Star Wars – Darth Plagueis JumpChain

A long time ago in a galaxy far, far away there was a man known publicly as Hego Damask II, an unlikely plutocrat that acquired great wealth and influence in spite of his disadvantageous parentage. His spindly reach is destined to remake this galaxy over the next few decades, for while to most he is merely a successful financier, he possesses a second, rather less known identity – that of Darth Plagueis, Dark Lord of the Sith. Born with powers far beyond all but a fortunate few in this galaxy, he was sired to continue the legacy of the Sith Order and spent many decades of his life apprenticed to Darth Tenebrous, cultivating his gift and developing an obsession with immortality and the source of the abilities shared by himself, his recently deceased master and those of the Jedi Order.

The Sith have existed for as long as there has been interstellar civilisation, in one form or another. They have ever been the dominant sect dedicated to using the Dark Side, a specific aspect of the Force tied to primal passions, a belief in and need for self-determinism and that which rails against the stagnant order represented by their long standing adversaries – the Jedi. It used to be that the Sith operated much as their rivals did, openly and at the head of governments and militaries, but those ancient Sith suffered from a critical flaw that stymied any hope of bringing the galaxy under their way of thinking. Invariably they would begin to suffer from internal schisms, with a number of weaker Sith banding together to subvert the strongest among them, which inevitably weakened them as a whole and lead to catastrophe.

This historic motif changed one millennia ago. A young Sith Lord known as Darth Bane realised totally the flaws of the Sith in imitating the Jedi, knowing that the could never present a united front as their metaphysical rivals did, and so during the last campaign of the New Sith Wars, betrayed and annihilated the Sith as they were. He would implement a new system, known as the Rule of Two, which would see a Master take only one Apprentice, one who would be worthy of being Dark Lord in the future and who would eventually challenge their Master for the position. This would slowly drive the Sith towards ever greater levels of strength, as the teachings of all those that came before were imparted to one who could slay the product of those lessons. Over the centuries the Sith Order has slowly rebuilt their worldly power, not as warlords and conquerors but as businessmen and politicians, in the hopes that one day they will have enough to overthrow the Republic and finally prove their convictions true by destroying the Jedi Knights.

Plagueis is the latest in this line, he has inherited the Mantle of Dark Lord, and now seeks his own apprentice who he hopes can bring about his own perspective on the Sith mandate and with whom he can rule the galaxy eternally through his arcane studies. This is the world you have come to, forty eight years before the previously destined rise of the Galactic Empire, as another who would shape the galaxy in accordance with your will. Take this **1000CP** before you arrive, so that you may better engage in the coming events as a player rather than a pawn.

Location
The galaxy you find yourself is unfathomably vast, its long arms stretching out for thousands of light years away from the galactic core and orbiting a fraction of its billions of stars are worlds inhabited by a wide array of native species at varying levels of technological development. While all these myriad people might claim storied histories and believe themselves important, there are a few worlds that will be recognised as catalysts of change in the coming decade.

Coruscant: Coruscant, an appropriate name for a world if ever there was one, for this planet shines in the depths of space like no other. An ecumenopolis, almost the entire surface of the world is covered in a sprawling cityscape that many kilometres in depth or height, depending on one's perspective. Conservative figures put its population at one trillion permanent residents, largely human, but realistically it is thrice that number thanks to all the temporary residents and undocumented beings in the lower levels of the city. Being an intersecting point for several key hyperspace routes, it is considered the galactic origin point for travel and is a hub of trade and tourism, and this more than anything else made it the logical place to host both the Republic Senate as well as the Jedi Temple.

Muunilinst : If Coruscant is the beating heart of the galaxy, then Muunilinst is its bursting wallet. The adopted homeworld of the Muun, thin, tall humanoids with elongated heads and hairless craniums, it is due to the natural brilliance of the species and their inclination towards economics and finance that the world has earned its reputation. Still their reputation as the galaxy's premier capitalists presents a somewhat shallow view at odds with their world, for the resource rich world of Muunilinst has not been overdeveloped or exploited as some species might have done in their place, in fact only a very small area of the surface has been developed and the Muun are vehement in protecting their homes natural beauty from industry and pollution.

Naboo: A verdant world colonised by humans some four thousand years ago, Naboo is a large idyllic and picturesque world host to a classic feudal society with a hereditary noble class centred around various city-states that answer to a monarch elected between them. Ordinarily such a world would be unexceptional, but Naboo is host to a nearly unique plasmic core that constantly emits an as of yet untapped reservoir of plasma that could project the planet from a rustic curiosity to an enormously wealthy player in the energy sector.

Kamino: An aquatic planets wracked by seemingly unceasing storms, Kamino is a presently insignificant world in between the Rishi Maze and central galactic disk. It's most native inhabitants, the Kaminoans, live into elegant yet sterile cities largely submerged beneath the waves, are a largely amoral and perfectionist species that trade their expertise in the fields of genetics and cloning in exchange for essential imports. Their wealth comes from cloning large quantities of expertly engineered sapients for often dubiously motivated clients, with present examples of their work being found in slave mines or mercenary forces the galaxy over. Given the right opportunity and adequate funding, there are no products they will not birth for the discerning client and in numbers that greatly exceed any would be competitor.

Dathomir: Dathomir is a planet populated by strictly matriarchal tribes dominated by powerful witches, force sensitive women that practice the force through a lens of primitive ritualism and the teachings of a Jedi Knight marooned on the world almost six centuries ago. Males can only ever be slaves for breeding or labour, with exceptions being made for off-world visitors for their wealth and tendency to have protection when visiting the ports of the planet. Of particular interest to the Sith however is the existence of the Nightsisters, tribes comprised of disparate 'magic' users exiled from their original families for using 'Night spells' or the Dark Side of the Force. These women and any Force Sensitive offspring they produce make for powerful and merciless assassins and enforcers if persuade to leave Dathomir, merely being born and raised here granting an appreciation for the law of the jungle and the greatest source of power in the galaxy.

Tattooine: A rather inhospitable world of endless desert, Tattooine is the world one goes to if they wish to disappear from the galaxy. Populated by smugglers, water farmers and highly xenophobic natives, the world is controlled by an ever changing series of corporations and crime lords, with the most recent Hutt to drag

its corpulent mass to the top of that ever changing pile being one Gardulla that aims to revitalise the Pod Racing scene and to relieve Malastare of its claim to the best tracks and most profitable gambling dens in the galaxy.

Bal'demnic: If Tattooine is an irrelevance to galactic affairs, then Bal'demnic might as well not exist. The oceanic world in the Outer Rim is littered with rocky tropical islands and a hostile native people, only of interest to the occasional cartographer or xenobiologist that cares to land on its surface. However underneath its insignificant surface lies vast veins of cortosis ore, a brittle and extremely difficult to mine metal that is nearly unique for its extreme tolerance to heat. It is said that armour and weapons made from cortosis metal are highly resistant to impacts from blaster bolts as well as the lightsabers of the Jedi. Certainly there are more practical materials that are more abundant and less costly to mine, but such a bounty could prove invaluable in an open war against the Republic's defenders.

Origins
You may choose your age, sex and species freely but with some considerations and restrictions. A Master would likely be in or around the middle years of life for their species, whereas the ideal Sith Acolyte would be at the tail end of adolescence. Likewise one who wishes to be Plagueis' apprentice should consider being human or one of the near-human and Core World species, for the late Republic era was a time of humancentricity in the Senate and it'd be far harder to manoeuvre a Paaerduag or Geonosian to the position of Supreme Chancellorship.

Master
A Sith Lord in full, you are one who has largely mastered your powers and inherited the secrets of your order. Having perfected your fundamentals in commanding the Force, your thoughts have recently been drifting away from wordly affairs and towards the more arcane facets of the Dark Side. Having recently killed your master, none now stand above you in the galaxy and you're no doubt on the most powerful individuals in the galaxy, but will need to find an apprentice of your own to whom you can impart your own teachings.

Whether you choose to replace Plagueis following his murder of his own master, come from a separate line of Sith Lords founded by another ancient Sith or choose simply to come from some Dark Side order not born from Bane, it matters little in the face of your puissance and philosophy.

Acolyte
The Acolyte, those forced to covet the power of a Master, you are new to the ways of the Force beyond what experimentation you've performed on your own. Your power is largely untapped and untamed, but is nakedly apparent when you're truly incensed and what can be seen would make any Sith Lord looking for a student eager to take up the challenge of teaching you.

In choosing this origin, you may either be Plagueis newly found apprentice discovered after he escapes Bal'demnic but before he gets involved with Palpatine, replace a young Sheev Palpatine on Naboo in preparation for the day that Hego Damask inevitably seeks to interfere in the planet's election or you could be apprenticed to another line of Sith that have broken away from the previously steady Order.

Some items and perks may warrant an adjustment of your age, experience with the Force and the date in which you arrive to this galaxy. For example, an Acolyte who holds a seat as Senator may choose to begin a decade or more into their apprenticeship should it seem implausible for an adolescent to hold such a position in galactic politics.

Perks
All 100CP perks are free for their Origins and other perks are discounted by 50% for their associated Origins

Forceful Being (Free): The Force is a metaphysical energy field native to this galaxy, produced by living beings and shaped by their collective impulses and actions. To the vast majority of sapients its existence is accepted by faith alone, for while it does indeed exist and constantly shape the fates of the living, only a rare few individuals are born with the sensitivity necessary to perceive its presence. Known as Force Sensitives, such people can be trained not only to sense its influence but to channel the Force to perform all manner of seemingly supernatural feats; from displays of telekinesis which move immensely heavy objects, to peering through the veil of time to bare witness to events long past or yet to come, to reinvigorating tired bodies and conjuring great torrents of scorching lightning from their fingertips. The full scope and array of their abilities are potentially endless, especially should one be willing to delve into the more arcane Force traditions of the galaxy, but no matter how these powers manifest, all Force Sensitives share one common characteristic.

Sub-cellular organelles known as midi-chlorians live symbiotically within the cells of all living beings and serve as interlocutors of the will of the Force. Those sensitive to the Force, such as the Jedi and the Sith, are known to possess an unusually high density of midi-chlorians, with the typical number in an individual's cells determining their natural aptitude and overall potential for commanding this mysterious energy. You are what the late Darth Tenebrous considered a "Forceful being", born with over fifteen thousand of these microbes in the majority of your body's cells and consequently having the potential to rival the would-be Emperor Palpatine should you receive tutelage in his stead. Those of the **Master** origin will already have a strong connection to and experience with commanding the Force in a variety of ways, largely having expert skill with the typical powers of the Sith but even then you'll still have some room to grow in power over the coming decades.

Spurious Sorceries (200CP): The old adage of how knowledge is power is undoubtedly true when one considers what can be achieved in this galaxy by the knowledgable. The various scientific and technological disciplines have had thousands of years to be fully explored by the most intelligent minds available to dozens of species have led to the proliferation of starships that can cross the galaxy in a matter of days, artificial servitors that tend to our every whim and want, weapons that can decimate massive cities in a matter of minutes and thanks to advances in medicine and genotherapy beings can live to the very limits of their species plausible lifespans. While the Force grants incomparable power, with sufficient time and resources there is very little that we cannot accomplish through the full exploitation of our physical reality. Even by the standards of the more intellectually gifted species of the galaxy, you'd be considered a scientific genius in one of these vocations, with a total understanding of the underlying principles by which your work is done and decades of experience in the field. Even in a galaxy where technological progress appears to have largely plateaued, your craftsmanship is so sublime and artfully wrought that you can easily create that which others might dismiss as impractical and should you advertise your work you'd find that many rich individuals, corporations and governments the galaxy over would be willing to pay extraordinary amounts of money to buy your creations or fund your research.

Master

So Appease Me (100CP): The Sith Order as established by Darth Bane has existed for almost a thousand years, leaving a single Master striving to impart the wisdom of dozens of predecessors in the short decades they have before the student grows so powerful and ambitious as to challenge them. This is a tall order but let none say you aren't up to a challenge. Yours would be a fortunate student, for you're skilled in devising deeply impactful challenges that both force apprentices to fully utilise their burgeoning skills to survive and succeed and impart philosophical values through the stress those situations inspire. You could leave a young acolyte alone on an inhospitable world for several weeks with only the slightest instruction in the Dark Side so that they learn to draw on the Force instinctively for survival, in turn forcing them to learn the importance of self-reliance and awakening their more savage instincts. No doubt these young men and women would feel some resentment over their tutelage at the time, but they'll be sure to appreciate your presence in time when your all your lessons have born fruit.

Preceding Reputation (100CP): The title of 'Sith' has not been used openly for almost a millennia, but their legacy remains embedded so deeply within the psyche of galactic populace that it can inspire genuine fear for one to so much as encounter one of their order. On the rare occasion that they deign to reveal themselves to those lesser sentients, even those of unusual will and temporal control, they invariably inspire the terror due to beings that have repeatedly brought much of the galaxy to its knees and exterminated entire worlds throughout the millennia. A microcosm for the Sith in totality, you are able to leverage your rightfully earned reputation, or that of an alter ego, to illicit a reaction from others as if they themselves had personally experienced the horrors wrought by the galactic bogeymen. Even those with no prior knowledge of the Sith would feel a sense of primal dread and anxiety upon you revealing your title as a Darth, and this fear will only grow more pronounced once you enlighten them about to the history and nature of your Order.

Ancient Resolve (100CP): Consider, if you'll indulge such a comparison, the anarchist. An individual willing to engage in conspiracy and extreme violence to bring down what they perceive as a decadent and corrupt institution. Such men and women live and toil under countless regimes, secretly preparing themselves for the day on which they will strap an explosive device to their chests and eliminate their targets. Such individuals are far stronger than those around them, willing to go against the collective moral conscience of their society for the sake of their own convictions and to sacrifice anything in pursuit of those goals. The Sith are the same, in their own way, and are similarly strengthened by their secret purposes. So long as you hold true to your aspirations and beliefs, working towards them in spite of how they might counter the social narratives of your people, then your will shall remain strong enough to do whatever is necessary for those grand plans. If acts of murder, of torture, of terror and of conspiracy are all essential for the completion of the Sith's Grand plan, then they will be done in spite of any psychological frailties or farcical morality you still hold.

End Of The Line (200CP): The Rule of Two has been essential in bringing the Sith through this age of unusual peace and moulding them into beings best suited for ruling, and this tradition of treachery has been necessary to prevent their stagnation in the shadows. However now you stand on the precipice, potentially being yet one more generation of Sith away from openly claiming power, and for the two rulers of the galaxy to conspire against one another will inevitably lead to the destruction of the new state and the ruination of Bane's vision. So any apprentice you choose must be both worthy of being Sith, amoral and with a great ambition for power, but also able to accept their place for the survival of the Order and to preserve your joint rule against sedition and conspiracy. You may rest easy and leave your back unguarded, as to even the most amoral student lacking in filial duty, accepting your tutelage seems to instil an appreciation and loyalty to you that only grows as you help them grow stronger. A vicious young man that had originally planned to kill you would, by the time his apprenticeship ends, likely ignore a prime opportunity to kill you and humbly accept his role in your Order.

Sojourn To Sanctuary (200CP): When playing in the highest offices of politics and business one will inevitably make powerful enemies, some of whom are willing to go quite far to get rid of you. From

kidnappings with intent to murder and humiliate you, hiring teams of assassins or bounty hunters to kill you and your peers to even deploying weapons of mass destruction in order to ensure your annihilation; there are few threats quite as severe as a slighted king or criminal mogul. Unfortunately for these resentful souls however, just prior to your due death you always seem to receive a warning, be it from the Force or other people such as your underlings or law enforcement, that ensures no matter how well planned the attempt, you will always have just enough time to escape or foil the attack. Whether you fight your way to past the assassins or hijack a starship to avoid a detonation, you have a strong chance of survival in any such situation and the good fortune to avoid or kill any witnesses who see you using abilities you'd rather keep secret. These attempts may leave you scarred or cost your insurers a fortune in damages, but at least you will live on to visit a bloody toll on whoever was brazen enough to conspire against a Sith Lord.

Obligatory Tradition (200CP): Since the reformation of the Sith, the arts of Lightsaber combat have become rather vestigial. No matter how strong they have grown individually, no two Sith Lords can hope to make battle on all their enemies as was the case when they numbered in the thousands but even so apprentices are rigorously instructed in a number of martial forms and trained to be at least as competent as any Jedi Master with a blade. Perhaps out of some sentimentality towards the past or for the unlikely possibility that they're confronted by a worthy opponent, a Sith will inevitably be shaped into an impeccable duellist. You are a superb lightsaber combatant, able to match all but the most dedicated Jedi Masters in one-on-one combat and cut down crowds of lesser fighters without much risk of injury in turn. Indeed your reactions in combat have been refined to such a degree that you may find your mind wandering in the midst of battle, able to compile a guest list for an upcoming gala or ponder about the results of your latest experiments without losing any of your lethality or brutal grace.

Action And Reaction (400CP): The interlocutors of the Force are not eager to execute the dictates of those new to their mysteries, they possess a guiding will of their own, carried by inertia millennia old. For a Jedi to draw their greatest strength and insights from its depths would require them to live passively in accord with its inscrutable aims, but for those Sith that actually have desires to change the galaxy their potential must be realised through the seizing control of the Force and breaking its will in service to their own. But for every step you take down the dark path to mastery, it tests and shapes you; withering the body, scourging the mind and challenging your efforts with adversaries and challenges that cannot be foreseen. By the time it fully submits to a Dark Lord, many have observed with a hint of irony that they too have been shaped into the ideal vessel through which the Dark Side can be channelled. You exemplify this relationship with the Force in all that you do, slowly adapting to disciplines you seek to master throughout the years until you become perfectly suited to the mastered skill. A slight woman that pursues a dominating form of combat like Djem So will find themselves growing larger and more muscular until they dwarf their prior physique, while a man of modest intellect and little education that still seeks to enter the halls of academia will find his intelligence increasing and mind growing more flexible to better use to the knowledge they now hold.

Wrought From Clay (400CP): For as long as they have existed, the Sith have sought to find new ways to dominate and twist life to their singular vision and one of the most popular avenues through with to pursue this desire is the art of alchemy. Sith Alchemy is the practice of permanently altering life or matter through the Force into new and unnatural forms and through the millennia it has given rise to countless Jedi murdering abominations, bizarre plagues that ravage entire worlds, parasites that lay dormant until the day their creator's decide that they should devour the host and profane unions of machines and men that inspire disgust and fear in the unenlightened. Early in your own apprenticeship you discovered a penchant for this particular tradition, particularly when it came to the corruption of living beings, but have studied the art through the lens of the microbiologist and have attained mastery almost diametrically opposite to those dead masters. You've studied the processes of the midi-chlorians; how they might be commanded by a focused will to stave off the effects of age and necrosis or to restore damaged tissues to youthful function, how they might be killed partially or completely to strip one from the Force or to guide them to death and how they can be coaxed into spontaneously generating new cells or even immaculate lifeforms with the properties you design into them. In time you may even induce them to multiply within your own cells, effectively increasing your connection to the Force to an implausible biological peak, something befitting an eternal Lord of the Sith.

Roads Untravelled (400CP): The Jedi did once have the potential to stymie and suppress the ascendancy of the Dark Side, but in involving themselves so heavily in the profane world as enforcers of the Senate they have lost the allegiance of the Force and doomed themselves to irrelevancy. The affairs of state and business are shallow trappings before matters of the Force, and it is only through shedding these irrelevancies that one can truly master it. In exchange for sacrificing much of your involvement with the physical world, you will find your supernatural gifts growing deeper and more powerful. Absconding from your lifelong career and handing the reins of business to a protege, secluding yourself from old peers and friends so totally that most would wonder at your death, resisting the many pleasures and comforts that those same powers could make available to you; the more you let go in the pursuit of mastery, the more you will derive from your meditations and research into the arcane and mysterious. A couple of decades in seclusion would be enough to let you eke out the deepest secrets from the Dark Side, after which time you could of course return to guide the mundane galaxy with no cost to your spiritual development.

Mystical Materialism (600CP): The Dark Side is a pathway to many abilities some consider to be unnatural, but more often than not these esoteric powers are derived from studies of the natural world. The potent gifts of foresight developed by Tenebrous were born from his genius for statistical modelling and the young Plagueis is well on his way to attaining immortality due to his avid interest in cellular biology and biochemistry. In the same vein as these two Sith Lords and their predecessors, you too are able to use your understanding of the material universe to slowly develop new disciplines and powers through the Force and other supernatural or metaphysical sources with which you're trained. At first these new techniques will be rather minor, such as a cellular biologist being able to observe the processes of cells but being unable to manipulate or stop them. However given a near-total understanding of a field rivalling Plagueis or his late master and a great level of skill with the Force, you'd rapidly develop incredible powers that would awe and horrify the ever-conventional Jedi; such as biological immortality, the ability to immaculately sire new life and even the potential to increase the number of Midi-chlorians within one's cells. There is seemingly no limit to what powers could be developed should your mastery of the sciences be broad and your life long enough, but diving too recklessly and deeply into this dark well of potential may see you draw forth your own undoing.

Tipping The Balance (600CP): For almost one thousand years the Jedi have rested on their laurels, their governorship of the Force unchallenged by the diminished and seemingly extinguished Sith Order. However the metaphysical status quo was upset a century ago as Darth Tenebrous and his own Master engaged in grand ceremonies to increase the influence of the Dark Side. This disruption was noticed, but it was beyond the powers of the Jedi to restore their artificial dam against the encroaching dark. Since then the future has grown ever more obscured to their overly vaunted foresight while the Sith can see ever further from the shadows. These rituals have been passed onto you you, meditations and exertions of Force that can increase your influence over the cosmic Force and blunt the efforts of your enemies to restore their dwindling powers or find the one responsible. Dedicating many months over a lifetime to this will tip the scale ever further in your favour, potentially to the point of blinding even the wisest Jedi to their most imminent and obvious threats and bringing your own designs to near-certain success. Beyond the Force, these rituals can be adapted to other supernatural systems over which you've gained mastery, to elevate or diminish specific facets and manifestations of their nature, expanding or pruning the abilities of various schools of magic, the spiritual arts or psychic powers. Such forces must be wrestled into submission and may strive to strike you dead, but should you have truly attained mortal mastery then you'll only need to exercise great caution with each alteration.

Acolyte

Not Entirely Honest (100CP): Utterly lacking in shame or empathy, ambitious, insidious; you are a viscous beast born to a rational, moralistic species. From a young age you recognised your deviant nature and learned to play the part everyone else came to without conscious effort. Your boundless rage and perverse lusts were locked under a mask of the urbane gentleman and your self-control was only tempered by the fires it has kept at bay. Your true nature is nigh-impossible to discern unless this iron-clad will is disturbed, with even your Forceful gifts being kept hidden from the minds of Jedi and Sith, and you find it easy to consciously alter and model your behaviour without it seeming forced or uncanny. It would be entirely possible for you to portray yourself as a loyal confidant, kindly father figure and patriotic statesmen to all who meet you and for that image to only crack when you decide that it no longer has any use to you.

Perks Of Rank (100CP): Men of power, be that temporarily or in the Force, may develop modes of thinking and refined tastes at odds with those of the common rabble. Perhaps they often retreat to a small hideaway moon to indulge in hedonistic pursuits that would disgust the public, are engaged in trade of a less than legal nature or belong to a widely demonised religious organisation; while the specifics vary between these august individuals, their need to hide their myriad deviances do not. You've been inducted into some of these fraternities and have studied how they hide their involvement in nefarious enterprises. From laundering your expenses to covering up disappearances to bribing or coercing potential investigators, you are able to leverage your wealth and power to great effect to hide evidence of your debauched or diabolical dealings from ever coming to public attention. It'd take a determined Jedi Knight to bring your actions to light, but not even a Jedi should be able to threaten a Sith with wealth and influence now available to the Order.

Creeping Conspirators (100CP): The ambitions of the Sith require a degree of amorality to accomplish, with assassination, torture and conspiracies designed to destroy the Republic all being viable avenues through which to attain their ascendency. Such actions cannot be carried out by one or two beings alone, no matter how powerful in the Force, without the aid of dependable allies. You are one who is best suited to secure these aides of the dark side, able to not only secure the trusted assistance of those who'd feel no remorse over such acts but their genuine friendship and loyalty. Men and women of predatory or immoral natures seem to recognise you as the apex representative of the darkest facets of sapience, bowing their heads in supplication to a being far more treacherous, hateful and cruel than they could ever dream of being. This understanding leads to a firm friendship and confidence that they'd be loathe and terrified to break, and so they'll come to serve loyally as intermediaries for your will. Let these souls dirty their hands so that yours can appear untarnished.

Self-Emancipation (200CP): There are many that would restrict your freedom, from a resentful father that keeps you under his proverbial thumb to disagreeable investors that share a different vision to you for the future of a corporation. It is those with whom we have the intimate relationships, whether personal or professional, that forge the greatest chains restricting one's nature and to attain true freedom it is these bonds that must be severed and forged anew under a new dynamic. Regardless of whether they be a peer or a direct superior, you have a two-fold talent for emancipating yourself from the limits they might expect or actively impose on your behaviour. First is a gift for orchestrating deaths with little risk of that conspiracy being revealed, whether that be through the directly slaughtering your estranged family on an uncharted starship to stars unknown or slowly ravaging their bodies through the 'treatments' of a corrupt physician, you find it easy to take lives closely entwined with your own. Second is a tendency to greatly profit from these deaths, with the tragic accident that befalls a mentor soon leading to the promotion of you, their protégée, or the killing of your family by pirates garnering you enough sympathy to gain political office or concessions with laughable ease. One day perhaps, when none are left to censor or stifle you, you might be able to drop the pretence of innocence and exult in the thrill of the kill.

What Is Evil (200CP): There exists a question that few feel comfortable answering, as to who gives more shape to galactic history. First are the good, the morally orthodox who adhere to the tried and true, and in contrast there are renegades, those who seek to rouse beings from their stupor and lead them to glory. The Sith make no apologies as to the nature of their enterprise, unconstrained by compassion, they perceive every living being as yet another tool in their plans or a stepping stone to greater power. It is through this merciless pursuit of their own will that much of their success has been gained, often to the expense of others, and it is through this mindset that the foundation to your own successes will be laid. You will find that your plans, so long as they're made with poor regard to the feelings or the well-being of others, will succeed where once they'd have failed and pay unexpected dividends, as if you've been propelled onwards to personal success and rulership by the Dark Side of the Force itself. Battles where your success was far from certain are far more likely to result in victory when you demoralise your foes with horrific war crimes, implying some dark proclivity about your political rivals will gain great traction in the public consciousness and diminish their support and scientific experiments conducted on suffering subjects will provide invaluable insights that you'd have never come to on your own. This is no balm for foolishness, as thoughtless exercises of power will soon show you, but a reward from fate for sound plans executed without hesitation.

Conversational Corruption (200CP): To those destined to experience the coming conflict and the rise of the new order, the idea that it was all borne from a series of humble conversations about the state of the galaxy between an investor, a senator and a couple of concerned Jedi would be ludicrous. Their scepticism is justified with their limited abilities of course, people are often so thoughtless with what they say and who hears it and so they never learn to appreciate the power their words could hold. Whether it's a result of your Forceful intuition or merely that you were born an insidious monster, you find that through genteel conversation and the steady cultivation of friendships that you can draw forth the deepest secrets, anxieties and ambitions of others and leverage these to manipulate them into all manner of acts and plots that would shock their past selves. A steadfast and proud Jedi Master worried about corruption in the Senate could be slowly convinced that a civil war and the implementation of a radical new state is the necessary solution, while a young Knight fearful for both the life of his wife and to whom you've long been a fierce friend would betray and murder those that raised him should you engineer enough disillusionment and confusion in his heart. Upon falling to your corrupting influence, only the most extraordinary and unlikely circumstances could bring them back from the dark roads they now tread.

Pruning Storm (400CP): The Sith of modernity are quite unlike the front-line generals and battlefield sorcerers of their ancestral past; where once you burned worlds, you now negotiate financial mergers and attend stately dinners. One would be mistaken to think that the Sith are defanged or soft however, for their bloodlust and hunger for battle has only grown more intense for their millennium of abstinence and no more clearly can this been seen than on the rare occasion during which you can cut loose with no concern for exposure. So long as your life can largely be described as peaceful, where your might is constrained and the only conflict you experience is that of a verbal variety, then you will steadily find your violent powers roiling and writhing in your chest like some immense primordial beast growing increasingly stressed in its captivity. When at last battle is called for, your powers will burst from you with an intensity beyond what should be possible, utterly annihilating lesser beings that earn your ire and allowing you to quickly overwhelm those that would otherwise be your equal in power and skill. After the battle is done and your enemies lie dead, the effects of this perk will reset but at its peak, after many months of pacifism, when your powers would feel like a figurative reservoir straining against the walls of the dam that is your self-control, you might bring forth Force many times greater than that available to the most powerful of those ancient Sith.

Shepard To Sapients (400CP): To be Sith is to determine the fate of the galaxy and all its inhabitants, whether those beings choose to accept that truth is irrelevant. It is by your will that an unprecedented war may shake the galaxy, leaders will rise and fall as your wants dictate and it goes without saying that the Force too is subjects to your plans. You seem to exemplify this belief, for your designs on the lives of others seem to be nearly destined to succeed so long as you put in a modicum of effort to see them do so. Other people aren't passive actors of course, but your gift for subterfuge allows you to predict just how they'll

react to your words and actions and how in turn those reactions will effect other players on the political field. An unlikely contender for a planetary throne would, with your backing and advice, rise meteorically to the position in a few short years, while their now slighted predecessor would ruin themselves in their long foreseen attempts to take revenge upon you. This gift for manipulation only grows with the time someone is exposed to you, and even a Master that understood just how manipulative you are will unwittingly become your pawn as you plant or prune ideas and impressions from their mind over the course of your studies. Should they let their guard down in an unobserved apartment knowing full well what how you are by nature, then they deserve the end you've been planning for them.

I Love Democracy (400CP): For all that fatalists talk of corruption and conspiracies steering the Republic, it is equally true that the well chosen words of a senator can unravel those very plots and redirect the course of galactic politics. Those cynics would no doubt say that such instances of honest statesmanship are the exception to the trend, but then they haven't met you. A cunning linguist, master debater and historic orator; your voice cuts through the din of debate and dismissal like a lightsaber through the air, as your words have a deepened impact on the minds of others and invariably force them to think on what you have said. Even when you speak as an otherwise uninvested party, your words have a strong influence beyond that of most of those involved but it is when you have a stake in the subject that your speeches become truly profound. When those you represent or a cause you've long championed is the focus of plight or policy, then you alone can stop previously certain acts and set whole new precedents in galactic politics.

One Who Covets (600CP): The delusions of some Lords aside, the Dark Side and the Sith Order are fundamentally entwined with acts betrayal and murder inspired by covetous hatred. As the power of an apprentice waxes to mastery, they invariably conspire to kill their teacher and claim their mantle as reigning Lord for themselves. In the moments after the latter's death, these newly ascendant Masters are often struck by the profound gravity of what they have accomplished, as the Force itself seems to coronate them fully as masters of the Dark Side. Whether this is a true shift in their relationship with the Force or merely a moment of egotistical glee is hard to determine, but with this you will experience a measurable change in your abilities following your acts of treachery. When learning at the feet of a master of an art; be that in the field of politics, in the Force or more esoteric studies not known by any in this galaxy, you will quickly absorb and prove highly talented with all that they have to teach you. Upon reaching a level of expertise where you could rival or replace them, you can then take the step necessary to exceed them through a decisive act of betrayal. Whether you kill them yourself, merely organise their deaths or cruelly ruin them professionally and mentally so that they fall from their lofty position; their fall will correspond with your ascension, as your skill and ability with what they taught you soars beyond what would be possible had you remained their pupil. An aide and protege of a senator could gain enough political acumen to rise to the very top of galactic politics and a soon-to-be sole Sith Lord would greatly deepen their connection to the Force to grow so powerful as to rival any who had come before them.

Shaping The Stars (600CP): Drastic change in the Republic will require similarly extreme impetus and to utterly reorganise the galaxy into an enlightened autocracy under one's rule would take a series of currently unimaginable events so that the present powers realise your rule is needed. A war would be ideal, one that taxes the galaxy so completely that the people would happily grant you direct control over the military, financial institutions and the legislature in the hopes that you could return things to normal. Your desire to rule has been coupled to a mind capable of attaining rulership, able to manipulate dozens of seemingly disconnected people and events in such as fashion that will culminate in your grander designs being realised even without using the prophetic powers of the Force. Through your work in interstellar statecraft and how that subsequently affects both the economy and culture, you can precisely orchestrate changes that most would believe impossible to predict. Sowing the seeds of discontent in just enough worlds to give rise to a strong separatist movement that would have enough strength to match the now divided Republic, which in turn would be used to justify granting new powers to bring those dissident worlds under heel and that need for a massively expanded military would lead to an issue of hyperinflation and war-profiteering from private industries, granting you yet more political capital with which to nationalise those necessary industries. An otherwise constrained positioned such as that of the Supreme Chancellor could, through the chaos you'll sow, be transformed into an office with unlimited powers in under a decade. By the time your

work is done, the most robust democratic government in history could be transformed into an absolute monarchy within a single generation and your ascension will be met with nothing but thunderous applause.

Items

Lightsaber (Free): The traditional weapon of the Sith and Jedi, lightsabers are weighty handles that emit a blade of superheated plasma in a magnetic containment field. This 'blade' is circular and its cut is omnidirectional, able to instantly sear through most materials in the galaxy in an instant and slowly melt through the few heat resistant enough to bare their edge. That magnetic fields makes the lightsaber a surprisingly versatile weapon, for it repels the ubiquitous blaster weapons used by most sapients and when used in conjunction with the prophetic powers of a Sith Lord the weapon can intercept and redirect ranged fire back at an attacker. As a Sith you have constructed your own lightsaber, with an artificial crystal in its hilt that produces the distinctive crimson blade favoured by your order, and have at least enough competence with it to use it in battle without injuring yourself.

Nuclear Device (200CP): A scarce weapon in this galaxy, the use of nuclear explosives has been proscribed by the Republic and only a few black marketeers are willing to stock and sale these weapons of mass destruction. You have found one of these rare sellers and secured a deal that will see one such explosive delivered to you every decade or so. It may be fired from space to ground based targets without detonating prematurely, but when it does the initial explosion will level practically everything within twenty-kilometres and the subsequent fallout will deal heavy damage to the environment for one hundred more. Should you deem it too excessive for use in any given decade, you will still receive another one for when you need that overwhelming destruction.

Master

Book Of Sith (100CP): The Sith Order has a history as long and by far more glorious than that of the stagnant Jedi Order, unfortunately many of their contributions to philosophy, art and the Force have been either destroyed in ignorant purges of the Jedi or forgotten in ancient tombs and archives never to be read again. What scraps of ancient wisdom that remain however have become all the more valuable for their scarcity, and you have spent a number of years collating the writings of the greatest Sith Lords into a large tome that best condenses the disparate and evolving philosophies of the Order. While these pages don't contain the methods of replicating powerful Force techniques of the ancient Sith, the insight it grants into their modes of thinking and personal lives might one day help you unearth all that they took to the grave. The book holds a number of blank pages, that will slowly fill out throughout the years with scraps on your own insights, short passages on the nature of the Force, the purposes of the Sith, the best ways to manipulate galactic events and similar musings for aspiring Dark Lords of the future.

Luxurious Ship (200CP): Rugess Nome, the public persona of Darth Tenebrous, was a galaxy famous artisanal starship designer and his bespoke designs are both a sign of status and wealth, as well as sublimely wrought vessels for which purpose the customer required. Following his unfortunate disappearance, this ship you've just acquired will only grow more valuable for its rarity. A luxurious yacht with provisions that would delight the palette and bodies of even the most jaded sentients, the ship would be ruinously expensive to mass produce with a highly sophisticated cloaking system, one of the fastest hyperdrives in the galaxy and an extensive communications centre that will allow you to control all of your interstellar affairs while on the move.

Private Retreat (400CP): The galaxy is an unfathomably large area from arm to arm, consisting of too many stars and planetoids to count and twenty thousand years has proven to be far too short a time for civilisations to settle in many of these systems. You have hyperspace coordinates to an otherwise unvisited star system, around a planet of which is a habitable moon that you own. Whether it's legally registered to you, a corporation in which you hold great wealth or completely off the galactic books; none care to contest your claim nor to investigate what you do with your property. The environment, flora and fauna, whether native or artificially wrought, are entirely natural at present and the only structures on the surface consist of luxurious accommodations for yourself and hundreds of high status guests. This alone is not an exceptional prize for a wealthy noble or plutocrat, let alone a Sith Lord, but you're also well connected to various contractors willing to discretely build and supply nearly anything you desire for your world. Endangered, predatory species so that you may engage in the most primal of blood sports? A luxurious pleasure palace filled with the finest dishes, narcotics and slaves available in the galaxy? An immensely dangerous racing circuit for one of the most thrilling pod-race tracks this side of Coruscant? Almost anything can be supplied so long as you and yours could derive enjoyment or relaxation from it and these clandestine contractors seem to receive their ample payments without your own accounts shrinking in response. Should you tire of one configuration, just contact them again to remove or replace the facilities and it'll be like the former had never been present.

Elite Guard (400CP): While it is true that few beings exist that could directly challenge a Sith Lord, even should they attack en-masse, the current custodians of the Force may notice should you fail to be circumspect in your use of your powers. That is why you have secured the protection of a company of soldiers akin to the Sun Guard, one hundred and forty four elite warriors utterly loyal to you, each being well provisioned and skilled in countless forms of warfare, sabotage and espionage. To a man they are all exceptional warriors, easily a rival for the infamous Mandalorian clans, and a number of your personal guard are mildly Force Sensitive, not to an extent that they could be Sith but they will possess frightening reflexes, coordination and an intuition for threats beyond any other, and they'll quickly adapt to perform any task asked of them. They also prove implausibly resistant to interrogation should one be captured, being well inured to torture or methods of mind control, and inevitably finding ways to commit suicide should escape seem unlikely. Should any of your guard die, eager recruits from their ancestral clan will arrive to fill in for their fallen predecessor.

Banking Clan (600CP): The Sith have accrued a vast degree of worldly power since the time of Darth Bane and his apprentice. No longer do they operate entirely in the dark, for shaping the future of the galaxy requires wealth and influence that not even the Force can provide on its own. Whether by fortuitous birthright or through conspiracy and coercion, you have come to inherit controlling shares in a truly massive conglomerate known throughout the galaxy for holding great influence over an essential form of commercial industry or finance. From a bank with wealth enough to fund a costly civil war throughout the galaxy to the leading producer of starships and other gravity defying means of transport, the total assets of your company and its subsidiaries are astronomical and countless politicians, planetary leaders and Hutt lords would like swallow their typical pride in the hopes of earning your favour. Seemingly too big to fail or be overcome, even should you ignore your company it will continue to flourish and grow as any other successful monopoly but active involvement will make it easy for you to transfer considerable funds into less than profitable ventures of dubious legality without upsetting your board or the local regulatory bodies. In future worlds the business may shrink or expand as is appropriate for the setting, as well as adopt fields more appropriate to that setting.

The Heart (600CP): Love. It is not a world customarily used by the Sith, but no word could better describe your unconditional attachment to this place and what it represents for your past and future both. This is an immense laboratory complex, filled with countless biological specimens in various stages of vivisection. To the naked eye their appears little similarity to these species, but should one reach out with the Force, they would realise that all share an unusual relationship with it. Some boast a resistance to its influence, able to deny the Force in an area around them, others can use it in ways not yet possible for the Sith and some are just sapient beings with a strong connection to it that you sought to study to better understand yourself. There are many experiments being conducted in this place, by loyal and secure droids, that would serve any alchemist among the Sith well and you'll find any such experiments you oversee will produce a wealth of useful data and insights into the relationship between biological life and the Force. A few years spent in these halls could give rise to all manner of abominations, viable clone life and Force powers over life that could have alluded you for a lifetime without the facility. In future worlds they specimens may be changed or expanded to allow for you to better study similarly abnormal lifeforms appropriate to those worlds, with their own unique relationships to seemingly supernatural phenomena and principles.

Acolyte

Stately Garments (100CP): You may have the voice to move millions, but you need the right look if you want to be on the HoloNet or granted the stage at a philanthropic party and now you'll be sure to have it. You possess an incredibly large wardrobe filled with examples of high-class fashion popular in the modern Republic across dozens of worlds. From the ostentatious garbs of the Naboo to the senatorial robes currently popular on Coruscant, your collection is always up to date with the latest and most expensive attire perfectly bespoke every day to fit your body. Whether you're seeking to best represent the artistic and cultural sensibilities of your people in the galactic senate or wish to blend in as merely fashionable at the most exclusive clubs in the core, you'll have exactly what you need to make the best impression you can.

501 Republica (200CP): Location is just as much a part of public image as the clothes one wears and if one wishes to be taken seriously in the heart of the galaxy then they must rub shoulders with all the other movers and shakers on Coruscant. Somehow you've attained an apartment in 500 Republica, the most exclusive and highly sought after residential tower on Coruscant. Over four kilometres in height, the palatial tower is home to many notable Senators, galactic celebrities and business moguls and is protected and staffed by a veritable army of servants and security guards to attend to everyone's needs. Even among the decadent elite housed here, you must be something truly special, for you also have access to a private turbolift that can take you anywhere from the base, where you will find an undiscovered escape route should awry events occur, to the peak of this monolithic structure and a small, private sky dock in which you can park small starships and air vehicles. Your own apartment is quite high, granting a gorgeous view of the massive cityscape below, and is always free of bugs or surveillance no matter how recently a would-be spy put them in place.

Proving Grounds (400CP): Space, or at least the planets that fill a fraction of it, is a highly populous place, with countless thousands of inhabited planets, and not all have yet achieved their industrial age, let alone that of space flight. This is one such world discovered by the Bane's line some centuries ago, home to a physically impressive and war-like species entering the earliest ages of their bronze age. The Sith Lords of that tine arrived to this world and slew hundreds of their warriors as part of a training exercise before leaving again for the stars. In the hearts of the cowed natives, they knew they had met their war-gods and when the Sith returned again to repeat the exercise they realised the profound effect they had inspired among these people. Statues and iconography embodying those Lords had grown prominent and the natives once more went to war against their gods, knowing that it was what the Sith wanted from them. Not only have you inherited the coordinates to this world, but in future worlds you will always manage to encounter a similar tribe or race undisturbed by the wider world, against whom you can test your skills. Each time you return to them, they'll appear to advance either technologically or in respect to their capacity for war, and the numbers you'll face will be enough to tax you to the limits of your endurance and prowess. Training against these people somewhat regularly will at the very least keep a master's skills sharp and allow one with room to grow to make enormous leaps of progress in the arts of battle. Perhaps one day your skills in death dealing will become so great as to justify the beliefs of these primitives.

Hefty Inheritance (400CP): While the Republic itself may be a largely democratic body, many of its constituent worlds are monarchies and feudal societies where position is largely inherited. You come from one such planet, such as Serenno or Naboo, and more importantly are the heir or head to wealthy and highly influential aristocratic family. The respect for your position, both from the political establishment and the people, is considerable and it'd be fairly easy for you to involve yourself with planetary politics and maybe even come to represent your world on the galactic stage. Interestingly enough, even on worlds or among species where nobility is considered an outdated or inherently strange concept, people can't help but to recognise your good breeding, taste and how well you embody the virtues of your culture. This aura of old money will open up doors all over the galaxy that would remain barred to the nouveau riche unless they were extraordinarily wealthy and the word of you and your family has been considered as good as gold for centuries.

Senatorial Seat (600CP): If one wishes to rule the galaxy, then they need more than some partially realised strength in the Force or some promising prospects after leaving university. Forget about merely having the potential to be important, as you're now a Senator of the Galactic Republic and represent an entire world or even a series of less prominent worlds like the Commonality. Thus far your reputation has been impeccable and being a key player in several important motions in the senate has earned you a number of good friends and allies in other seats and a great deal of influence over several important voting blocs. Back home you are highly appreciated for the earnest work you have performed on behalf of your people and even should you rest on your current laurels, you could enjoy a long career as a respected politician with no risk of being recalled, and on Coruscant itself you are a darling of the media, which will make every effort to portray you in the best light it can so long as proof of scandal isn't utterly damning. Should the current Supreme Chancellor fall from favour or retire, many of your peers would quickly look to you to take on the burden of leadership.

Grand Plan (600CP): Why risk so much sowing the seeds of revolution when the means of the Republic's collapse can be given to you? It appears that much of the Sith's Grand Plan has been implemented already and that you need only put a few more events into motion to bring the galaxy to chaos. A large coalition of planet's disillusioned with Republic rule and secretly rallied under a separatist banner, two or more engineered, cloned or secretly trained armies almost ready to fight, cunningly engineered disasters that will force the Jedi into ever more self-sacrificial militarism; whether this takes the exact form as the one to be enacted by Plagueis and Palpatine or some other plot more in-line with your own designs, the head conspirators and profiteers for the coming war ultimately answer to your Sith persona, allowing you to easily shape both Republic and Separatist strategy and policy to your own ends with the majority of participants never being wise to their deception. In future worlds you may choose for a similar situation to be present, entering those worlds with key players either allied or answering to you and enough of a familiarity with the situation to manipulate all sides with the ease you would here.

Companions

A Master, And An Apprentice (50CP/300CP): Always two there is, no less but potentially quite a few more. Whether they be a long term Companion or an as of yet unknown sapient from this galaxy, you may import one person into either the role of a **Master** or an **Acolyte** with which they will gain a stipend of **600CP** with which to spend on perks and items of their own. This option may be purchased repeatedly to introduce new Sith to the galaxy, but for a bulk purchase of **300CP** up to eight Companions may be imported as Sith Lords in various dynamics, doubtless to the chagrin of the tortured soul of Bane and Darth Plagueis both. Such a force could be enough to spark a conflict reminiscent of those millennia past wars.

Canon (50CP): There are a lot of intriguing, powerful and highly dangerous people operating in the galaxy right now, potentially people that you'd want to induct into your own order distinct from that of the Sith Lords. With this purchase it'll be as if the Force itself wishes for you and one specific character you're interested in to meet, implausible circumstances driving the two of you to meet in circumstances where you'll both leave a strong impression on the other and a fate ensuring that should you both survive you will cross paths repeatedly. Play your hand right and chances are this person will find good reason to leave the known galaxy with you to parts unknown.

Maul (100CP): The Rule of Two is quite explicit, there may only be two Sith Lords in the Order at any one time, but that doesn't stop these Lords from training enforcers and assassins strong in the Dark Side to perform tasks one deigns beneath them or that may expose their identity should matters go awry. A disposable dagger or bludgeon for one's enemies, these operatives are not privy to the wider political machinations or arcane secrets of their masters and thus cannot successfully attack the latter. Some years ago while visiting a remote world, a Force sensitive woman recognised you for what you were and gave you her newborn child in the hopes that it could live where there only death or slavery awaited it. Naturally you accepted, for even then the child was strong in the Force, and its life thus far has been spent training in the arts of stealth and combat. Whether they operate under the delusion that they are your apprentice or recognise the difference between themselves and a true student, they are deeply loyal to you and very resistant to attempts to ferret out your secrets. Their capture should remain a remote possibility however, as they are skilled enough with a lightsaber to match near any Jedi Knight or Master in battle.

A Good Friend (100CP): You have in your employ a being who would have made an exemplary Sith if not for the unfortunate fact that they are largely blind to the Force. They are deeply passionate and morally unconventional, frighteningly intelligent and holding a position of power in government or at the head of a galactically significant corporation and yet they remain ultimately deferential and loyal to you. Whether this is due to recognising their inherent inferiority to a Sith Lord, a genuine friendship formed from shared interests and senses of humour, a product of deeply harboured romantic desires or a potent cocktail of all three, there is nothing that could convince them to betray you and your secrets and they'll eagerly bend their considerable talents and resources to whatever goal you bid them. If they believed you dead or disgraced, they would continue to honour you in their work and doubtless seek the torturous deaths of any responsible.

Drawbacks

Revenge Of The Sith (+100CP): Confidence is only appropriate considering your powers, but you're almost ruinously arrogant in how flagrant you are about your ulterior identity. As if you're determined to test yourself against the Jedi and the galaxy at large, you're the sort to keep ancient Sith artwork in your apartments and offices, speak at length about various Sith legends and figures, even those of Bane's line that won't appear in historical records and make ominous comments about the longevity of the Jedi to a Jedi. It'll never be so serious a faux pas as to admit that you subscribe to that unfairly maligned religion, but you may develop a sinister reputation for your interests and should you rise to a position of power you will attract considerable scrutiny from various Jedi Masters and concerned historians.

Lofty Meditations (+100CP): It is a difficult thing, to balance one's contemplations on the Force with their obligations in the physical realm and you're not sure that you've managed it. The Force and all similar occult matters seem to consume your attentions, to the extent that you'll find it exhausting to be forced to deal with the year to year minutiae of the Grand Plan or steering the reigns of government, if you can even be coaxed into running again for office. Unfortunately for your practical minded allies these musings are rarely things that lead to greater power on that supernal, but merely philosophical notions that have little use outside of the halls of spiritual academia.

Disturbing Sights (+100CP): The Force can grant great insights into events past, present and futures possible and assured. You experience these visions more frequently and clearly than most others, but this is not to your benefit. Visions of possible futures are often filled with disaster and death, so haunting as to unsettle even a Sith Lord, and you'll often experience vague premonitions of threats that cannot be defined and come even when you are safe in the heart of your own territory. Such experiences seem almost designed to break your resolve, to cause you to stumble from a chosen path and to halt the advancement of your aspirations.

Scarred And Deformed (+200CP): In the past, you were targetted by a party of assassins and while you survived the attack, the attempt on your life has left you scarred and deformed. You sustained serious injuries that necessitated the use of invasive cybernetics and prosthetics to keep you alive even with the Force there to sustain you. You're physically weaker and less mobile than you were before, though fortunately your strength in the Force remains undiminished, and your injuries cause you immense discomfort and even pain in your day to day life. You can mitigate your suffering somewhat, whether through the use of medicine or through frequent meditations in the Force, but your scars will inevitably begin to hurt again should you neglect such treatments for even a couple of days. After your time here is over you may choose to retain the cybernetics but become wholly acclimatised to them, regaining your lost strength and no longer enduring pain.

Gravid Betrayal (+200CP): It is a demerit towards your Master that you'd have even been considered for apprenticeship, let alone allowed to know the secrets of the Sith. For you have been burdened with those characteristics more befitting the mewling serfs of the galaxy than its inevitable masters; those of compassion, morality and empathy. Conspiracy, murder and betrayal do not come naturally to you, indeed many of the necessities the Grand Plan will haunt your dreams and leave you guilt ridden and sick to your stomach, and a desire to make recompense or subject yourself to justice at the hands of the Jedi will often make itself known throughout your life. Unfortunately your skewed moral compass cannot be followed should you wish to see this decade to its end, for if the Sith fail or be seemingly set on a course for destruction by your hand then so too will you fail the Jump. Your choice is simple, do you wish to contentedly return to the herd or shoulder the burden of being its shepherd?

Pretenders And Contenders (+200CP): Some Sith Lords in the past few centuries have contended with Bane's Rule, whether because they came to believe that two alone couldn't accrue the strength needed to overthrow the Jedi or because the harboured doubts about their first apprentice. Such instances had been readily resolved in the past, typically with the true Apprentice killing off their master and rivals both but now that knowledge has been called into question. Several lines of Sith have branched off of the original,

each believe themselves to be the true inheritors of Darth Bane and consequently seek to kill off the competing lines. Be cautious, for if your mask slips before their informants or senses they will surely seek to kill you or incriminate you before the Jedi to better disguise themselves. Fortunately there are only five or six of these offshoots currently operating and you are just as able to make such moves against them.

Fleeting Force (+300CP): Whether its due to your extra-galactic origins or the profane experiments you've carried out in the pursuit of power, your relationship with the Force has become strained and unnatural. This is not so obvious when you use your powers infrequently and with subtly, such as masking your presence in a crowd or gently manipulating a mind, but more overt and powerful conjurations of your power such as terrific bolts of lightning and alchemy results in the Force running wild from you and producing all manner of horrific phenomena around you. Animals and people would be left sterile and miscarry, plant life will wither, micro-organisms may entirely denature in the area and the physical world may be left subtly deformed with each power. While this isn't directly a problem for you, other Force Sensitive people will easily sense these instances and it won't be long until they come to investigate and destroy whatever it disturbing the natural order so severely. This drawback will effect other supernatural powers in a similar way.

Chronic Backstab Syndrome (+300CP): The Sith are notoriously treacherous and the position of Master is invariably inherited through murder, but now it appears that many people you meet have adopted the Sith philosophy to great (and not so great) effect. So long as they can see some way to get ahead or take advantage from betraying your trust, others will leap at the opportunity and you'll face no end to the stream of sabotage, subversion and murder attempts from those that called you a friend and ally but a mere month ago. While it's doubtful that you'd be naive enough to trust them, neither your intellect nor your powers of foresight can account for exactly when and how these attempts will occur and so you'll be forced on the defensive against your newfound enemies more often than not.

Tenacious Tenebrous (+300CP): Darth Plagueis' interest in the midi-chlorians is not as unique as he believes, his own Master had come to study them in secret prior to his death and developed a technique through which his own could be sent forth into the bodies of others as a vector through which his anima could flow and conquer the unfortunate victim's body. You are now that unfortunate, your body having been infected with some of the Sith Lord's retroviral maxi-chlorians, and his consciousness gaining a strong foothold within your body. His will has initially failed to overcome your own, but you're aware of the malicious intellect flowing through your veins that will steal control of your body for the Tenebrous without a constant and rigid discipline to hold him at bay. He cannot be excised during your time in this galaxy, only being purged when you're ready to leave and should he succeed in claiming your body and suppressing your ego your Chain will end.

Notes.


GET DABBED ON NERX
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GAAH!!! STOP IT!
NOT FOR REDDIT
STOP DABBING! You Disgusting BARBARIANS!!