STAR WARS ANDOR

It is a time of great change. The Republic which stood for thousands of years has fallen. In its place stands the Galactic Empire, which seeks to impose its own New Order upon the galaxy.

Only scattered and disorganized dissident cells oppose Imperial rule, hunted by the overwhelming might of the Imperial Navy and Security Bureau.

Amid the chaos, a lone man approaches a brothel on the corporate world of Morlana One, seeking word of his long-lost sister...

+1000 REBELLION POINTS (RP)

Allegiance:

Regardless of allegiance or origin, you may choose to enter as a drop-in, without memories or a history within this jump, in which case, your allegiance will only matter for discounts. Otherwise, allegiance indicates your leanings in your "backstory." However, you are certainly not obligated to stick with your chosen side. Such things are hazy, subjective, and prone to change, especially when immersed in the world of insurgency and spycraft.

Rebel
You know what you're against. Alone, unsure, dwarfed by the scale of the enemy, you will stand against them regardless in the name of freedom and an end to tyranny.

Imperial
The Empire cannot be stopped. You will not be stopped. You will bring peace, freedom, justice, and security to the first Galactic Empire. If the rebel scum will not fall in line, then they will be crushed underfoot.

Origin:

If you wish, you may select an origin opposite to your allegiance. In this case, your origin is what you appear to be, while your allegiance represents your beliefs in your "backstory." Lonni Jung, for instance, is an ISB Supervisor with Rebel allegiance, while Syril Karn on Ghorman might be considered an Operative with Imperial allegiance.

Rebel:

Operative
You carry a blaster and a false smile, and the latter is deadlier by far. Though you may not be able to defeat your foes in a direct confrontation, you don't need to. You fight with subterfuge and misdirection. As their works burn down around them, they won't even notice you leave.

Antiquarian
Though you appear only as a purveyor of fine goods to the galaxy's wealthiest, you use their money to secretly build the nascent rebellion. Your deeds may never know the light of gratitude, but if you do not act, the Empire's power will grow beyond anyone's ability to oppose it.

Imperial:

Stormtrooper

You are the boots on the ground, the finger on the trigger. You might not be calling the shots, but when there are doors to kick and suspects to black-bag, there are few better.

ISB Supervisor

Security is an illusion. You want security? Call the navy. No, you are a healthcare provider, and you will use all the tools available to the Imperial Security Bureau to excise the disease of rebellion from the heart of the galaxy.

Either:

Senator

In the Republic, this was a position of power and prestige, yet under the Empire, the senate's influence is rapidly eroding. With Palpatine seemingly unstoppable, most of your peers march to the beat of the Imperial drum toward a luxurious and comfortable irrelevance, but a small number may seek to foolishly defy him…

Nobody

No one of any importance, just a humble person trying to make your way in the galaxy.

Starting Location:

Roll to choose starting location or pay 50 RP to appear in any location in the galaxy accessible to an ordinary person. You may choose your age and gender freely.

1. Outside of an expensive-yet-seedy brothel in a rainy leisure district on Morlana One
2. Beneath the Time Grappler's tower in a nameless shipbreaking town on Ferrix
3. A few miles away from an Imperial Garrison in the highlands of Aldhani
4. A small, dimly-lit apartment not far from the Senate building on Coruscant
5. A crowded beach on Niamos
6. A small home amid the fields of Mina-Rau
7. Palmo Plaza, Palmo City, Ghorman
8. Free Pick

General Perks:

Character Development (600 RP)
In this and each future jump, you may choose a second origin, background, or equivalent, gaining 600 points to spend on choices discounted to it. You count as having this origin for the purpose of discounts and other benefits. However, you will not have anything purchased with the 600-point stipend immediately at the start of the jump. Instead, you will encounter numerous opportunities throughout the jump to adopt that origin and acquire the things you purchased. For instance, a Nobody who chose Antiquarian through this perk might find themselves meeting many different people with the skills and inclination to oppose the empire and tutor them in how to do so, while an Operative who chose Nobody would get frequent chances to retire to a more peaceful life. Even if you avoid all such opportunities, you will still gain all your purchases at the end of the jump.

Allegiance Perks:

Perks are discounted (50% off) for their associated allegiance. Discounted 100 RP perks are free.

Rebel

Working-class Background (100 RP)
Life hasn't been easy for you. You've had to work for your survival every day, but your struggle has left you with the skills necessary to get by. You are an expert in one trade or profession of your choice, such as shipbreaker, detective, or antiques dealer. You'll always be able to find work in your chosen field if you look hard enough, and you have a surprising talent for applying these skills in dangerous situations. For instance, a freighter pilot would find piloting fighter craft surprisingly intuitive, while a droid mechanic might be just as talented at dismantling hostile droids as fixing them. You may take this perk multiple times, choosing a different trade each time, though only the first purchase can be discounted.

Demagogue (200 RP)
"My name is Kino Loy…"
"I burn my decency for someone else's future! I burn my life to make a sunrise that I know I'll never see!"
"FIGHT the Empire!"
Your oratory skills can make the greatest actors envious and bring the most jaded audience to tears. With just a few minutes to monologue, you can embolden a wavering ally, inspire a crowd, or, given the right circumstance, start a riot.

Misfits to Military (400 RP)

"Don't talk. Don't think. Do as you are told. If you can't manage that, you don't belong here."

To characterize some early rebel cells as disorganized and incompetent would be, at minimum, generous. They have a long way to go before they'll be able to form the proper Alliance to Restore the Republic, but they do have the spirit, and you can work with that. You're an excellent drill instructor, commanding instant respect from anyone you meet and capable of instilling discipline and skill in those you train. With only a few days' work, this eclectic assortment of nobodies calling themselves rebels could actually stand a chance against Imperial stormtroopers - and these are the actually threatening stormtroopers, not the ones routinely embarrassed by children and teens in some other parts of the galaxy.

A Pure Idea (600 RP)

"May I have a moment to collect my thoughts?"

The worlds and universes you visit naturally tend toward a sort of freedom in line with your own ideals. This won't collapse evil empires all on its own, but maintaining oppressive systems will require constant effort. Even small or failed acts of rebellion inspire larger ones, and attempts at suppressing dissent often elicit greater sympathy for the rebels. The idea of freedom itself cannot be contained, and as a thousand thousand little moments of defiance flood the empire's banks, it will only take one single thing to break the siege. So remember this: try.

Imperial

Competence (100 RP)

Life in the empire isn't easy. Ruthless ambition is accepted, even expected, while failure is harshly punished. Fortunately, you quickly adapt to the needs of any new job or task you are given until you are at least as capable as your predecessor. If something does go wrong, you have a serious talent for pushing blame onto others, especially superiors whose downfall might mean a promotion for you.

Bureaucrat (200 RP)

"There are no small jobs at the Bureau of Standards."

The Empire isn't all stormtroopers, TIE Fighters and ISB agents. The Empire is a government, and in order to function, a government needs to handle the boring day-to-day affairs of actually running things. It needs people like you. You possess a near-perfect memory for rules and numbers as well as herculean focus and resistance to boredom. You are a master of scanning through large datasets, adeptly spotting and drawing conclusions from trends and discrepancies that others would not even notice. Your command of laws and regulations allows you to navigate byzantine legal systems with ease and twist complex codes to your benefit. Lastly, you gain an encyclopedic knowledge of local rules for each jump you enter.

Propagandist (400 RP)

"With the right ideas, planted in the right markets, in the right sequence, we can now weaponize this galactic opinion."

How does the Empire get away with so many of its crimes? Simple: most people don't hear about them. And when they do, there are people like you to give them the Imperial side of things. This does not necessarily make you personally charismatic, but by influencing what others hear and see, you can sway their opinions so subtly that they'll think they came up with the ideas on their own.

Law and Order (600 RP)

"Can one ever be too aggressive in pursuing order?"

The worlds and universes you visit naturally tend toward a sort of order and structure in line with your own ideals. Disobeying authority figures is a little harder, and even when elites' wrongdoing is exposed, most people just want to keep their heads down and carry on with their lives. This won't suppress a nascent rebellion all on its own, but it will make growing it much harder.

Origin Perks:

Perks are discounted (50% off) for their associated origin. Discounted 100 RP perks are free.

Operative

Cover Story (100 RP)

"Your name is Varian Skye. You were born in Tahini and moved to Coruscant with your brother when you were twelve."

Firstly, you have an excellent memory, able to recall minor details only briefly observed, meaning you'll always be able to keep your story straight. Second, you are a truly gifted actor, capable of selling any part you wish to play. Change your body language and turn your jacket inside out - witnesses would say that you're a different person.

Charm and Wit (200 RP)

"Kloris! Kloris! We found her!"

A quick wit and liar's tongue will get you out of a lot of trouble. Convince foes that you're one of them, draw suspicion away from allies, and throw enemies into disarray with a look and a word. Even if you can't immediately persuade someone that you're on their side, the right phrase can lower their guard long enough for you to make the first move.

"Power doesn't panic." (400 RP)

When you're around, whether your foes aware of your presence or not, they tend to alternate between docile complacency and major overreaction to perceived threats.

Initially, they assume themselves invulnerable, neglecting the details of their defenses in the belief that no one would dare oppose them. Then they overcorrect after their presumptions are shattered, exhausting their limited resources and ironically exposing other vulnerabilities or goading neutral parties into opposing them.

Messenger (600 RP)
Wherever you go, you bring hope and inspiration to others. Those you meet or who hear of your deeds will be more likely to align themselves with you and what you represent, while anyone already in agreement with you will feel themselves called to action. When they do act on this inspiration, they will benefit from a subtle fate manipulation that causes their actions to have greater impact. Lastly, these people will gain the benefits of this perk when acting to benefit your mutual allies or harm mutual enemies, even being able to pass the perk's effects on to others. When the ISB compare rebellion to the spread of a pathogen, they're talking about you.

Antiquarian

Expert Appraisal (100 RP)
"Let's call it… war."
You have an instinctive sense of the value of all your assets as well as anything presented to you that might be up for grabs. This is obviously beneficial to anyone dealing in antiquities or art, but it can be applied to rather livelier assets as well. Do you risk exposing your mole in the enemy intelligence apparatus to save a group of partisan fighters, or do you let them die to protect your man on the inside? Sometimes sacrifices must be made. For the greater good.

Radio Operator (200 RP)
"Coruscant forecast 2665, clearing open signal."
You are a communications genius. Through innocuous code phrases, piggybacking your transmissions on other broadcasts, careful encryption, and a variety of other techniques, you are fully capable of running a galaxy-wide communications network right under your enemies' noses for decades without attracting a hint of suspicion.

Spinning Plates (400 RP)
"I don't have lately. I have always."
Running a business is difficult enough on its own, but to do that while also moving in high society, maintaining an entire network of spies, and coordinating with other rebel cells? Seemingly impossible, but you can manage regardless. When you are sufficiently motivated, time seems to accommodate you, allowing you to squeeze a few more hours out of each day.

"You're too late. The rebellion isn't here anymore." (600 RP)

"It's flown away. It's everywhere now. There's a whole galaxy out there waiting to disgust you."

If you die without a 1-up or would otherwise chain fail, you can negate the chain failure and simply move on to your next jump if you have accomplished a significant goal in your current jump, such as kicking off a rebellion against a powerful authoritarian government. What qualifies as "significant" is ultimately up to your benefactor, but getting far enough in the "main story" that others can continue on without you will usually count, as will completing a similarly weighty scenario or personal goal.

Stormtrooper

Imperial Stormtrooper Marksmanship Academy (100 RP)

Unlike so many of your classmates, you have actually learned something from your time in training. The precision of your blaster fire - and any other attack you might use - is nearly unparalleled. You are also well-drilled in squad tactics as both a leader and follower, and have excellent situational awareness.

Bring Them in Alive (200 RP)

"We get nothing from a corpse."

Dead rebels tell no tales, which is why you've become so skilled in disabling foes without killing them. Unless you're trying to kill your target, a good hit from a blaster or similar weapon/ability will down an ordinary humanoid but leave them breathing almost every time. Your skills apply to droids and even larger scale conflicts, such as ship-to-ship combat, just as well, allowing you to disable your target while leaving them in good enough condition to be captured. There are some limits, of course. You can't knock someone out with a weapon that can't harm them, and using a turbolaser against a human-sized target probably won't leave much to recover. Still, you have a surprising amount of luck in this regard as long as your weapon and target are more-or-less commensurate.

"Deploy the garrison!" (400 RP)

With an open comm channel or another way of communicating to distant allies, you can call in a seemingly endless number of reinforcements, though you may have to hold out for a few minutes until they arrive. These appear in the form of soldiers appropriate for the situation and setting, well-trained and well-equipped but otherwise mundane. However, you are not limited to just infantry. You may summon aircraft, spacecraft, other vehicles, mounted units, etc, though heavier support may take longer to appear. If you have your own forces, you can substitute copies of them instead.

Anyone Can Die (600 RP)

Against your attacks, defenses are inexplicably less effective. Shots find gaps in armor to strike vital organs, shields fail, and agile targets react just a little too early or too

late to properly dodge. Against probability/fate manipulation and plot armor, this is especially potent, causing such protections to outright backfire on their users. This perk applies to larger-scale conflict as well; when under your command, a ship's weapons see the same benefits, and if leading an army, your troops would be more likely to find weak points in the enemies' lines, etc.

ISB Supervisor

Endeavor (100 RP)

"I'm wondering where we'd be right now if everyone here showed the same endeavor as Supervisor Meero. I'll have to think about that."

Not only can you call upon a seemingly endless wellspring of motivation and willpower, any superiors you might have will quickly forgive any breaches of rules and protocol as long as you keep producing positive results for them. Their forgiveness will wane if your overreach starts causing problems, however. You might want to steady the ladder before you start climbing.

Iron Fist (200 RP)

"We will have to control Ghorman with a hand firm enough to silence any resistance."

Torture, terror tactics, public executions. These all come second-nature to you, and you know how to employ them to maximum effectiveness. You find such methods particularly useful for suppressing dissent and ensuring compliance. Fear will keep the local systems in line. Not of any battlestation, but of you and the jackbooted thugs at your command.

Velvet Glove (400 RP)

"Excellent work, Syril."

You are the rarest of the rare in the empire: a good boss. You have an excellent sense of how to motivate your subordinates without resorting to threats and coercion, how to push them without engendering resentment, and just how to support and guide them to realize their potential. Lastly, when your subordinates do fail you, they quickly learn from their mistakes if given the opportunity. It's often best to avoid the all-too-common line, "You have failed me for the last time."

Connecting the Dots (600 RP)

"It's too random to be random."

Not just gathering information, but synthesizing all the disconnected elements into a coherent whole. You have a mind to rival the sharpest in the ISB, and the more information you have, the better you are. Understand what's going on in the galaxy, and you will be able to theorize about potential threats with surprising accuracy when others have not even conceived of them. Understand an opponent well enough and you will know their plans before they themselves do.

Senator

Irritation (100 RP)

"I show you the stone in my hand, you miss the knife at your throat."

A true politician. You glide through the intrigues, pageantry, and shifting allegiances of senate politics like a snake through tall grass, perceiving much yet revealing little. Your ability to lie, dissemble, and distract is impressive even among your peers as you mask your darker deeds with speeches and charitable foundations, yet also makes you an excellent judge of character, able to see through the artless deceptions of others.

Financier (200 RP)

"So, searching for a more… fluid banking situation, are we?"

As the Empire works harder and harder to stifle rebel activity, they've started to interfere with the free flow of money and business, which is why someone like you is so valuable to have around. Through a variety of clever and questionably-legal financial tricks, you have the skills to move funds from place to place, account to account, and business to business completely unnoticed, regardless of any monitoring or regulations in place. You are also capable of detecting shady transactions whenever you have access to relevant records. This perk does not give you money on its own, but if you wish, it will grant you a well-paid position at a bank or similar financial organization where you can oversee and facilitate large cash transfers. And if you're already a senator, well, why should that matter?

Power and Influence (400 RP)

You have a leadership role appropriate to your origin. As a senator, you have not only your senate seat and vote but also countless aides, assistants, servants, and high-society connections. If taken by an ISB Supervisor, you lead your own ISB Board, parallel to Major Partagaz. A Stormtrooper would become an officer with a surprising amount of leeway in where and how they deploy their troops. Operatives and Antiquarians might be in charge of their own spy network, and a Nobody could be the owner of a successful business. This may be purchased a second time without discounts to gain authority over an entire planet, the nature of which will depend on your origin. You may choose whether your organization/planet follows you into future jumps or you gain a new position of power in each new jump, though gaining a new role requires leaving the old organization/planet behind.

Always in Command (600 RP)

When Mon Mothma gave her final speech in the senate, she gave up her entire life, losing not only her position as a senator, but her wealth, her privilege, and even her connection to her family. Yet because of this, she became one of the first members of the Rebel Alliance High Command and Civil Government, and when the Empire was finally defeated, she returned to her role as senator, even gaining a seat on the Senate Oversight Committee. Now you, like Mon Mothma, can move from strength to strength, never permanently losing your grip on power. Whenever anything is taken

from you, whether it is political or social influence, an ability, your freedom, etc., as long as you survive, something even better will soon fall right into your lap. It might take a little while, but the longer you have to wait, the better it will be.

There are a few (slight) outliers to these rules: first, your loved ones cannot die except by natural causes or if you have a means of resurrecting them. Though they can choose to leave you of their own accord, in this case or in case of death by natural causes, you will eventually find someone that you will grow to care about just as much if not more. If a loved one is resurrected, they will return even better than they were prior to their demise, and if someone dies and you later gain the ability to revive them, you might just end up with both benefits. Second, once per ten years or per jump, whichever comes first, if you would lose your life, a bizarre stroke of luck will save you and give you the opportunity to either escape or turn the tables on your opponents. Following this symbolic death and resurrection, you may choose one skill, ability, or aspect of yourself to dramatically and permanently improve.

Nobody

Face in the Crowd (100 RP)

"Their arrogance is remarkable, isn't it? They don't even think about us."

At will, you can move more-or-less unnoticed, regarded as an ordinary, unremarkable person by all who perceive you. If you wish, close friends and allies will be able to see you for who you are. Doing something obviously dangerous or forbidden like drawing a weapon or openly breaking into a restricted area will cancel this effect, but as long as it is active, you will never be selected for random searches, and any documents or identification you present will be given only the most cursory of glances.

Community (200 RP)

"I was helping you back into your chair when you fell. You were gone when I woke up. You've come here now to apologize. I accept your apology."

Wherever you go, you will find at least a small group of tight-knit people willing to take you in and look after one another. Their goodwill can be strained if you take from them without giving back, but they are happy to return any aid you do give them many times over. Continue helping them, and you will soon have a fire-forged found family who will follow and support you across the galaxy and back.

Down-to-earth (400 RP)

As long as you, your companions, followers, etc. don't openly display any supernatural abilities, strange powers, or technology far beyond the norm for the place and time, these elements within the current setting seemingly won't exist for you. That's not to say that they'll be erased from the universe, they'll just be… elsewhere. Away from you. Subtle uses of your abilities don't break the effect as long as you maintain some degree of plausible deniability. For instance, magically healing someone while they

are unconscious then claiming you used mundane medicine. Of course, you can disable this effect if you want to encounter force-users, wizards, monsters, etc.

"Random acts of insurrection..." (600 RP)

"...are occurring constantly throughout the galaxy. There are whole armies, battalions that have no idea that they've already enlisted in the cause. Remember that the frontier of the Rebellion is everywhere. And even the smallest act of insurrection pushes our lines forward."

A rebellion isn't just grand heroes clashing with villains over the fate of the galaxy. It starts with ordinary people doing what they can. Maybe you're someone's alibi. Maybe you give someone shelter and point the cops in the wrong direction. Maybe you just don't log that familiar reporter's stay. Now, when you take small but potentially risky actions such as these, they have a chance to cause massively disproportionate positive effects. For instance, helping that wanted woman get away might just lead to the destruction of your enemies' greatest superweapon. All for want of a nail.

Items:

Unless otherwise noted, all items may be purchased multiple times.

Credits (50 RP)

"One of the indulgences of great wealth is freedom from other people's opinions."

From Coruscant to the Outer Rim, the people of this galaxy often have to struggle just to put food on the table, but these credits might make things a bit easier for you. One purchase would give you enough to scrape by in a working-class standard of living for ten years even if you can't find other income, and each purchase after that bumps up your potential quality of life a little further. Spending a full 300 RP on Credits would make you so fantastically wealthy that, with the right investments, acquiring more would be effectively meaningless. In future jumps, you will receive a new lump sum of money in a common local currency, and any unspent cash from this item can be converted as well.

KX-Series Security Droid (50 RP)

"I'll be there for you. Cassian said I had to."

One of a strong, mobile, and durable line of security droids. Its reprogramming has made it completely loyal to you and improved its learning and analytical abilities but left it without much of a vocal filter.

Rhydonium Siphon (50 RP)

"Let it in, boy! That's freedom calling!"

This siphon will produce a steady, endless supply of highly volatile starship fuel on command. In addition to its use in spaceships, rhydonium can also be used to power generators, as an explosive, and even as a drug by the extremely brave or extremely foolish. Though rhydonium is prone to ignite without warning, the siphon itself will never cause an ignition.

Hand-me-down Blaster (100 RP)

"Who belongs to this?"

A reliable and surprisingly powerful - albeit mundane - pistol, or so it appears at first. When given away, left behind, or otherwise lost, however, its special nature is revealed. First, it has a strong tendency to find its way into the hands of those sympathetic to your cause, especially those who will end up helping you personally. Second, the weapon seems to gain experience not only from use, but also from the number of different wielders it has had, the skill of its users, and from taking part in significant events. Each person who takes up the weapon benefits from this experience whenever they act in your interests, finding themselves keeping a cooler head in danger, gaining better aim, better reflexes, better situational awareness, and even better luck. The effect lingers even after they pass the weapon on, as if it had tutored them. Anyone who would use this blaster against you and your allies, however, will experience the opposite effect as it seems to sap them of their luck and skill. You may also call it back, and it will subtly but undeniably steer its wielders into your path, where they will recognize your ownership of the weapon and be inclined to return it to you. In future jumps, you can give it a form appropriate to the setting, such as a sword in a fantasy universe or a gunpowder firearm in a modern one.

A Man on the Inside (200 RP)

"You'll stay with me, Lonni. I need all the heroes I can get."

You have an infiltrator highly placed within enemy ranks. They are skilled enough at their job that their superiors would be extremely reluctant to get rid of them, but not so amazing that they attract attention. Even better, they are a genuinely good spy, gathering and reporting useful information while remaining beneath suspicion. The stress of living a double life and putting on a constant performance does sometimes get to them, though, so it may fall to you to keep them motivated.

Deep. Substrate. Foliated. Kalkite. (200 RP)

"The amount of time spent pondering this grubby little bit of rock is sadly astonishing."

Don't let Director Krennic know you have this. Many tons of refined, high-purity Ghorman kalkite that replenish monthly, and you didn't even need to gouge mine a peaceful world to get them. If used in hypermatter reactor cores, this much Kalkite could fulfill the power needs of multiple entire planets - or destroy them just as easily.

Imperial Factory Facility (200 RP)

"On program."

Your very own prison labor camp. Here, several thousand prisoners are sentenced to manual labor producing just about anything you'd like, and kept in line by only a small number of guards through the use of electrified floors. The facility is fully self-sustaining, but delivering new prisoners will increase its efficiency as existing inmates are worked harder to "make room."

Prototype TIE Avenger (300 RP)
A copy of the craft being developed at Sienar Test Facility 73, this is one of the most advanced fighters in the galaxy. With chin-mounted rotary and medium laser cannons, sixteen wing-mounted light laser cannons, and both fixed and turreted heavy lasers, a single one of these fighters could outgun an AT-AT by a large margin, and that is without even mentioning its complement of light and medium warheads. For defenses, it is both heavily armored and possesses a pair of shield generators each roughly equivalent to that of an X-wing. Despite its armament and protections, it is still as fast and maneuverable as a TIE interceptor and even has its own hyperdrive, as well as a sealed and pressurized cockpit for the comfort of the pilot and any potential passengers. Of course, the exorbitant cost of producing all this means that the TIE Avengers will likely never see mass production, making yours all the more special.

Fondor Haulcraft (300 RP)
"From a haulcraft?!"
From the outside, a small, common, and entirely unremarkable cargo vessel. Its inner workings, however, reveal that it is better equipped than most warships. It contains numerous hidden weapon systems, engines powerful enough for a craft ten times its size, military-grade shields, and countermeasures and counter-countermeasures for anything the Imperial Navy might throw at it, all controlled by a loyal and deviously smart integrated droid. It can even simulate a variety of systems malfunctions, including dangerous ones that can persuade others to back off. Despite all these extensive modifications and whatever others you apply to it, even detailed scans will show it to be no more than an innocuous civilian craft.

Companions:

Companions may not make purchases in the Companions section. You may take as companion any character who agrees to accompany you with full knowledge of what it entails and without coercion or mind altering effects, though taking A Meeting will make this much easier.

"I have friends everywhere." (50 RP)
Import up to two companions with 600 RP each and their choice of allegiance and origin. You may purchase this multiple times.

A Meeting (100 RP)
Each time you purchase this option, you may pick one character. You will be guaranteed to meet them early on and in circumstances likely to make you look good in their eyes. You will be more likely to encounter them in the future as well, and since this setting is particularly dangerous for ordinary people, they will be slightly less likely to die. Of course, you may take this multiple times.

Drawbacks:

Continuity Toggle (+0 RP)
Have you been to this galaxy before, perhaps long, long ago? If so, this toggle will preserve any changes you've made to the canon timeline.

My Favorite Glub Shittos (+0 RP)
The galaxy is a big place with a long history. You may attach this jump to another set in the Star Wars universe to add a bit of danger, intrigue, and gritty realism to that time and location.

A Longer Story (+50 RP)
Even staying ten years will be enough time for you to witness the destruction of two Death Stars and the fall of the Empire unless you significantly change events. Still, if you'd like to hang around, perhaps to make sure nothing goes wrong in the next few decades, you're certainly welcome to. This drawback will extend your stay by five years. You may take it multiple times, but can only gain a maximum of 300 RP this way.

Soft (+100 RP)
"If you're not willing to risk your conscience, then surrender and be done with it."
Perhaps you're not cut out for this life. Under ordinary circumstances, your disdain for violence and deep empathy for the suffering of others would be admirable traits, but in this galaxy, they only seem to cause you grief. You'll find it difficult to sit by and do nothing while the Empire tortures and kills even perceived dissenters and rebels take innocent hostages and bomb public locations as mere distractions. Yet at the same time, you can never get used to the methods necessary to stop any of these things.

Wanted (+100 RP)
Your enemies know your name and face and are keeping an eye out for you. If you oppose the imperials, you'll likely have to use a disguise and false identity just to move around the galaxy. At least at first, the rebels will lack the Empire's level of surveillance and control, but they will make up for it through direct action, sending agents to sabotage your efforts by any means necessary. If you attempt to remain neutral, you may find yourself falsely accused by one side or the other, or even targeted by a third faction, such as a powerful crime syndicate.

"You have no idea where I am!" (+200 RP, requires Wanted)
Your enemies know where you are and what you're capable of. They will take precautions against your powers and most common tactics, and hunt you down with forces appropriate to your abilities. If you are so powerful that nothing in this universe can meaningfully challenge you, your foes will gain a boost so that you at least have to expend some effort to combat them.

Down on Your Luck (+200 RP)
You and your closest allies are perpetually struggling with resources and funding. You will be unable to access any stores or items that would help with this problem during this jump, and any windfalls you may find in your time here will rapidly disappear to pay debts and expenses. Even as an imperial, your superiors will constantly redirect funds away from you to other projects or outright embezzle them, leaving you with the bare minimum.

All This Shit Costs Money (+200 RP, requires Down on Your Luck)
Your financial troubles expand to your entire faction. Rebels will find few allies willing to fund them, while the Empire will be spread dangerously thin trying to enforce its will across millions of different systems. If you do not associate any large group, the entire galaxy may find itself in a massive economic depression, leaving you and many others struggling to simply feed yourselves.

"Farming, really? A man of your talents?" (+200 RP)
No peaceful life for you, not with this drawback. The plot seemingly knows where you live and will find you no matter how you might try to avoid it. Even if the Empire is decisively defeated and the galaxy emerges into a new golden age of peace and prosperity, some new kind of trouble will eventually fall right into your lap.

"The mother is terrifying!" (+200 RP)
Good news: your mother is alive and almost guaranteed to survive to extreme old age. Bad news: she has much more in common with Eedy Karn than Maarva Andor. She'll never do anything that materially harms you, and could even give you a place to stay if you need it (and can stand to live with her). However, nothing you do will ever be enough to satisfy her. You could end up ruling the entire galaxy, and she would compare you unfavorably with your predecessor. Transform it into a utopian paradise, and she would guilt trip you about never visiting her. Visit regularly, and she would subtly imply that you're being a burden, etc. Yet her comments are never so overt that you feel comfortable calling her out for them, and despite all this, you do still feel some kind of connection to her. Finally, she will always find some way to contact you. In fact, trying to avoid or get rid of her seems to make her worse.

"One way out." (+300 RP)
Rather than starting in one of the locations listed above, you instead begin as a prisoner inside the Narkina 5 detention facility with any supernatural powers significantly weakened until you escape. Furthermore, time spent in the prison does not count toward your time spent in the jump. And regardless of what the guards and overseers might tell you, you know that there is only one way out.

"Who are you!?" (+300 RP)
At some point early on in this jump, you will ruin someone's life without even realizing it or knowing who they are. Afterwards, they will dedicate themselves to opposing everything you

value, becoming far more competent and skilled as they do so. Then, fate will ensure that the two of you cross paths at key moments, often when it's least convenient for you. They are extremely hard to kill, and even should you do so, you will find that they had a close friend, lover, or relative who will take up their mantle and seek revenge.

"Revolution is not for the sane!" (+400 RP)
"You think I'm crazy? Yes, I am."
By taking this, you give up all chance at inner peace. You've suffered terrible, terrible things, or maybe even been a perpetrator of them. Perhaps both. Regardless of what manner of trauma you're afflicted with, it's changed you, leaving you with a mad, fatalistic drive to *do something about it*. What exactly you need to do is up to you, but must be something dangerous, such as fighting the Empire. This drive is so powerful that you would give up almost anything in order to achieve it, even sacrificing your own life if necessary. The only thing that can quell this desire is some form of substance abuse, the more dangerous the more effective it is.

Saw Gerrera's Leftist Infighting Simulator (+400 RP)
"I am the only one with clarity of purpose."
Your supposed allies seem to spend more time feuding with each other than actually fighting their enemies. If you oppose the empire, your fellow rebels will refuse to cooperate over minor ideological differences and frequently get in each other's way during whatever operations they do attempt. As an empire loyalist, seemingly everyone in the ISB and military is either lazy and complacent or so ruthlessly ambitious that they will constantly backstab and sabotage each other just to get ahead. If you don't associate with either group, a similar affliction will befall whomever you do spend time with.

End

Stay Here
"No game. Kill me. Or take me in."

Go Home
"I was six, I think, first time I touched a funerary stone. Heard our music, felt our history."

Next Jump
"Most beings carry the things that shaped them. They carry the past. But some – very few – your pilot… they're gathering as they go. There's a purpose to it."