma-based technology. This includes huge bubble-like forcefield projectors that could cover underwater cities, smaller hand-held shields, fast-moving submarines and bubble-like spheres of plasma that burst on impact. You now have samples for your own use as well as schematics to build more of it yourself.

400 – **Small Shop With Employees** – Only money works for you? Fair enough. This is a small business in a location of your choice, not particularly glamorous but relatively discrete and can get you an income to live on. It could be anything from a junk dealer to a tailor, depending on local needs and your own abilities. You can even have one or two employees when that would be appropriate. Up to you and the local laws if they are free citizens or not.

600 – **A Grand Army** – Greetings, General Jumper! You have somehow been given command of an army of the locals. This defaults to the Gungan army, equipped as they were for the Battle Of Naboo, but in other settings you can have it replaced by an army of whatever the underdog in the wider conflicts is.

600 – **Sacred Place** – Much like the Gungans, you have a secret place you can retreat to during times of trouble. And like the Trade Federation Fleet was unable to locate them despite having advanced technology and orbital superiority, this place is hidden to all outsiders. You would be exposed once the forces hidden here leave, and you can certainly tell others of its location so they can reach you here, but until then it would be a great place to hide from practically anyone.

Senator

100 – **Official Identification** – It would be awkward to be an elected member of Senate without anything backing up that position. This is all the paperwork, ID's and records that would be needed to have a position in the government. This adapts to provide a history for any similar positions you take up in other Jumps.

100 – **Senator Robes** – You represent the people and need to dress the part. While not as extravagant as certain royalty, this is several cuts above standard civilian garb. It's elegant but formal, and quite comfortable. If the government you work in requires a specific uniform, it will change to be appropriate for the Jump.

200 – **Storage Statues** – Need to hide some questionably legal items, but don't have easy access to extradimensional storage space? Perhaps you just want some decoration? This takes the form of several sculptures and statues that both look quite nice and have concealed places for storage within them. When something is hidden inside the statues, no sensory abilities or technology will detect them, even if you were hiding artefacts that emitted an evil aura.

200 – **Nice Quarters** – You might like somewhere to live outside of the Senate building, even if it seems you practically live there. This takes the form of a high-class apartment within easy commuting distance to your place of work. It has enough room for you as well as additional living space for anyone that comes to visit.

400 – **Long Range Communicator** – While you could certainly use a public one here, you may prefer to have an unmonitored private version. This allows you to communicate with anyone in the setting that has some sort of communication device and are not specifically blocking you. Call your friends, allies, and expendable patsies.

400 – **Official Office** – Your workplace away from work, or perhaps somewhere in your place of employment that helps your work. You find meetings go much better here, work is easier, and you are seen as more official to anyone you might be working with. You can have it set up so it receives all the paperwork and information it needs for your job. Nice view too, even if you have it attached to your Warehouse or another place of residence the large window can show any previous view it once covered.

600 – **Senior Senatorial Position** – Since buying your way into power is certainly one approach to politics, it seems unfair to deny that option to you. With this, you automatically have one of the most senior positions within any single government of your choice. This defaults to the Galactic Senate here, making you particularly high-ranking even if you "only" represent a single planet, but in other Jumps it can adjust to the appropriate counterpart. You aren't going to be the leader automatically, but if they were unable to maintain their position you would be a serious consideration for their replacement.

600 – **Political Network** – This is a far-reaching spiders web of contacts and favours within the political spectrum, the sort of thing built up over decades of work and scheming. While you may be a single official, you have considerable influence through this network, enough

to alter affairs on a large scale. You can grow it further with effort, and it will maintain its improved scale or effectiveness in other settings.

Assistant

100 – **Uniform** – Clothes suitable for your position, comfortable but not fancy enough to draw unwanted attention. Anyone seeing you wearing this will think of you as an assistant. You could be a secretary, personal guard, or perhaps a handmaid. This will adapt for similar positions in any jobs you have in other Jumps.

100 – **Credentials** – Do you really work here? Do you pass inspection? Security clearance, qualifications for your position? This backs that sort of thing up.

200 – **Extensive Wardrobe and Makeup Kit** – Is this yours, or somebody you work for? This is a wardrobe full of fancy clothes, the sort royalty might wear. It comes with a similarly extensive set of makeup that can be used to accentuate or obscure features. You could sell it for a lot if you had to, but not enough for something like a really expensive piece of equipment.

200 – **Republic Credits** – You have a substantial amount of money in a widely accepted currency. This is enough to support yourself for a while, or perhaps make a particularly expensive purchase. Bear in mind that while this will convert to the most popular currency elsewhere, not all currency is universal in each setting.

400 – **Royal Starship** – Elegant, very fast, and quite a lot of storage space. This silver ship comes equipped with Astromech Droids for repairs, but not with weapons.

400 – **Holdout Blasters** – Just because violence isn't your first resort doesn't mean you're helpless. In any location you could conceivably store something, such as a room of a palace you own, you have a secret compartment containing several weapons. They might not be particularly powerful, but they are a weapon that others will not expect.

600 – **Naboo Palace** – You own an opulent and well-maintained palace on Naboo, a home fit for royalty. It comes with all the staff you would need to live in it, and a small contingent of guards. You can import this into your Warehouse along with its extensive gardens, or into any other location you own. You can import any smaller structures, equipment or rooms you own into it as well.

600 – **Elected Position Of Royalty** – If one doesn't exist, now it does. While this can be used here to have a second position of royalty on Naboo, you can also use it on other planets or elsewhere to establish a system of governance that has an elected monarch. It's up to you whether you try to get the position yourself or let the locals pick one of their own.

Mentor

100 – **Tuition Record And License** – It would be difficult to get any students if there was no record of your ability to teach, or there was a legal requirement. Now you have it and can use it to gain entrance into places of learning as a teacher.

100 – **Simple Robe** – Unobtrusive, comfortable, surprisingly long lasting and doesn't get in the way of your actions. You can use this to conceal things like a lightsaber, giving yourself the impression of a simple traveller.

200 – **Rebreather** – Those with sufficient training can hold their breath for a surprisingly long time. For the beginners, or those that will need to exert themselves for a longer period of time, this device can easily be held in the user's mouth in order to supply fresh air for up to an hour before it needs to refill itself. Useful for diving.

200 – **Elegant Weapon** – A hallmark of this more civilised age. In your hands, this tool is instinctively easy to use, and you will not accidentally drop or misplace it unless you are dead or dying. While defaulting to the form of a single-bladed lightsaber with a green or blue blade, you can Import this into any other weapon you own to give it those properties.

400 – **Republic Ship** – Regardless of mastery of the Force, you might still need a method of transportation. This ship has its own captain but has been commissioned to take you wherever you need to go. It might not be the best armed or the most comfortable, but it does have all the legal requirements to go wherever it is you are needed.

400 – **Recorded Teachings** – In the event something happens before you can get your lessons across to your pupils, or you are just bad at writing things down, this could help. This Item will record all the lessons you have taught and all those you intend to teach and have the knowledge to do so. It could take the form of a set of scrolls, audio recordings, or perhaps even a more interactive holocron.

600 – **Last Request** – You probably don't want to be in a position to use this, but if you are a mentor then there might be thematic constraints to your lifespan. If your unfortunate demise should occur, this gives you enough time to make your final wishes known. If you are instantly struck dead and have no time for last words, this could manifest as a recording or message on your corpse. Whatever your last request is, so long as it is plausibly possible, others will do their best to honour it even if they were against the idea originally. This is the sort of thing people might do out of respect, it's not brainwashing them into doing whatever you want.

600 – **Temple** – Do you need somewhere more suitable for teaching? Then this place is ideal. Its exact form depends on you and what exactly you teach, but it is a relaxing place where students can concentrate on their studies without affairs of the wider world disturbing them. Those within it seem to learn at least twice as fast as they otherwise would, retaining their lessons easily and recovering from any injuries suffered during their training much faster. It helps practice as well, as people note and correct their own mistakes. This can be set up in any property you own or attached to the Warehouse.

Young Hero

100 – **Basic Clothes** – Not much and not particularly comfortable, but it's better than nothing and suited to your environment.

100 – **Bowl Of Fresh Apples** – Sometimes having small luxuries can make life more bearable, like getting fresh fruit on an arid world. Maybe this was given by an employer that values your skills, or payment for helping out a neighbour?

200 – **Handmade Necklace** – They say it's the thought that counts, and that's true as well, but this is quite well made despite the relatively crude materials. It is a thoughtful gift that could be kept for decades, a memento of the one who gave it.

200 – **Toolkit** – If you're going to be tinkering, it would help if you had more than your bare hands. This collection will slowly grow to include every tool you have used, so getting access to something once can benefit you. It starts off containing all the basics for a mechanic in the Star Wars Galaxy, so even the basic kit is far from primitive if you know what to do with it.

400 – **Home** – While your destiny may lie elsewhere, this is where you first came from. You feel at home in this modest living space. Even if you are gone for years, it will remain intact. Unfortunately, it does not come with the same guarantee for the people that live there. You can overlay this property over any location you live in or own, making it just as long lasting or comfortable without adding any additional durability or luxury.

400 – **Supplies** – Scavenged, bartered for and perhaps less legally acquired, this is all the supplies you need for any tinkering you might get up to. Given a bit of time you could build a Podracer out of this stuff, and perhaps more with additional time and equipment.

600 – **Custom Podracer** – If you would prefer to skip the building, you can just outright buy this. It is a Podracer just as good as the one Anakin Skywalker would build. You can Import it into any other Vehicle you own to give it additional properties or an Alt-Form.

600 – **Cremation Customs** – Sometimes we lose people. Now, at least, you have the opportunity to give them a suitable send off. When these customs are applied to the funeral of any being, not only will those that mourn them remember the good times of their life without feeling depressed by the loss, but the deceased is ensured to pass on as they would have desired. Here, this could mean becoming one with the Living Force, perhaps able to communicate with the living in the right circumstances. Elsewhere it could mean specifically getting into their chosen afterlife.

Threat

100 – **Fancy Official Hat** – Whatever your job is, you now have a hat appropriate for your position. Not only is it comfortable, but anyone looking at what you are wearing it will immediately know your job and rank within an organisation.

100 – **Intimidating Robes** – Making the first impression you want is important. If the impression you are going for is "I am a walking nightmare", then this is the set of robes for you. Pitch black, they are surprisingly durable, comfortable, and don't get in the way during a fight.

200 – **Walking Throne** – Sure, you could just walk… but then how could you show your superiority? You have a somewhat spider-like walking throne like the one belonging to Nute Gunray of the Trade Federation, allowing you to relax on your way to your destination.

200 – **Intimidating Weapon** – Others may prefer a more civilised option, but your choice is intended to be both deadly and terrifying. This defaults into a double-bladed red lightsaber, but it could take the form of a gun if you would prefer a trusty blaster at your side. Either way, it has some characteristic that strikes fear into the heart of all those who see you wielding it.

400 – **C.L.A.N.K.E.R. Droid OS Update** – You seem to have acquired something intended for the next generation of battle droids. This software can be uploaded into even a basic battle droid like the ones the Trade Federation is using on Naboo, allowing the individual models to develop a personality and feelings, continuing to function even if a coordinating computer core is destroyed. You may recognise amusing characteristics that crop up during the later Clone Wars. If you would prefer to keep them coldly effective in combat, the file can easily be configured to have this sense of humour toggled for the situation.

400 – **Sith Infiltrator** – A fittingly fearsome vessel for a deadly pilot, this model is identical to the starship *Scimitar* belonging to Darth Maul. Like him, you can use this sleek ship to silently travel wherever you need to be. This heavily modified *Star Courier* is armed with concealed laser cannons, a torpedo launcher and a minelayer. It carries a compliment of 3 DRK-1 Dark Eye probe droids and a repulsorcraft speeder bike. You can choose the name of the ship and the bike.

600 – **Trade Federation Blockade Fleet** – While this is officially called a "Defence" Fleet, it is equally well suited for blockading an entire planet as it is for protecting trade routes from pirates. You have a fleet equal in size to the one used to blockade Naboo, perhaps it *is* that fleet. Either way, you have the capacity to completely cut off communications to and from the planet and can stop all but the fastest ships from entering or leaving the area without being destroyed. Even those could suffer significant damage. You have a vast number of C-9979 landing craft at your disposal that can deploy enough B1 Battle Droids, Droideka, Multi-Troop Transport, Platoon Attack Craft and Armoured Assault Tanks to take over a planet. Your Droid Army is controlled by a Central Control Computer held aboard a specialized Droid Control Ship, creating a point from which you can coordinate your forces but also creates a weak point. Fortunately, your ships shields are enormously powerful.

600 – **The Trade Federation** – This might be the same shipping conglomerate that is causing issues here, or it could be some competitor of a similar size. Dominating entire star systems and trade routes, it defaults into being dominated by the commerce savvy Neimoidians but you can put other generic or specific figures in their position if you prefer. Its major products are currently various starships, military vehicles, shipping and trade goods. It is sufficiently large and powerful that it has its own representative in the Galactic Senate. Whether it stays like this or you will make major changes is up to you. In other Jumps, you will get a major business of comparative wealth and influence for the setting.

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 – **Lifelong Buddy** (Free Outsider) – They might not be famous or talented, but soon after your arrival you struck up a friendship with them. They appreciate the company, and when you broached the idea of travelling together, they jumped at the opportunity. They've got a sense of humour compatible with your own, and should you feel out of your depth they'll do their best to help.

200 – **Political Advisor** (Free Senator) – A junior politician who has attached themselves to you, an arrangement you agreed to for the mutual benefit. While you might be more experienced in the political arena, they are talented at determining what the public desires and what their reactions to various policies would be. It's up to you whether you regard them with mutual respect or see them only as an asset.

200 – **Old Friend** (Free Assistant) – Not necessarily in age, but you've known them for long enough. It's up to you whether you are currently their superior or if you are employed equally. They have a seemingly encyclopaedic knowledge of the appropriate protocol for royalty and other important figures, but they've lived outside of this gilded life long enough to be quite a bit more streetwise than you'd find any noble. It's also up to you if they have an uncanny physical similarity to yourself.

200 – **Promising Student** (Free for Mentor, Perks from Young Hero) – You have someone to teach, and they are very willing to learn from you. They seem to be a quick learner, though with this talent comes a degree of disobedience and willingness to bend the rules you might

not find in most Padawan. Fortunately, this unorthodox student looks like they will benefit greatly from an unorthodox teacher such as yourself.

200 – **Wise Teacher** (Free for Young Hero, Perks from Mentor) – Somebody noticed your talent and decided they could bring out your potential. Though they are getting on in years, they have a lifetime of experience they are willing to share with you, teaching you from their own hard-earned lessons. They are quite a skilled tutor, capable of adjusting their style best to suit you. Even if you have capabilities they do not, there is a good chance their experiences have taught them some way you can use or refine them in ways that would take you a while to figure out on your own.

200 – **Associate** (Free Threat) – While you are busy organising the blockade of a planet over a trade dispute, or not so busy having a nap on your walking throne, this figure will be doing the busywork with quiet competence. They might not seem much but give them a bit of time and encouragement to step out from your shadow and they'll show themselves to be quite a cunning strategist. Must be all their experience of arranging your schedules.

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.

100 – **Special Effects** – Normally everything would look entirely realistic. Now, something might seem slightly off about some of the features and creatures of this setting. This doesn't really affect things and nobody else will notice anything wrong, but some species and locations will have the same appearance they might have if they were created with the best computer-generated special effects available in 1999.

100 – **Special Delivery** – That's one way of putting it. People around here seem to talk in an odd, slightly stilted manner. Like their entire vocabulary is composed of slightly awkwardly written lines. This won't change actions or intentions, but you'll get the feeling that people are reading from a script rather than speaking organically.

100 – **It's Cold** – You have lived in one climate your entire life and being somewhere very different is uncomfortable for you. You can get used to it, but it will take time. You might feel cold after living in a desert and moving elsewhere, hot if you lived on a frozen world, dry if you were more aquatic, and so on. It doesn't hurt, but it's quite uncomfortable.

100 – **You're A Slave?** – You have no tact? No, not really. You tend to be blunt, asking direct questions and often unaware you are doing so in a manner that makes those you talk to uncomfortable. You or your allies might be able to cover for your slip-ups, excusing it as being unfamiliar with culture. Probably best not to put you in charge of negotiations that require a different approach.

100 – **Jumper Is Too Old** – Regardless of your age, people seem to have a problem with it. Too old to be trained, too young to have authority, you're going to run into these problems a lot.

100 – **Fear Leads To Anger** – You are quite an emotional person. Generally, this might not be a bad thing, but you have difficulty hiding your real emotions, and this inability to calm yourself with ease could lead to longer-term issues if you use abilities that are affected by emotion.

200 – **Complex Wardrobe** – You have a very extravagant way of dressing yourself, with all sorts of ornate robes, make up, hair styling and other accessories. Unfortunately, this is difficult to move in and is certainly going to cause problems if you are ever trying to blend in. Hopefully you have a big wardrobe already, because you are going to want to change into another extravagant outfit multiple times a day.

200 – **Be Evil** – Interesting choice of direction, if limited. Your characteristic is… well, "evil". You might be a perfectly benevolent person, but you certainly won't act like it. Glares, snarling, pacing, aggression, it's going to make you look a bit one-dimensional. Others who don't know you well might judge you. At least you'll leave an impression if you have some style to go with it.

200 – **I Spake!** – Ah, it seems that giving you the ability to speak the major languages here has gone a bit wrong. Rather than a default generic accent and vocabulary, you sound like a certain gangly amphibious being. Fortunately, most people are open minded enough to not seriously judge you for what you sound like, though you may come across as a bit of a simpleton at times if you don't have other ways of showing you have more depth of character. You are certainly going to notice the accent whenever you open your mouth.

200 – **Exile** – You did something in your place of origin, and now you are barred from ever returning on pain of death. You might have been catastrophically clumsy, you might have done something serious, or perhaps you just got on the wrong side of someone important. Either way, you are not legally allowed to return. It's a big galaxy and there are plenty of places to go, so as long as you don't get dragged into some sort of adventure requiring your return you should be fine.

200 – **Lots Of Talking** – If you came here for conflict and adventure, this Drawback is a poor choice. You are barred from areas where adventure and excitement happen, locked into places where the height of conflict is a heated senate debate. You won't be getting involved in any Wars, and you probably won't encounter the Stars around here often either.

200 – **Jumper Will Not Condone A Course Of Action That Will Lead To War** – Because you are a pacifist and quite idealistic. This doesn't make you helpless, you can still defend yourself non-lethally, but you will avoid conflict however you can and the thought of using lethal force is repulsive to you. You have an unfortunate habit of trying to negotiate even when the enemy is not interested.

400 – **Watto Property?** – His property. Which properly? You. You are now a slave owned by Watto on Tattoine, much like the Skywalkers. There is something in place to stop you from leaving easily, and while some sources have claimed some manner of explosive implant is the reason the specifics are up to you. Bear in mind that even a mechanical prodigy didn't seem able or willing to try getting out of it with the tools they had if this was the case. Maybe you can take matters into your own hands, or you'd prefer to play it safe and wait till the opportunity for someone to free you.

400 – **We Cannot Defy The Council** – You can't, at all. If some superior in your organisation gives an order, you now consider it absolute. There might be loopholes, but you cannot directly go against their commands, even if it would be the practical thing to do.

400 – **Midi-chlorian Count** – Yours is zero. Whether or not it's actually how the Force works, you cannot use it. If you have other ways of doing things without fancy Force powers you can still use them, but the Force is never going to be detectable with you, let alone strong. You can't really be a Jedi or a Sith with this Drawback, though you could be a non-Force

Sensitive working with them for whatever reason. This doesn't make you immune to the Force either, you can still get thrown around or zapped by lightning… though you really shouldn't encounter the latter here for some time unless things really go off the rails.

400 – **Life Debt** – Someone saved your life, which is great! It has the slight downside of meaning you are honour-bound to give them a life-debt of service. You'll need to follow them around and help where you can. You aren't a slave, though, and they won't deliberately try to get you killed. They might not actually want you around, but that's not going to change until they're dead.

400 – **Meesa… Clumsy** – It's a minor miracle you can walk in a straight line on your own two feet, because you are a walking disaster. This won't necessarily get you badly hurt, but it is going to frequently cause yourself and those around you problems of some sort.

400 – **Anomaly** – You are not from around here, and it's noticeable. Your presence is a notable distortion in the Force that those sensitive to it will notice. The Jedi Council will find you suspicious, it will attract the interest of the Sith, and other sensitives may find your presence unnerving.

600 – **We Don't Take Those Around Here** – Tattoine doesn't take Republic Credits, and this setting doesn't accept your Items. You cannot bring any Items from other Jumps into this one, and your Warehouse is locked. You can still have access to Items you purchase here, however.

600 – **Those Fancy Tricks** – Don't work here. Specifically, your Perks from elsewhere are disabled and you are limited to your Body Mod and Perks you purchase here.

600 – **JM-PR** – Beep Boop! It seems that a certain well known Astromech Droid is absent. This could lead to things going quite badly for the locals, but the Force and your willingness to inconvenience yourself for extra CP have combined into a solution. You are now an Astromech Droid, taking the place of R2-D2. You need to ensure that things go at least as well as they did in canon, while stuck in this form. You also have to stay around until at least the ending time of Return of the Jedi… and if you want to stay further than that, it's up to you.

600 – **Jump-Jump Binks** – You poor, unfortunate soul. Whatever your intentions here, your actions and attitudes will make you as poorly regarded here as Jar-Jar Binks is in a world where Star Wars is fictional. You might not be as questionably useful or amusing as the character is either, which certainly won't improve the local's opinions of you.

600 – **The Tragedy Of The Jumper** – Did you ever hear the tale of the Jumper? No? Unfortunately for you, one Darth Plagueis *has* heard of you. And they regard you as either a powerful threat, rival, or useful tool. This surprisingly wise and powerful Sith will do everything they can to ensure you are not a problem for their plans, or those of their Apprentice. They are going to wait until you are out of the picture or permanently a servant of theirs before they celebrate and let their guard down, so they could stick around for much longer than they did in canon.

600 – **The Complete Saga** – This is not going to be a short visit. Your time here has been extended significantly. You still start at the beginning of The Phantom Menace in 32BBY, but now you will not be leaving until the end of the ‘Skywalker Saga’ in 35ABY, around the time some lightsabers would be buried. Depending on your actions and choice of continuity, you could be experiencing all the Canon films, or perhaps other events. Either way, you’ll be here for at least 67 years. This does not come with a built-in way of dealing with age, so hopefully you have some way of sticking around for that long.

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.

Death And Taxes

Two things that are often considered inevitable. One of the major reasons the Trade Federation is blockading Naboo is their reaction to new taxes on trade routes, and that all started due to insidious machinations starting years beforehand. If you pick this Scenario, you arrive at the start of these plans, giving you time to shut down the schemes that will otherwise lead the galaxy into the state you would find it at the start of The Phantom Menace and later lead into further conflicts. Your overall goal is to reform things politically and economically while working against the plans aiming to drive the galaxy into a chaotic and exploitable state.

Reward = You have become a master at de-escalating the situation, as well as sorting out complex economic and political problems. You can look at complex situations such as these in the future and immediately determine not only if some specific entity is manipulating things but determine exactly how to go about resolving them.

Breaker Of Chains

Slavery of sentient beings is still occurring within this galaxy, beyond the immediate influence of the Galactic Senate. You find this abhorrent, and during your time here you intend to bring it to an end. Use whatever methods you want, legal reforms, social pressures or threat of force, but by the end of it all you must have sufficiently altered things that not even the Hutts would willingly allow slavery in their territories.

Reward = The reward depends on your personal approach to this problem. If you used politics or laws, you will find it second nature to use the same methods to institute similar reform in other places. If you used force, you will be able to stage far more effective raids or inspire armed uprisings which are far more effective then they would otherwise be. You can also give yourself a history of opposing slavery in other Jumps, which could retroactively reduce or remove it depending on the influence and plausible success your Origin would have.

For A Safe And Secure Society

The Republic is not what it once was. The Senate is full of greedy, squabbling delegates. One choice would be to push for the election of a stronger Supreme Chancellor, one who could control the bureaucrats, one that will not let such tragedy continue. You might love democracy, you might love the Republic, but in order to ensure security and continuing prosperity the Republic must be reorganised. Exactly how you do this is up to you, but the overall result must be the revitalisation and strengthening of the main system of government in the galaxy to the point where disorder and chaos are no longer plaguing its citizens. Unite the galaxy, one way or another.

Reward = Considering all the work you put into it, you can take it along with you. You now have the entire Star Wars galaxy as it was at the end of your stay here, which can be added to any dimensions you own or be accessed via a door in your Warehouse. If you installed yourself as some supreme leader, they would follow you just as loyally in the future as they did while you were here. If you simply reformed existing democratic systems, you will be well regarded and capable of stating your case for any aid they could provide.

An Early Order

This shouldn't be around yet. Considering what sort of things were being churned out, it perhaps isn't so surprising that some version of them would end up accidentally travelling through time. The First Order Fleet have somehow shown up, complete with a currently inactive Starkiller Base to mobilize from. While they will briefly be stalled by the absence of direction, their Supreme Leader suffering some sort of fatal stroke during the accidental transition, they will quickly realise where and when they are. Once they do, they will do all in their power to take advantage of the situation and eliminate those who would eventually take down the Empire and threaten their own superiority. Those that will gain control of their forces after the brief power struggle will not be willing to secede that control to old allies or leaders either, preferring to let the failures of the past die even if they have to kill them. This will not be an easy fight, as despite some questionable tactical decisions within Canon their forces are more than half a century more advanced than the rest of the galaxy at this time, and they have access to historical records of this period. Give them enough time, and they will be able to get their greatest weapon up and running again. You need to stop them and being an entirely unknown element on their records you have the greatest advantage against them.

Reward = Considering how advanced the First Order was compared to the rest of the galaxy even 50 years in the future, you might want to benefit from their technology. You have access to their plans and schematics, covering everything from Hyperspace Tracking to Starkiller tech. You'll find it can all be made far faster and with less resources than you'd expect. As well as anything else you can salvage from them, you'll also find a single experimental ship, similar to a Star Destroyer but designed to work with a skeleton crew and with a particularly large energy weapon attached to its underside.

From Beyond

The chances of any threat from beyond the Rim were considered a million to one, but still they come. Rather than a mechanical technological terror, this enemy from far outside the galaxy utilises terrifying biotechnology. The Yuuzan Vong are religious zealots who view mechanical technology as blasphemy after their homeworld barely survived being caught in a conflict between two droid civilisations, instead using genetically engineered purely organic creations. They respect pain to the point of masochism, and most notably are unable to be sensed through the Force. With their galaxy in ruins, they have come to this galaxy in search of a new home. Unfortunately for the locals, they are unwilling to live alongside them peacefully. Regarding the local civilisation as being polluted and built on abominations, they intend to cleanse it for their sole occupation. Save the galaxy from their relentless onslaught, either wiping out the threat or somehow bring about peace.

Reward = For your success, you have been granted the tactical capability to protect something on the scale of a galaxy from exterior threats, so if it is remotely possible with what you have available you have a good chance of doing so. You may also have a large supply of the Vong Biotech, some of which can be used for more peaceful purposes such as terraforming. For your continued travels, you have also been granted or otherwise claimed an intact Worldship, also known as a *Koros-Strohna*, an immensely large organically created vessel that may be up to 120km across. While they usually have a lifespan of 500-1000 years, this one doesn't seem to age in the same way.

From Within

A terrible threat, not from beyond the galaxy or from some dark future, but from far in the past has awoken and broken free. They are a being immensely powerful in both sides of the Force. Once a mortal, their desperate attempt to stay with their ageless family backfired and corrupted the being once known as the Mother into the immortal Abeloth. They can influence the minds of Force-sensitive beings and consume life energy to make themselves stronger. Capable of feats such as teleportation, creating illusions, taking on the physical appearances of beings they have consumed, and possessing or switching bodies, they are a formidable threat. You must end this threat, either finding some new way to imprison the Bringer of Chaos, killing them once and for all, or perhaps even reversing the corruption that turned them into this twisted monster.

Reward = Your reward depends on what method you used in order to resolve this Scenario.
If you chose to trap Abeloth once again, you have learnt from this experience and can figure out ways to imprison even godlike entities using technology or other means, ensuring that they cannot escape without external aid no matter how powerful they are.
If you were able to kill that which was thought immortal, you have gained the ability to slay beings that use possession and multiple bodies. In fact, those that create additional avatars and bodies will find themselves weakened the more they create.
Alternatively, if you were able to find a way and will to redeem Abeloth despite her actions, you have gained the ability to purify and redeem others who have been twisted and corrupted by external sources of power, gaining an immunity to being corrupted in the same way. With this option, you may take along the one you have given redemption as a Companion.

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.

-The experimental Star Destroyer in the *An Early Order* scenario is one with a Death Star weapon on it, with all the power and vulnerabilities as shown in Canon.

-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*. This author has no complaints if anyone wants to make their own version.

-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.

V 1.1
Fixed formatting error in Mentor Items section