



Jump by Aehriman

*Long before the First Order, before the Empire, before even the Phantom Menace...
Jedi lit the way for the galaxy in the High Republic.*

It is a golden age. Intrepid hyperspace scouts expand the reach of the Republic to the furthest stars, worlds flourish under the benevolent leadership of the Senate, and peace reigns, enforced by the wisdom and strength of the renowned order of Force-users known as the Jedi. With the Jedi at the height of their power, the free citizens of the galaxy are confident in their ability to weather any storm. But even the brightest light still casts a shadow, and some storms defy any preparation.

When a shocking catastrophe in hyperspace tears a ship to pieces, the flurry of shrapnel emerging from the disaster threatens an entire system. No sooner does the call for help go out than the Jedi race to the scene. The scope of the emergence, however, is enough to push even Jedi to their limit. As the sky breaks open and destruction rains down upon the peaceful alliance they helped to build, the Jedi must trust in the Force to see them through a day in which a single mistake could cost billions of lives.

Even as the Jedi battle valiantly against calamity, something truly deadly grows beyond the boundary of the Republic. The hyperspace disaster is far more sinister than the Jedi could ever suspect. A threat hides in the darkness, far from the light of the age, and harbors a secret that could strike fear into even a Jedi's heart.

Welcome, welcome! The High Republic period is considered the high-water mark for both the Republic and the Jedi, before complacency, corruption and blind dogma set in, while the Outer Rim was still being explored and colonized. A time of peace and prosperity, lasting from about 300-82 years before the Battle of Yavin. Sixty-eight years in, that peace is shattered by daring space pirates, the Nihil, armed with advanced FTL drives, as well as return of the primeval horrors of the Drengir, the Hutts making trouble, and others. It is a time of high principle and noble heroes, who will be sorely tested in the years to come.

Have **1,000 credits** (cp) to pay your way.



AGE, SEX, ETC.

Yoda coexists with species who last less than a decade, there are species with five sexes or more. Nobody cares too much unless you're getting romantic with them. Be whatever, and however old you like.



PERIOD

Choose a starting time period, or roll a random one for +100 cp

- I. **Early High Republic:** You enter at any point from 300-231 BBY. A time of unprecedented prosperity where the Republic expands with no major threats or conflicts.
- II. **Great Hyperspace Disaster:** You start in 232 BBY. In short order Starlight Beacon comes online to provide a base for Jedi operating in the Outer Rim and a showcase of the Republic's strength, and then the *Legacy Run* collides in hyperspace with a Nihil stormship, causing shrapnel to emerge at near lightspeed for months to come, shutting down many trade routes. The Hetzal system is evacuated, the Drengir appear as Nihil raids grow. The year closes with the Republic Fair on Valo, which is also raided by the Nihil. The next year the Nihil destroy Starlight Beacon and close off eight sectors with their stormseeds.
- III. **Middle High Republic:** You start 180 BBY, fifty-two years after the Great Hyperspace Disaster and the Falling Star. The galaxy is growing more dangerous, but the Republic is adapting.
- IV. **Late High Republic:** You start at the very tail end of the High Republic, 90 BBY, a couple years into Dooku of Serenno's knighthood. Your stay will see the end of the High Republic and the birth of the one-day Emperor.



LOCATION

Choose a starting system, or roll a random one for +100 cp.

- I. **Coruscant System:** Sector 000, center of the Republic and site of a massive ecumenopolis.
- II. **Corellia System:** Famously independent, the Nihil message of freedom is starting to take root in these five worlds, famous for shipbuilding.
- III. **Alderaan System:** A mountainous world, renowned across the galaxy as a center of art, philosophy and high culture. Hope nothing bad ever happens.
- IV. **Eiram System:** Located at a fortunate hyperspace waypoint, the twin Outer Rim worlds of Eiram and E'ronoh have warred in the past, and in the 230s almost go to war again. This system will eventually be the site of Starlight Beacon after it's towed there for humanitarian aid.
- V. **Hetzal System:** A breadbasket world of the Outer Rim, home to forty billion who are nearly wiped out in the Great Hyperspace Disaster as the Jedi and Republic scramble to evacuate. After, it is a dead system.
- VI. **Nal Hutta:** Home of the Hutts, a swampy world with a moon no less built up than Coruscant. A lawless place where the strong thrive at the expense of the weak.
- VII. **Amaxine Station:** A site of the ancient Amaxine Warriors, where the Sith bound the last Drengir. A most dangerous place to be creeping around.
- VIII. **No-Space:** Deep space, unexplored, the site of the Great Hall, a space station where the Nihil gather sometimes to feast and to plan.



SPECIES

Countless species inhabit the galaxy, and any may be chosen whether or not they're mentioned explicitly in this section. As a rough rule of thumb, a species is free if they are of roughly human capacity. 50 cp for a species with a particular advantage like a Wookiee's strength, Zeltron pheromones, amphibious etc. 100 cp if a species has multiple such advantages, like the enhanced senses and regeneration of a Trandoshan, or it is a particularly formidable advantage.

Human (free) Hairless apes. Their exact system of origin is a matter of some debate, precisely because humans like weeds grow everywhere and are pretty much the most populous species in the Republic.

Togruta (free) Human-like species with large horns and lekku, from Shilli. Can echolocate some, but only at very short ranges. Are generally quite hostile to the Republic and restrained from violence mostly by their great respect for the Jedi.

Twilek (free) Human-like, but with two lekku head-tails in place of hair and a wide variety of skin hues, from the tidally locked world of Ryloth.

Devaronian (-50 cp) A horned humanoid species. Between their two livers and silver-based blood, Devaronians are immune to nearly all common poisons and venoms in the galaxy. Raw sulfur makes a heck of a stimulant/combat drug when inhaled, but can have deleterious long-term effects.

Evereni (-50 cp) Humanoid species with slate-gray skin and pitch black eyes. Evolved on Everalon until the Great Storm destroyed all, leading to centuries of war before the last survivors fled into space. The Evereni language contains no word for trust, only alignment - common interests. Even family will betray and murder each other the moment their interests are no longer mostly compatible. Barely able to cooperate among themselves, first contact with the galaxy led to war and the survivors' further scattering. However, because of their paranoid outlook, the

Evereni have developed an especially keen sense for wavering commitment or incoming treachery.

Miraluka (-50 cp) Basically human, save that all are born without eyes, only vestigial sockets, and perceive the world around them using the Force. A careful and thoughtful people, the Miraluka are not troubled in the least by darkness or blinding light, and perceive Jedi as glowing with power.

Mirialan (-50 cp) Humanoids with yellow to green colored skin. Mirialans are exceptionally flexible and agile by human standards, making for fantastic traceurs and martial artists. Highly religious and socially stratified, the Mirialans believe in building your own destiny upon your successes and learning from your failures, and have an elaborate system of tattoos denoting impressive achievements and milestones.

Mon Cala/Quarren (-50 cp) Twin aquatic species from the same world, these two have had bad blood for ages. The Chancellor is hoping for a lasting peace treaty, so we'll see. Either is fully amphibious, able to survive and thrive on land or under the sea.

Wookie (-50 cp) Very strong, very hairy and famously short-tempered brachiating species from Kashyyyk.

Zeltron (-50 cp) Humanoids with bright pink skin, Zeltron pheromones make them extraordinarily attractive to most humanoid species. Most Zeltrons are fun-loving party animals.

Givin (-100 cp) A vacuum adapted race of skeletal-looking humanoids. The Givin are culturally obsessed with mathematics and the average member of the species makes the prodigies of others seem innumerate.

Noghri (-100 cp) Masters of stealth and melee combat, the Noghri are also highly acrobatic and can track their prey by scent. Shorter humanoids with blue-gray hairless skin and large claws.

Shi'ido (-100 cp) Mysterious shapeshifters, also called changelings. You can impersonate most any species and potentially grow functional wings or armor or a hundred other useful things.

Vintian (-100 cp) A remarkable species that happens to look and mostly act exactly like rocks. Very blaster resilient, and can magnetically seal themselves to any metallic surface, which also allows them to reflect blasterfire.

Celestial (-600 cp) Also called the Architects, these mysterious people ruled the galaxy 35 thousand years ago, and filled it with wonder which defies modern science. It is also said that some endure to the present day, and the balance of the Force somehow depends on these few.



ORIGINS

Who are you? Any may be taken as a Drop-In.

Jedi (-100 cp) By right of the Council, by the will of the Force, you are a Jedi. A knight of the Republic, a defender of all life. A scientist and scholar of the mysteries of the Force, a healer, a mystic, a mediator and diplomat and in times of crisis, a warrior to protect the people. You represent the very best of the Republic.

Nihil - The Jays may have their Force, the Republic their shining station, but the Nihil ride the storm. A counterculture of freedom and anarchy, a mangy band of pirates using the mysterious Paths to range and strike where it ought to be impossible.

Politician - It's a glorious time to be alive, the Republic is thriving and expanding and everywhere great public works go up to captivate the imagination and better the lives of people. You may be an administrator, a planetary ruler, a Senator or other luminary of the Republic.

Spacer - It's either the best or worst time for an independent starship captain. New worlds and new markets join the galactic economy all the time, a million exotic goods can be had for trinkets, not to mention the possible payoffs for prospecting or exploration. On the other hand, space pirates have also grown bold.

Cartel - The Glorious Hutt Cartel is also experiencing something of a renaissance, for the first time since the earliest days of the Republic able to approach it on almost even footing, now they too are an interstellar polity dominating Ryloth, Nikto and Weequay. Sure, the sanctions against open trade are an issue, but that just means trade with the Republic must be... discreet.

Drengir - Once these voracious plants, strong in the Dark Side, turned the meat of this galaxy to mulch, and grew mighty off the harvest, sometimes served and sometimes opposed by the ancient Sith Empire, they were finally imprisoned aboard an Amaxine station, the very site of their greatest triumph. Until intruders disrupted their stasis. You wake in this new era, to a new harvest, and the meat-animals will join with you or nourish you. Or you can be one of their root-bound servants.



SKILLS

Basic Communication (free all) You are fluent in Basic, the common tongue of the Republic, in droidspeak and at least six other common languages. This updates in each new setting, adding the most common, one technical language, and six of choice.

Empath (-100 cp, free Jedi) The Force connects all. The Jedi are famous for their ability to sense, and sometimes manipulate, the moods of others. Even among their ranks, you stand out for your insight into the people around you and what may be troubling them.

Knight of the Republic (-100 cp, free Jedi) A Jedi uses the Force for knowledge and defense, never attack. The galaxy is grateful for this, because the Jedi make fearsome warriors. You have mastered one of the seven lightsaber forms (arguably should be more, with Jar'kai dual-wielding as one) to a level well beyond most Jedi Knights, and are at least competent in the rest. This may be taken multiple times at a discount to master new forms.

Light of the Jedi (-200 cp, discount Jedi) Whenever first contact is made, new species and planets always have meeting the Jedi near the top of their priority list. They are, after all, paragons of all the Republic stands for, its greatest negotiators and

warriors, scholars and healers. You inspire others with your deeds, capture their imaginations. Perhaps with enough time and effort you could bring the optimism of the High Republic to the bleakest of places.

Wayseeker (-200 cp, discount Jedi) Jedi Wayseekers do not operate from a temple or fixed locale, but wander the galaxy at the prompting of the Force, confident that they will wind up in exactly the right place and time where they need to be. Like them, the Force urges you to stumble over mystery, adventure and the chance to avert disaster. This may be toggled off.

The Living Force (-400 cp, discount Jedi) A Jedi must be able to exist in the moment, to *feel*, not think. This allows them to react before things happen, to find the flow of the moment and join it to dance between the raindrops. You find it very easy to set aside worries and concerns when you need to act, your instincts are sharp, your active powers stronger and quicker to use. You make a fantastic warrior when you fight by instinct, among the Order's best.

The Unifying Force (-400 cp, discount Jedi) The Force is everything, and everything is the Force. From the smallest microbe in a drop of water, to the brightest star, all things are connected by the Force. Delving deep into the mystical traditions of the Jedi has rewarded you with frequent and accurate visions of the past and future, and a deep understanding of the nature of the Force and universe, and how to cause great results from small changes.

Grandmaster (-600 cp, discount Jedi) At this time, the Jedi Council is led by a triumvirate of the wisest and most skilled masters - at this time Masters Lahru, Yoda, and Pra-Tre Veter. You may not be part of that esteemed company, but you can stand among them in terms of power and skill with the Force.

Song of the Force (-600 cp, discount Jedi) The Force connects all, and all are one in the Force. From the beginning, the great strength of the Jedi has been their understanding of connection, their ability to communicate and share on a deeper level. Sometimes this takes the form of a force-meld, sometimes battle meditation.

This isn't that, though you will excel in those arts, but something deeper. You hear others' presence in the Force as a song, a personal leitmotif which speaks volume of their character and mood, and can weave these together into a grand symphony, allowing each member to understand exactly where each other are and what they're doing, to share skills and power, to stand united, truly as one. For life and light, Jumper.

Brutal (-100 cp, free Nihil) Life is cheap in the Nihil, and torture is a sport. You can harden your heart to the suffering of others, and do whatever you have to in order to survive and thrive. This may be toggled on and off.

Underhanded (-100 cp, free Nihil) Strike when unexpected, run when the Republic shows up in force. This is how a pirate survives. You know how to fight dirty, ambush, target weaknesses, get results and most importantly, when to leg it before you're up to your pits in jays.

Storm (-200 cp, discount Nihil) Way it's always been in the Nihil. You join as a Strike, get some people to follow you and you're a Cloud. Make a name for yourself, and you're a Storm. You have such a famous name, one that inspires dread in the common people of the galaxy. Rumors of your deeds spread faster than light.

Turn it Around, Tear it Down (-200 cp, discount Nihil) Marchion Ro kept a Jedi prisoner, not with a ysalamiri or any fancy force cage, but surrounding his cell with eight others where prisoners were tortured, weakening him through his very jay powers. He turned Starlight Beacon, the shining symbol of the Republic, into falling debris. You are incredibly good at turning your opponents' strengths into weaknesses, finding the opportunity hidden in their might. Also, symbolic victories take on a greater weight for you, spreading terror and despair wildly out of proportion to the actual damage done.

Rule of Three (-400 cp, discount Nihil) Not four, and definitely not one. Since the beginning the Eyes of the Nihil have divided their subordinates into feuding factions, each unable and unwilling to effectively unite and overthrow their master. You are

likewise incredibly good at quashing any effective internal dissent, allowing you policies like Ro's taxing each Tempest a third of their haul for use of the Paths.

Tempest Runner (-400 cp, discount Nihil) The ruling triumvirate of the Nihil, subordinate only to the Eye of the Nihil, and now you're one of them or worthy to join their number. You don't need fancy jay powers or superweapons to fight, you have considerable experience and skill as a pit-fighter, a tactician, a strategist and commander. By yourself you might match a jay in combat, especially when they hesitate to land the killing blow, but with your tempest behind you, you can turn around battles. You might not fight in a clean or civilized manner, but you get the job done.

Oracle (-600 cp, discount Nihil) The Eye guides the Nihil, because the Eye provides the Paths. Only, Marchion Ro never had that power. Neither did his father, or grandmother. The Paths were calculated by the ancient prospector, Mari San Tekka, a force sensitive with a unique connection to hyperspace, a way of seeing possibilities no-one had ever dreamed of. Like Mari, you can send your mind wandering the hyperlanes, seeing the shortcuts that a computer never could imagine. Wherever you go, you will find hidden paths, shortcuts, tunnels, backdoors, and other ways to get where no one could expect.

Storyteller (-600 cp, discount Nihil) In theory, the Eye of the Nihil provides overall direction and the Paths, but mostly leaves each Tempest to run themselves. When Marchion Ro needs people to do something, then, he does not compel with threats or force, he tells them a story. He turns the job that needs doing into an epic quest, his patsies into the special few he can trust, maybe gives them a name or a badge or something. And it always works, and otherwise cynical and self-serving pirates throw themselves onto the pyre of his glory and the lies he feeds them with a song on their lips. You are likewise very good at improvisational storytelling, at fitting every triumph and setback into a coherent narrative, and making people want to believe it. Making them feel special, the chosen few. This power can be used for great good or evil.

Courtesy (-100 cp, free Politician) Manners may vary from world to world, but the underlying concept never changes. You show respect to others, and implicitly assert your right to be treated with similar respect. At the very least you establish yourself as someone willing to engage in civilized discourse. As long as you treat people with basic courtesy, they will feel embarrassed to be any less polite to you. Likewise, as long as your intentions are good, people won't fuss because you got their ceremonial salute slightly wrong.

Sabacc Face (-100 cp, free Politician) You can be as black-hearted and scheming as a Sith, and still have the appearance and mannerisms of a kindly grandfather. Hate your constituents but still kiss their babies, plot blackest treason from the highest circles of power. Nothing of your true feelings can be discerned from your expression, voice, mannerisms, or even the allegedly-infallible Force.

Beskar Reputation (-200 cp, discount Politician) Some might think they can get ahead with rumor-mongering and character assassination, tearing down their rivals instead of rising to meet them on their level. This isn't that kind of era, though, and you find people dismiss salacious rumors and slander against you out of hand.

Boring Work (-200 cp, discount Politician) Allocating resources, balancing a budget, tracking tax revenues... it's all terribly dull, yet necessary work which keeps the Republic functioning. You are a genius at the financial side of running a government, and have the limitless patience to sit through endless meetings and still pay enough attention to notice the sums in slide #4127 are slightly off.

Great Works (-400 cp, discount Politician) Not lacking ambition, the centerpiece of Chancellor Lina Soh's administration has been her Great Works. Enormous projects such as Starlight Beacon, the Republic Fair, a series of planned technological developments, a vast network of relays to bring easy comms and holonet to the farthest flung corners of the galaxy and more. You have a similar mastery of grand projects and public works, convincing people to invest in times of plenty or spending

your way out of financial hardship, these capture the imagination and serve as a monument to your peoples' greatness.

We Are All The Republic (-400 cp, discount Politician) You can foster an incredible sense of unity, the kind that makes fence-sitters want to join the Republic, and people who have been members for less than a month eager to send disaster relief to nearby systems. Your skills at mediation and diplomacy are outright astonishing as ancient enemies agree to join hands and together sign on, building a galactic civilization that is not a mere hegemony, but glories in diversity.

Holonetworking (-600 cp, discount Politician) In this age, merit counts for more, but connections can still count for a good deal. The people around you seem to stumble into success, perhaps because of your example? Who knew that waitress you tipped so generously all the time would turn out to be the lost princess of the Hapes Cluster? Or that the busboy was going to night school and would become one of the most feared lawyers on Coruscant? Continue to be nice and you will reap amazing rewards as the people you knew will owe you favors or attribute their success to you.

Tried and Tested (-600 cp, discount Politician) The true test of a society isn't how enlightened they are in the good times, but how they cope with unexpected disaster and unusual attacks. It seems the Force has blessed you with a quick and adaptable mind, able to rapidly comprehend and react to terrifying outside-context problems and unprecedented disasters better than anyone else could. As well, it seems to nudge events in your favor to provide the tools at hand to soften the blow, such as a coterie of Jedi being at the right place and time to assist in a crisis. Finally, you are endowed with the strong character and wisdom to cope with the darkest of times without once compromising on your principles or giving in to despair.

Got A Bad Feeling About This (-100 cp, free Spacer) You have excellent instincts for when a deal is about to go wrong, or a situation will sour. Hopefully this will give you enough warning to keep you out of trouble.

Jumper Shot First (-100 cp, free Spacer) Being as Gallandro and Han Solo won't be born for a long time, it's fair to say you've got the fastest blaster-hand in the galaxy. You are exceedingly accurate, capable of fancy trick shots, and, naturally, of quick-drawing and firing accurately from the hip.

Gambler (-200 cp, discount Spacer) Nothing like a sabacc deck or some chance cubes to pass the time, whether on a long voyage or a quiet shift at the docks. It's also a good way to make a quick credit, assuming you're skilled, lucky, or good at cheating, and you are all three.

Mechanic (-200 cp, discount Spacer) Just about everyone know how to tune up a cranky repulsorlift or clean the filters on a moisture vaporator, but it's another story entirely when the hyperdrive gives up the ghost and you're adrift in deep space with just a toolkit and some spare parts. You know how to fix the systems on a starship as well as any period astromech droid. As a plus, you know the ins and outs of common technology in this galaxy well enough to build a repulsorlift or fusion plant in your sleep.

Ace Pilot (-400 cp, discount Spacer) Piloting a spaceship isn't like dusting crops, you need a good head for numbers, a deep understanding of orbital mechanics, and a healthy heaping of gut instinct. Your skills behind the yoke might as well be miraculous as you can make freighters dance around like starfighters, land half of a powerless wreck, and if you get a fighter of your own, well, you might need a second canopy just to track kills.

Great Name (-400 cp, discount Spacer) Your reputation spreads far and wide, especially the most flattering aspects. People on worlds you've never visited swap stories of your prowess and honesty, while on others you achieve folk hero status by chasing off a few pirates. If you can't parlay this celebrity into a living somehow, you're not really trying.

Gravity's Heart (-600 cp, discount Spacer) A mechanic is one thing, but to see the possibilities inherent in technology is another. You are a scientific genius to match

Chancey Yarrow, who built a gravity well projector over two centuries before the Empire rediscovered the idea. With an investor or two and a lot of elbow grease, you could revolutionize everything from space travel to medicine.

Sell Sand to the Jawas (-600 cp, discount Spacer) You have a fantastic charisma, especially when engaged in business transactions. More than that, you understand how things commonplace on one world can be intensely valuable just a short hyperjump away, and how a middleman can make an incredible markup. Maybe you couldn't quite sell sand to the Jawas, but you'll be close and if you could find some special sand, well, that's a different kettle of mynocks.

Pit-Fighter (-100 cp, discount Cartel) The Hutts love blood sport, but not half as much as they love a winner. You've been tested in a variety of fighting pits, armed, unarmed, against aliens many would call monstrous, and made it out on top. You are highly skilled at causing injury, powering through pain, and fighting dirty.

We Have Ways (-100 cp, discount Cartel) Whether by inflicting pain, or simple intimidation, you can quickly and efficiently extract information from an unwilling target.

Clean-Up Crew (-200 cp, discount Cartel) In Hutt Space, nobody cares overmuch about a few corpses here and there, but out and about in the Republic it could make a serious fuss if your apartment is found to be full of dead bodies. Fortunately, you not only know several efficient means of disposing of evidence and cleaning up a crime scene, you can place a call at any time to a totally unremarkable cleaning service that specializes in *ahem* discretion.

Smuggler (-200 cp, discount Cartel) After the Republic so cruelly - for no reason at all! - leveled sanctions against the noble Hutt Cartel, well they had to get creative in getting goods. You are extremely good at passing checks unnoticed, hiding cargo, distracting inspectors, all of the necessary skills to move cargo and people unseen.

Made It (-400 cp, discount Cartel) You can find family anywhere, from a ragtag crew to a vast organization. You build communities, odd, sometimes twisted communities. Wherever you go, it seems you always can find somebody to watch your back or avenge your death.

My Kind of Scum! (-400 cp, discount Cartel) You get how criminals and warlords think. People on the outside of the law tend to be at least neutral towards you, barring a specific reason to go after you, and most become downright friendly with a little time and effort from you.

Daimyo (-600 cp, discount Cartel) It takes a lot to actually rule, especially in the underworld, but you have what it takes. Iron will, self-discipline, an understanding of who can be bought and who must be persuaded, how to keep order over your followers and how to go to war.

Man-Catcher (-600 cp, discount Cartel) Bounty Hunting hasn't really caught on in the wider galaxy, so when somebody absolutely, positively needs somebody tracked down, they come to the Hutts. You have all the skills and then some to track a fugitive across multiple systems. No matter how fast they run, no matter how well they believe they've obscured their trail, you will never hit a dead end.

Consume (-100 cp, free Drengir) Strictly speaking, the Drengir don't need meat to thrive and grow. Just to grow faster and stronger. You grow just a tiny bit stronger with each enemy you vanquish, eating optional.

Self-Sufficient (-100 cp, free Drengir) The Drengir don't want the things that animals want. They don't want community... connection. You could go a thousand years or more without conversation, or the warmth of another's touch, and be unbothered by the solitude.

Agents of Chaos (-200 cp, discount Drengir) It is said the Drengir feed on terror and chaos. This is mostly rhetoric, but the truth is, they are extremely good at terror

tactics. A Drengir infestation is usually first noticed in children going missing, grain spoiling, things lurking in the mist and shadows.

Out of the Shadows (-200 cp, discount Drengir) None suspected the existence of the Drengir before they were unleashed on the galaxy. No one imagined they could spread so far, so fast. Everytime a new weed pops up it seems to come as a complete surprise. You are a master of finding angles of attack your enemy never thought to defend, weaknesses, oversights, you will surprise the meat-creatures again and again, and you will feed.

Cold Terror of the Dark (-400 cp, discount Drengir) When the Jedi on the Amazine Station first woke the Drengir, their first clue that something had gone horribly wrong was this cold, creeping feeling of dread, then increasing visions of danger and horror. You have an aura of fear, appearing in the Force as a dreadful shadow and invoking a similar terror as Vader. You could paralyze a community by strolling through. This can be toggled off.

Harvest (-400 cp, discount Drengir) The Drengir see animals as plant-food, nothing more. When you treat people as a disposable resource, you find things go better for you, as if you had some kind of plot-armor, or your efforts were magnified.

Join Us... (-600 cp, discount Drengir) Many have joined the Drengir willingly. In at least one case this was a trick, but you have an absolute mastery at playing into people's fear and despair, presenting yourself as the solution, or simply manipulating them using their negative emotions. Those who are scared and angry enough are not known for their critical thinking skills, after all.

Master of the Dark Side (-600 cp, discount Drengir) There are no Sith in this era, save a single master-apprentice pair who have hidden so thoroughly as to be totally irrelevant. Do not imagine this means the Dark Side is absent, for the Drengir taught the ancient Sith most of what they know about it. Your power and skill would qualify you for Dark Lord, if that were still a thing.



ITEMS

Datapad (-50 cp) A tablet computer with optional holographic display. Contains most common knowledge of this and any future settings, and updates to match any superior computer you might have access to.

Energy Cells (-50 cp) A useful power source for everything from blasters to speeders to computers. Yours recharge overnight.

Fusion Furnace (-50 cp) A standard in households, this device, about twenty pounds, is a safe and reliable fusion plant. It provides heat, light, and enough power for a large estate or small community, just add water!

Medkit (-50 cp) A first-aid kit with scanner and diagnostic computer, bacta patches, spray splint and so on. Hopefully enough to save a life.

Rebreather (-50 cp) A small mouthpiece that can filter breathable air from water, and keep out most toxic gasses.

Toolkit (-50 cp) Hydrospanner, fusion cutter, hex-clamps, prybar and magna-driver. All you might need for simple mechanical repairs aboard a starship, or most of anywhere, really. Even throw in a carbon chisel.

Spacesuit (-50/100 cp) A suit for going EVA and performing repairs in deep space. It has oxygen reserves for a full day, blocks most radiation fine and maintains pressure. For an extra 50 cp, it can have a tear-resistant outer layer and armored panels.

Credits (-50/100/150/200/300 cp) They say Republic credits make the galaxy spin around. For 50 cp, you have five thousand credits, enough for a good speeder and a little left over. For 100 cp, twenty thousand, enough to buy your own starship. For 200 cp, a quarter million credits, a not inconsiderable fortune.

At any time, you may add 100 cp to turn this from a one-time starting payment to a monthly income.

Droid (-100 cp) A faithful mechanical companion. Could be a skilled pilot, or a mechanic, cook, surgeon, construction worker, fighter, or more. People use droids for lots of things.

Speeder (-100 cp) A high-speed floating vehicle. Can be the equivalent of a car, or a van, or even a swoop bike.

Skyhook (-100 cp) A relatively luxurious flying home, such as are common on Coruscant.

Temple Robes (-100 cp, free Jedi) The uniform of a Jedi. Well, uniforms. Formal Temple robes are pure white with gold lining and designs, or the inverse, and impressive capes. But the Jedi are a practical people as a whole, so simpler robes and even overalls are common. In any case, these mark you as a Jedi.

Lightsaber (-200 cp, discount Jedi) The weapon of a Jedi, not as clumsy or as random as a blaster. In this age, there's a lot more variety than you might be used to. Crossguards, double sabers, twin, twin-blade, variable blade lengths and modes. Of course, what you're really paying for is to never, ever lose it.

Jedi Vector (-400 cp, discount Jedi) The fastest and nimblest starfighter in the galaxy. So much so it's practically suicidal to fly one without Jedi reflexes. Indeed much of the

expected safety and computer systems required for flying have been stripped out for a far more tactile approach, helping the fighter to serve as an extension of a Jedi's body and connection with the Force. The overpowered laser cannons can be set to wide-area stun, but can only be armed by placing a lightsaber on the console where it becomes locked in by a forcefield and the cockpit lights change to the saber blade color. Unusually for fighters, it has a powerful tractor beam and a hyperdrive. Either one seat or two, for a Padawan. By default, it lacks shields, depending on the skill of the pilot, but they may be added for an undiscounted 100 cp.

Starlight Beacon (-600 cp, discount Jedi) Nestled in the middle of the dark zones of the Outer Rim, the Republic built a city in space. A beacon to allow navigation in the strange new hyperlanes, to facilitate and relay communications across eight sectors, to broadcast the Republic's message of peace and goodwill. It is a hospital, a research station, a marketplace and trading hub, with the security forces and auxiliary craft to respond to a military or humanitarian crisis, all manned by loyal NPCs. It also contains a great library, a museum with the wonders of hundreds of worlds, and the greatest Jedi temple outside Coruscant itself.

Warcloud (-100 cp, free Nihil) When the Nihil board a ship, they first vent these cylinders of gas, which are not only poisonous, they foul sensor readings of all types, making it impossible to tell how many there are or where. Comes with an armored spacesuit.

Stormseed (-200 cp, discount Nihil) Maybe the Interdictor idea didn't pan out, but something useful came out of it. These mines can ruin the day of any ship traveling in hyperspace nearby, and were used to close off eight sectors to the Republic. You have a large, regenerating stock of these mines.

Stormship (-400 cp, discount Nihil) An attack ship, fairly unremarkable except for the Path Drive, which can utilize shortcut hyperspace routes nobody else can, make tactical micro hops and so on. The drive may be transferred to another ship if you prefer.

Great Leveler (-600 cp, discount Nihil) An amorphous monster captured by Ro and kept in a casket. It inhibits the powers of a Jedi, filling them with horror and disabling them, before draining the life from them and causing them to crumble to dust. Yours will always return to the casket and in future Jumps you can designate a new lifeform for it to be the perfect predator of.

Elaborate Wardrobe (-100 cp, free Politician) Fancy clothes to suit any occasion, you could get changed three times a day and still not wear them all in ten years.

Beacons (-200 cp, discount Politician) A series of subspace beacons, meant to relay comms and holonet to the furthest reaches of the galaxy in yet another of the Chancellor's Great Works. You can just float one in space and it will rapidly multiply, within a week affording you a galaxy-spanning commnet allowing real-time communication from one side of the galaxy to the other, with the bandwidth for countless data-dense channels.

Longbeam Cruiser (-400 cp, discount Politician) A versatile ship, a transport and light carrier, useful for disaster relief or long patrols. Not really a warship, its armaments begin and end with six missiles. Alternatively, you could take a luxurious space yacht with decadent facilities but less shields, firepower, speed, flexibility, etc.

Discretionary Budget (-600 cp, discount Politician) You have been placed in charge of a massive fund for the Chancellor's Great Works. An almost limitless well of money with one catch - you can't spend it on yourself. It's for grants to the arts and sciences, and public works, and must be used for these purposes. Still, what an opportunity to improve wherever you land, for in future Jumps this carries over and converts to local currency.

Blaster (-100 cp, free Spacer) Hokey religions and ancient weapons are one thing, but nothing matches a good blaster at your side. You will always find this weapon on you when you need it, and it never runs out of charge.

Bacta (-200 cp, discount Spacer) The new miracle salve from Thyferra that is replacing Rejuv, which in turn replaced Kolto. Lifesaving medicine and a valuable cargo that replenishes monthly, in one convenient package.

Transport (-400 cp, discount Spacer) It could be a large boxy transport like the Legacy Run, or one of the Corellian light transports. In either case, this is a functional craft, not at all like the artisanal gilded ships common to the era, armed to fight off raiders but mostly for getting cargo from planet A to planet B in a hurry.

House (-600 cp, discount Spacer) No humble space captain, you. You find yourself at the head of a great mercantile house, such as the Graf or San Hekka clans, both a family and an interstellar financial empire (or an equivalent megacorp if family isn't your thing) with tendrils in every pie, more wealth and influence than many sectors.

Litter (-100 cp, discount Cartel) As a rule, the Hutts aren't big on walking. As a Hutt, or their representative, you have a suitable throne that can hover or be carried, setting you above the common rabble.

Spice (-200 cp, discount Cartel) A large chest which refills weekly with glitterstim spice. Not only a powerful narcotic in its own right, it can be combined with a wide variety of other drugs safely, and yours can be non-addictive. This is a fortune to be made or a break from life's troubles, just remember what they say about dealers who use their own product.

Hutt Longship (-400 cp, discount Cartel) Mostly a troop transport, but with the speed to run blockades and the firepower to blast through light opposition and menace civilian ships, these are often seen in piracy and raids, one of the most formidable ships there is with the Ruusan Reformation limiting capital ships.

Domain (-600 cp, discount Cartel) You are overlord of an entire world, a wealth unimaginable to many, but commonplace in this galaxy where half of planets have some form of royalty. It may be a moderately wealthy planet, or in possession of some rare and useful resource, or even a den of scum and villainy like Nar Shaddaa.

Seeds (-100 cp, discount Drengir) Seeds for growing more Drengir in a hurry, assuming you want to.

Champion (-200 cp, discount Drengir) A powerful force user has taken your root system inside and serves you with absolute fealty and every fiber of their being. It could be an ancient Sith Lord or a contemporary Jedi Master.

Hive (-400 cp, discount Drengir) The Drengir appeared almost simultaneously across a significant portion of the galaxy. Partially because of the use of the Amaxine Station, partially because the Nihil spread the infestation around to make trouble for their enemies. In any case, dormant Drengir exist in any future setting you care to insert them, scattered under many cities and/or worlds, waiting for your signal to arise and begin the harvest.

Amaxine Station (-600 cp, discount Drengir) The ancient Amaxine warriors are famous for two things: A culture so martial they used weapons as currency, and their ability to appear anywhere without warning. The latter is because of vast constructs like this, able to fire drop-pods through hyperspace anywhere in the galaxy in a matter of hours. A wonderful way to deploy elite strike teams, or plant the seeds for a great harvest.



ALLIES

Vernestra Rwoh (-50 cp) The youngest person to be knighted by the Order in recent history, at age fifteen. A Mirilan prodigy who is not so strong in the force, but more than skilled and clever enough to make up for it, and humble enough to hate showing off besides. Wields a purple lightsaber with an alternate mode as a light-whip. Hates it when people shorten her name to Vern.

Keeve Trennis (-50 cp) Newly knighted, so awestruck by the legends that surround her she cannot see she is worthy to be counted among them. Keeve is a strong and compassionate Jedi, quick-thinking as well. A human with darker skin, and curly hair she wears long and messy on one side, shaved close on the other. Her lightsaber is green and double-bladed.

Elzar Mann (-50 cp) A male Human Jedi, and the Order's most controversial member. A relentless tinkerer and experimenter with Force powers, Elzar's often frivolous uses of his powers annoy many Masters, while his tendency to never ask permission or explain himself is an unending source of friction. Old friends with Avar Kriss and Stellan Gios. Mann's lightsaber is simple and blue.

Loden Greatstorm (-50 cp) Male Twi'Lek Jedi master. Loden is extremely quick and fluid in his use of telekinesis, able to stop grenades, juggle assailants and redirect explosions as they happen. However, he is most famed within the Order as its best

teacher, patient and understanding, able to turn any circumstance or setback into a teachable moment. In canon, he is captured and tortured by the Nihil at the Republic Fair attack, perhaps his fate can be changed? The Greatstorm uses a plain lightsaber with a yellow blade.

Orla Jareni (-50 cp) A female Umbaran Jedi master, and the first Wayseeker we see. Her intuition led her to take part in the relief at Hetzal Prime, saved Keeve from the Drengir and then the Drengir from the Hutts, and ultimately dies to the Great Leveler while investigating the source of her unease on Starlight Beacon. If you can save her, that'd be great. Orla wields a white twin-bladed lightsaber that can snap down into a double-saber configuration.

Sskeer (-50 cp) A male Trandoshan Jedi, Master to Keeve Trennis. Sskeer is famous in the order for his piercing insight and foresight, but has had a rough time of it lately. First losing an arm to the Great Disaster, now his connection to the Force wanes as more of his strength is used to stave off a degenerative brain disorder, one which is amping up his instinctual aggression. Any help would be dearly appreciated by this honored Jedi who is trying to comport himself well in the face of degeneration and death.

Stellan Gios (-50 cp) A male Human Jedi, the newest master to join the Council and definitely feeling the strain. A close friend and former lover to Avar Kriss, Gios was also Vernestra Roh's master. Tends to be the voice of reason and restraint. Stellan wields a blue lightsaber with an elaborate crossguard that actually projects tiny blades above it sensibly.

Lina Soh (-50 cp) Female Human, Chancellor of the Republic. Lina is a woman of formidable will and a mastery of diplomacy, committed to expanding the Republic through outreach and cooperation

Leox Gyasi (-50 cp) A male human, pilot and captain of the starship *Vessel*. Gets caught up in the Disaster and ensuing events. Good fellow, with just a pinch of scoundrel about him. Also ace, allegedly the first in the saga.

Affie Hollow (-50 cp) Female human, co-pilot of the Vessel, and exceptionally driven to stop the Byne Guild's abused of indentured workers.

Geode (-50 cp) A Vintian and the final crewmember of the Vessel. A being of many layers, apparently quite the flirt despite certain biological incompatibility. Also, he's a rock.

Sylvestri Yarrow (-50 cp) Female Human, Captain of the *Switchback*. Syl grew up learning how to fly, fix things, and fight with the best of them. In particular from her "Auntie Lournia" who turned out to be the Nihil Tempest Runner, Lournia Dee. When her mother faked her death to research interdiction technology, Syl kept on flying, running cargoes in the Outer Rim, before getting mixed up in the fight.

Avar Kriss (-100 cp) The Marshal of Starlight Beacon and poster child for the Jedi Order, Master Kriss is tough, smart, compassionate and flexible. Perceiving the Force as a song, she unites the Jedi around her into a grand symphony, and is seen by almost all who meet her as the ideal Jedi. If she has a flaw, and she does, it's that she is so protective of those around her she can veer a little darkside when confronting those who threaten them. Kriss wields a green lightsaber with a crossguard.

Yoda (-100 cp) A powerful and wise Jedi master, back in his young...er days. Six or seven hundred years is still a lot for most people, but Yoda is only just starting to slow down. Wields a very short green lightsaber in an acrobatic style.

Twin-Bond (-100 cp) One of the rarest of force phenomena, seen most vividly among twins like Terec and Ceret, you share a mental link with someone so complete and intimate that at times it's debatable whether you're even separate people, you share your feelings, thoughts, senses, forming a rare dyad in the Force.

Other (-100 cp) Anyone missing? Well, quite a lot, there are characters upon characters. Have no fear, recruit them with this.

Knights of the High Republic (-100 cp) You can import any number of Companions from your home or previous adventures, each with 800 cp of their own to spend. Companions cannot take drawbacks for further points.



DRAWBACKS

Continuity! (+0 cp) Besides the sequel trilogy, the High Republic is about the only thing so far that clearly and only is part of the new Disney Canon. But when has that ever stopped a Jumper? If you'd prefer to keep the backstory elements of the EU/Legends, here you go.

Welcome Back (+0 cp) Have you been here before? Keep your history and any consequences from KOTOR/TOR.

Overachiever (+0 cp) Generally a Jump lasts for ten Terran years. However, if in that time you are able to utterly defeat and destroy either the Nihil, Republic or Hutt Cartel, you may choose to leave immediately.

Next Chapter (+0 cp) When you leave, go straight to any other Star Wars Jump of your choice.

All Ages (+50 cp) You cannot drink, do drugs or have sex for your entire stay here. This is a family franchise, after all. Nothing wrong with a wholesome murder spree though.

Stay A While (+50 cp) For each purchase, set your time of departure back five years. This may be taken no more than twelve times.

Bottom Up (+100 cp) Consider Starlight Beacon, a symbol of the age. One half of the station looks like the Jedi Temple in space, a shining beacon of science, friendship and progress. There is an underside, though, the station's ugly industrial bowels that keep it chugging along. This is also a metaphor for the Republic, where unprecedented wealth and prosperity doesn't always trickle down. You start your jump with the impoverished and neglected, left behind by the glittering gilded era. And try as you might, you will never entirely eliminate the working class accent or bearing, or stop people from judging you from it, even those who should really know better.

Kriffing Language (+100 cp) You have a serious case of 'fresher-mouth and can't kriffing stop swearing like a schutta for one minute, even in front of your heroes or small children, ancient dames and even the crinkin' Jedi Council. If you get mad, then you'll really go base delta zero on some poor nerfherder.

Lend A Hand (+100 cp) It should be no surprise with the multitude of Jedi running around, but you're down a limb. You might have a prosthesis and they can make pretty decent ones, but it will still hurt and sometimes have issues. This may be taken up to four times, unless you're a Hutt.

Recorded (+100 cp) Ancient legends speak of beings from other universes, wielding vast power and caring little for its responsible use, who played with the fates of others from Tython to the Mandalorian War. Creatures of chaos known as Jumpers. It was foretold that one day they would return, and though few know or believe in ancient prophecies, all evidence points to you for those willing to seriously dig.

The Republic Most High (+100 cp) Hark! Why letteth the sport of William Shakespeare's Star Wars perish in ignominy, merely because it hath not yet occurred? Yet thou will see flowery Elizabethan language in all the public houses and halls of power.

Unease (+100 cp) You have a sense of impending doom that won't leave you alone. Something terrible is coming, but you don't know what, or how to avoid it. At night you sometimes dream of terrible scenes of slaughter, a heavily breathing shadow butchering children with a blade of crimson flame, and the like.

Brightest Light (+200 cp) They say the brightest light casts the starkest shadows. The amazing power and skills you can purchase here, or bring in from outside incite naked, poisonous envy in others, how could it be otherwise? I suppose you could just hide who you really are and what you can do the whole time you're here, but is that any way to live?

Imposter (+200 cp) There are so many amazing people in this era. Are you sure you're even fit to stand in their presence? At the end of the day, is there anything - anything at all! - special about you that wasn't bought with cp? These doubts will keep you up at night and may seriously impact your decision making.

Long Haul (+200 cp) If you want to take your time and experience the fullness of this remarkable era in galactic history, set your start date to 300 BBY, your departure to 82 BBY. Enjoy your 218 year stay, you are guaranteed not to die of old age in that time, though not necessarily prevented from wishing you *could*. Hope you remember the main plot when it kicks off almost seventy years in.

Mysteries of the Sith (+300 cp) The galaxy is full of lost and highly advanced civilizations. The Sith Empire, of course, leap straight to mind, but also the Amaxines, the Rakatans, Killiks, the Celestials... You are utterly fascinated by all those lost ancients, the wisdom and power they held, their secrets and mysteries taunt you. You would love nothing more than to spend a few months poking around their ruins. Fortunately, nothing bad has ever come of *that* in the history of the galaxy.

Saga-Less (+300 cp) You forget all your knowledge of the High Republic, and indeed, all of Star Wars.

The “High” Republic (+300 cp) You have an addiction, a chemical dependency. It could be deathsticks, or glitterstim spice, heck it could be ketamine. The point is, it’s very bad for you, but you need it to get by. You can kick this, but it won’t be easy by any stretch of the imagination.

Impoverished (+400 cp) Wealth and status matter so much to some people. Your possessions from outside this universe are denied you, and your Warehouse barred from entry. However, any Items from previous Star Wars Jumps remain with you.

New Frontiers (+400 cp) Your powers and perks from outside this particular universe are disabled, leaving you with your Body Mod and any purchases from other Star Wars Jumps.



END

A final choice remains.

Go Home - It’s still waiting for you, the place you grew up.

Stay Here - It’s quite an interesting galaxy, full of wonders, horrors and adventure to fill dozens of lifetimes.

Move On - Further adventures await.

Jump by Aeheriman, special thanks to Zealouschristian24, FactorySmith and Cglasgow.