

Lewd Star Wars Jump

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A long time ago in a galaxy far, far away, the forces of light and darkness are locked in an eternal battle. The guardians of the light face off against the predators of the dark, utilizing something known as the Force for their own purposes. This all encompassing power flows through the entire Galaxy, its wills guiding the many inhabitants of it. Divided into the Light side for peace and tranquility and Dark side for selfish and corruptive ambitions, it laid the foundation for numerous wars. Entire species, planets and interstellar governments have been locked within the struggle, rising and falling as the engines of conflict turn. It is a Galaxy of Heroes, Villains, Destiny and Battle.

And of incredibly sexy alien sluts.

The whole Force business and wars and political intrigue is worth one's time but can it honestly be more important than seeing your favorite Princess in a Slave Bikini? Or

introducing the busty Jedi Master to something other than the Force filling her? Maybe there is something about Midichlorians but for every ugly slug (though that may also be someone's kink we don't judge here) there is a stunning beauty.

With that said, welcome to the Star Wars universe! All in all the plot is roughly the same of what you can expect from such a long spanning franchise. However besides that everything is also decisively lewdly charged, all the pornographic content one might associate with Star Wars influencing this Galaxy.

You get to stay 10 years in this world. Take **1000 CP** to spend on your choices as you explore the Galaxy. Will you save it? Conquer it? Or just sample its many women?

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Era

Across all the lightyears in which these wars take place, events have unfolded for countless ages. You can freely decide on which day in the Star Wars timeline you will enter. If you like, you can use the below options to orient yourself and know what to expect.

The One's Rise: When talking about what happened a long time ago in a galaxy far, far away, this is among the earliest points you can enter. Over 100.000 years before the Battle of Yavin (BBY) the Ones would meet the woman who took the role of their adopted mother. Through the wish to stay with her beloved family she would eventually become Abeloth, one of the most dangerous beings in the galaxy.

Dawn of the Jedi: Around 25.000 BBY. The Jedi of the future are now merely the Je'daii of Tython, a planet so strong in the force merely being present upon it can endanger non-Force Sensitives. The Rakatan Empire ravages entire worlds, using force-based technology to subjugate and control. Civil War and Slave Revolts would in time destroy them.

The Old Republic: From 25.000 BBY to 1.000 BBY. It is perhaps the longest era, with some of the most cataclysmic and legendary conflicts of this universe. The Jedi Order flourished and the Sith would first come about.

The High Republic: 500 BBY to 100 BBY. After the perceived annihilation of the Sith, the Old Republic would transform into the High Republic and the Golden Age for the Jedi Order and the Republic. It was a time of peace, growth, exploration and prosperity. That being said they had their own threats as well like the Nihil.

Fall of the Jedi: 100 BBY to 19 BBY. One of the darkest periods in galactic history. The decline of the Jedi Order lead directly to their collapse and the Republic became plagued by corruption, causing the Confederacy of Independent System to try and separate themselves. The Clone Wars, as well as Order 66 would bring an end to this age and usher in the rise of the Empire.

Reign of the Empire: 19 BBY to 5 BBY. After Darth Sidious won, the Empire would tighten its grip over the entire galaxy. The Jedi are on the run, democracy is dead and entire populations are enslaved for the Imperial War Machine. But sparks of rebellion start to rise up.

Age of Rebellion: 0 BBY to 4 ABY (After Battle of Yavin). The shortest Era, yet the one with the most wide-reaching consequences. Luke Skywalker, son of Darth Vader, would destroy the Death Star. The Rebel Alliance openly challenges the Empires tyranny. Ultimately, the light would win over the darkness and Anakin Skywalker find his redemption.

The New Republic: 4 ABY to 34 ABY. Three decades after the presumed death of the Emperor, the civil war lead to an attempt at reestablishing democracy. The ideals of the republic were to be restored while avoiding its flaws. Remnants of the Empire became warlords as Mon Mothma is elected as a new Chancellor.

Dark Empire: 6 ABY to 10 ABY. A version of events that has since than been decanonized. This Era sees the New Republic struggle against Imperial Forces. But none struggle against the darkness as much as Luke Skywalker who has joined a reborn Sidious with the intent to betray him and end his threat once and for all. Naturally powerful machines named World Devastators are once again sewing fear.

The First Order: 28 ABY to 35 ABY. The Empire rebuilds itself as a new Regime after fleeing into the farthest edges of the galaxy. The demilitarized New Republic struggled but ultimately failed to remain stable, allowing the First Order the opportunity they needed. Under Snoke, the Starkiller Base would be constructed in a new attempt at ruling through fear and domination. This era would also see the fall of Ben Solo to the dark side, leading to him destroying Luke's new Jedi Academy. During the battle of Exegol, Jedi Rey and a redeemed Ben would destroy Sidious once and for all.

New Jedi Order: 36 ABY and beyond. The First Order has fallen but new challenges are always on the horizon. What challenges Rey and the others would face is a mystery but in a different reality, these years saw the invasion by the Yuuzhan Vong.

Legacy: 130 to 138 ABY. One of the formerly most futuristic times we know about in Star Wars and since decanonized. A century after the Empire's Fall, Darth Krayt's new Sith Order took complete control and introduced the Rule of One. Scattered remnants of the Jedi and the Republic try to resist. Little do most know that Krayt is more frail than he seems, the Yuuzhan Vong's parasite draining his life.

Choice of Canon: Now this might seem all rather overwhelming at first. And what is this about non canon time periods? Well Star Wars is a large galaxy, spanning numerous years. Ultimately you are guaranteed a certain amount of freedom. You can freely decide what aspects of what 'canon' apply to your Jump. This can be as large as ensuring the Sequel Trilogy by Disney is where things would naturally go, to something as simple as characters like Ahsoka and Rey having a place in a non-Disney timeline. By the Force's grace, canon can be whatever you want it to be. Naturally this can include your favorite NSFW works.

Race

Which one among the many lifeforms do you belong to? Pick any of the below racial options. Perks that are associated with a Race are discounted by half with **100 CP** Perks and Items becoming Free.

Human (Free): The vanilla option. You are one of the many humans inhabiting the many worlds. Culturally your kind are the most dominant, found on a multitude of settled worlds and engaging in many trades and professions. By the time of the Galactic Civil War they were the most numerous species in the galaxy. You could disappear into the masses, or try to be a human remembered for ages.

Alien (Free/200/400): Something more unique. Many sentient lifeforms can be encountered here and you may consider yourself a member by taking this option. Unlike humans, there is a vast range of options within this section so you can take the below tiers to orient yourself. Even more creature like aliens are options you can take. You will be sentient no matter if what you take here would usually be.

For **Free** you can be a normal race not much different from a human, having no noticeable advantages over them biologically. You can consider the much desired Twi'lek as examples.

For **200 CP** you are of a species that has certain advantages. Maybe you are a Zeltron, producing pheromones that make you appear more beautiful and likeable. Or you are a Wookiee, naturally stronger and tougher.

For **400 CP** your species has numerous advantages. The Yuuzhan Vong with their ability to be outside the force and impossible to pick up would be one example. Energy Vampires whose bite can drain the life force of others to heal themselves or imbue said life force into others to heal them are another. Great and powerful creatures like the Zillo Beast or a Sarlacc to rival the Ancient Abyss also apply.

Artificial Intelligence (Free/200/400): A very different kind of lifeform. Instead of flesh and blood you are composed of metal and data. You are one of the many Artificial Intelligences within Star Wars. No two Droids are the same and as such there are tiers to this option as well.

For **Free** you are not much more exceptional than the common man or humanlike alien. You could be a weaker Astromech or an R2 unit. One of the B1 Battle Droids is also an option. Even weaker examples like a Gonk, basically a walking battery, are on the table.

For **200 CP** you are a more notable AI, inhabiting a chassis with more advantages like being better suited for combat. The Droidekas, Magnaguards, HK-47 or similar are viable options.

For **400 CP** your power as an AI is exceptional. You could be akin to the Spark Eternal and the Scourge, or the Legends versions of the IG-88, capable of infecting other droids.

Hybrid (Varies): Do you want to be a Hybrid child of two species? Do you want to be like Grievous and enjoy the power of metal while having fleshly bits? If so you can take this option. Pick two or more of the Species options and pay the Price listed for each option on top of a +100 CP surcharge per option.

For example: A Hybrid between a human, a Yuuzhan Vong and a Droideka would cost 800 CP (Free + 400 + 200 + 100 + 100 = 800 CP).

You can only receive Discounts from ONE Species option.

Origin

Now just who are you? This galaxy is full of fascinating individuals and characters, with many variations in philosophy, approach and desires. You can freely pick what kind of destiny you want to step into from the below origins.

Your age can be freely decided by you as long as it is above 18 years/the age of sexual maturity for your species. Likewise you can freely decide your own gender.

Perks and Items that are associated with an Origin are discounted by half with **100 CP** Perks and Items becoming Free. The sole exception to this is the Switch Origin. They get everything for Free that Jedi and Sith would gain from General Perks and Items but beyond that get their own amount of discounts you can freely use on Jedi and Sith Perks and Items. The catch is that they only get 1 discount each for Perks and Items for every Price Tier (100, 200, 400 and 600).

Jedi (Free): You are one with the Force and the Force is with you. As a Jedi you are a firm defender of all that is good. You wield the light side of the force with skill and grace, keeping the peace in every corner of the galaxy. You are powerful, beautiful... and the target of incredible danger. There are many who would covet you for their own desires and your path is likely to bring you into conflict with them. But given you're already used to submitting to the Force, perhaps you'd find joy in that?

Sith (Free): You do not yield to the Force, you make the Force yield to you. As a Sith you are a dreaded figure everywhere you go, wielding the dark side as your weapon against all who oppose you. You dominate and take as you wish for more power and passion. Especially passion. That being said... it is never too late to try and let go of the darkness either. Perhaps you'd like some genuine love alongside the many conquests?

Switch (Free): Your connection to the Force is a lot more complicated. It's to be expected really. Not all Jedi remain in the light and not all Sith are forever in the darkness. Redemptions and falls from grace are common and this Origin reflects that. You are simply associated with the Force. What you do with that is up to you.

Scoundrel (Free): Who needs the Force? All that space magic is none of your business. You just take one day at a time and scour the galaxy for jobs, money and women. Maybe you're a smuggler or a bounty hunter or just your average rogue. Funnily enough it is these kinds of individuals who can make the most difference... and get plenty of lovely ladies to fall for them.

Scientist (Free): The mysticism of the Force is ever intriguing but far more well known are the wonders of technology. As a Scientist you are part of the reason for all the incredible advancements. Be it with machines or biology, you have devoted

yourself to pursuing and discovering knowledge. Along the way your other head can also receive some attention.

Politician (Free): Instead of the battlefield, the conflicts you have are fought with speeches and bribes. As a politician you are active on the sphere of governing potentially entire planets at once. Much can be gained in this position, especially for those who rather satisfy themselves than see to the needs of their people.

Factions

Who ended up earning your loyalty? In this section you can select what Faction present in the galaxy you ally yourself with. Perks and Items that are associated with an Origin are discounted by half with **100 CP** Perks and Items becoming Free.

Republic (Free): Democracy. Ever so fragile and underminable. It can be argued to be the worst kind of government, except for all the others. It's the only one that allows the people a chance to not get fucked over by the rulers. Whether you're in the senate, on the streets of Coruscant or a Jedi trying to defend it, you are aligned with any version of the Republic.

Empire (Free): Now to what happens when Democracy dies. When a single person has been given far too much power. Any one such authoritarian nightmare is one you have sworn to defend. Perhaps an officer trying to enjoy the rewards of tyranny and gain some fun with prisoners and those who oppose the order. Or do you dare to try and be the Emperor or Empress yourself?

Rebellion (Free): They cannot stop it. Tyrants will always exist but so will people who rise up, say enough is enough and fight like hell to bring about freedom and equality. The only kinds of slaves this galaxy ought to have are those who consent to it and free love is to be commonplace. You are one of these rogues who try to bring about a better tomorrow. Hopefully you won't die trying.

Criminal (Free): The wheels of politics turn ever so slowly but there is one constant between all of it. None of them have your freedom or your power. Beneath the colossal conflicts, criminal scum like you forges their empires. Shackle the finest beauties in slave bikinis for your amusement and laugh at the impotent fools going about destiny and the force. We all know who really wins in the end.

Independent (Free): Or maybe you just don't want to deal with any of this. You wouldn't be the first to try and stay out of matters. From the normal citizen, to the average Bounty Hunter to even several populations like the Confederacy of Independent Systems, there are many like you who simply try and follow their own ambitions and live their lives. Just be careful you don't get dragged into the wheels of war. Or become the submissive plaything of a Sith, politician or criminal. Though who knows perhaps you are well suited to oppose such things.

Perks

General Perks

You receive a **+300 CP** Stipend to be used exclusively on General Perks.

You receive 2 Discounts for the 100, 200, 300 and 400 CP Tiers in the General Perks section.

May the Lewd be with you (Free/100): This is why you're here isn't it? Well lets get it out of the way. This iteration of the Star Wars is specifically more lewd and sexually charged in nature. Everyone seems to be more attractive on average and the already attractive ones could leave someone salivating. Bodies are shown off more, fanservice is more present and everyone just thinks a lot more sexual. 'Porn Logic' and 'Porn Physics' also are commonplace, sexual diseases and unwanted pregnancies being a non factor and your favorite kinks showing up regularly in some shape or form. This even offers some safety, people who should usually crush their partners' pelvises on accident with their sheer strength will do no unwanted damage no matter how much force they put in as long as the act is sexual. As an added note, everyone will be at an age of sexual maturity, both physically and mentally. If you want to be able to apply this 'Lewdness' effect in future worlds, pay **100 CP**.

Star Wars Survival Skills (Free): There is a certain set of skills you practically must have if you want to have a shot at surviving this galaxy. That is what this Perk is for. You now have basic knowledge on how to use most available technology and how to shoot a blaster without embarrassing yourself. Nothing special but better than nothing.

Extra Assets (100): Are you unsatisfied with the length and size of certain bodyparts? With this Perk you can choose to enlarge sexual characteristics by a decent amount. You can pick this multiple times and no matter what happens the size won't get in the way of anything. Optionally you can use this Perk to give yourself sexual characteristics of another gender, like say having a penis as a woman.

Local Visitor Knowledge (100): Never be caught on the wrong foot again. You now have the same kind of knowledge about the local culture as any common inhabitant would have. That means the local customs, but also the nearest brothel and bar.

Do It! (100): Sometimes it only takes a few words to make someone cross a line. When someone is at the precipice of making a choice, you know just what to say to make them commit the choice you prefer seeing. This works at its best when they already trust you and the more troubled they are, but you can see a minor benefit

even if these factors aren't present. Can also be applied to less extreme situations like what to say to make a girl who is thinking it over say yes to you after all.

I'm too weak (100): Don't mind the fact that you just wielded a lightsaber and killed two Jedi Masters and shot lightning from your fingers, you're just a defenseless old man. You are capable of playing the part of the frail, helpless and fearful very well. Unless someone actively saw proof of the opposite they could be convinced that you really are on death's door and those who have any interest in keeping you alive and/or safe could be spurred into action.

Diplomatic Immunity (100): Being an active member in the sphere of politics comes with certain benefits. You have what is considered diplomatic immunity by any court and group in the setting. It serves as legal protection for yourself. Why is this so cheap you may ask? Well it is only Diplomatic Immunity on paper. It does not actually stop someone from attacking you. Just ask Leia.

Clone Training (100/200): No one who is cloned for fighting can do without a proper training. You have the kind of training any decent Clone received, knowing how to fight in the military. For **200 CP** this instead becomes more specialized training, allowing you to stand next to the likes of Rex and Cody.

Clone DNA (100/200): The clones were the grand army of the Republic and eventually the enforcers of the empire. That is in part because of the DNA of Jango Fett, one of the most dangerous bounty hunters in the galaxy. Like the clones you share some of the valuable DNA. You are a far cry from being a match to one of the Fett's in direct combat but you have the same genetics as the clones. You're physically fit and have a minor natural aptitude for battle. You do not need to look like the clones though, but are still considered quite handsome, with the kind of presence a soldier leaves on certain ladies. Unlike the clones you also do not have an Inhibitor Chip. If you take this option you can furthermore choose to import as a clone.

For **200 CP** you have some genetic mutations. These make you overall more potent in one key aspect. Consider the Bad Batch as your point of comparison.

Not Consenting to Plot (100): Fuck all of this! You're not here for a revolution or empire. You're a lone wolf badass who does his own thing! At least... probably? We all know what happened with Han Solo. Still you have a good way to guarantee you don't have to deal with the plot unless you have to. You can... just ignore it. No one is going to force you to take part in their missions and you always manage to slip through any 'canon events'. As long as you do nothing to change the plot, the plot in turn will leave you alone.

Multilingual (100): With all these planets having their issues with themselves and others, at least communication would be a good thing to have. You are now fluent enough in all the normal languages to be found in this galaxy. You could speak with a Wookiee in their native language in one moment, chat with a droid in the next and afterwards seduce a Twi'lek beauty in her own tongue. This also comes with a certain boost to learning other mundane languages, making it so you can be fluent after at most a month of dedicated study.

Zeltron Endurance (100): Most view the Twi'leks as the epitome of sensuality. All who have never met a Zeltron, the truly most beautiful people in the galaxy. With their natural pheromones, naturally high metabolism and weak telepathic powers, positive emotions not only became a cornerstone of their culture but also very easy to indulge in. While you may or may not be a Zeltron, you share some of their infamous qualities. You are naturally an attractive member of your race, always fit and attractive with a metabolism that never lets you gain any unwanted fat (at least in places you don't want to). This also gives you an impressive amount of endurance in the bedroom, able to outlast most partners.

Universally Attractive (100): There are innumerable different tastes and individuals to be found here. Each one their own unique kind of enticing and alluring. You can't be blamed for wanting to try out each of them. This Perk opens the 'door' so to speak. You are now capable of being considered a viable partner for anyone regardless of their sexual or species related preferences.

Surprise Visit (100): Is there someone in future or alternate eras you want to see but don't want to deal with their time itself? By taking this Perk you are able to include figures of other time periods or versions of Star Wars into your jump than the one you visit. You could have Rey and Darth Talon in the Clone Wars or Anakin be in the Old Republic Era if you feel so inclined. This will be guaranteed to not change the story. Don't think too much about it, the Force permits it. Even in future worlds.

Genderswap (100): This Perk allows you to enter a version of a setting where certain characters have different genders. Perhaps Ani Skywalker is the chosen one or Aayla Secura is a Jedi instead of Anakin and Aayla. This won't affect anything beyond their gender and they will still be the same person with roughly the same stories.

I have come to surrender (100/400): No harm in surrendering to a superior. With this Perk you always have the chance to voice your own and if you are permitted to even your allies surrender. Once you speak it, it will be official. Those you surrendered to will accept it and treat you like they would a prisoner of war but in return it is official for you as well. You can not defy them for as long as you are in their care and will have to wait for rescue or for an end to negotiations. Not too bad

when you can live to fight another day. Just be prepared to have to satisfy certain 'demands'.

For an additional **300 CP** this Perk has a surprising combat usage as well. You can use it as a genuine distraction, taking your enemies off guard in a critical moment to get an opening. This Perk can be used in this way only up to three times per Jump but requires several months to recharge after a one time use. Doing so will never make the notion of 'surrender' something to automatically turn down. However the more you fake surrender before doing an actual surrender, the harsher you will be treated. A Jedi who surrendered three times over the course of a year-long campaign only to surrender a final time can only expect the tightest of bondage and roughest of punishments from her new owners.

Lightsaber Form (100/200/One Free for Jedi and Sith): For a Force User, a lightsaber is the most important thing they have. An elegant weapon for a civilized time that needs proper training to be fully utilized. There are a few forms that have come about from extensive training. One of them can be yours to purchase every time you take this. For **100 CP** you gain average proficiency in your chosen form. For **200 CP** you become one of the masters in this form. Jedi and Sith can have one form at the **100 CP** level for free, with mastery costing an additional **100 CP**. The forms you can choose from are listed below:

-Form I: Shii-Cho. The oldest known form of lightsaber combat, derived from traditional swordsmanship. It balanced traditional maneuvers intent on maiming and killing with a focus on disarming an armed foe and was used against multiple opponents. Popular among Padawans in the Jedi Order. The downside is that it doesn't take full advantage of the lightsabers unique properties like the omnidirectional edge and lack of mass.

-Form II: Makashi. A style regarded for its elegance, graceful presentation, and balletic approach in wielding a lightsaber. It is well suited for saber to saber combat and was developed as it became more common to battle fellow lightsaber wielders. Its focus lies in facing a single opponent, preventing disarmament and prioritizing quick and precise strikes. It loses effectiveness against multiple enemies and when defending against long range attacks.

-Form III: Soresu. This form is focused on using tight and controlled movements. Designed to defend against blasters, it takes particular advantage of a lightsabers ability to deflect them. Users are focused on defense against all sorts of attacks and analyzing their opponents. They quickly see openings while not succumbing to fatigue or making mistakes themselves. Its only drawback is limited offensive capabilities.

-Form IV: Ataru. An acrobatic and aggressive lightsaber combat style. This form is almost exclusively offensive in nature, with the aim to end a fight as fast as possible. Users of Ataru use the Force to enhance their movements in all areas of combat and requires great room to attack from all directions optimally. It is a more demanding fighting style, both physically and force related. Its defensive capabilities are also lacking.

-Form V: Shien/Djem So. This form is comprised of two fluid disciplines, both considered physically demanding. They rely on quick transitions from dedicated defense to all out attacks. Shien emphasized blaster redirection, and practitioners could utilize a reverse blade grip. The Djem So variant taught users maneuvers for saber-to-saber combat and blaster deflection.

-Form VI: Niman. Considered the most popular form among the Jedi. It is defined by balance, uniting qualities present in all forms. This ensures the style lacks major weaknesses but also does not have any notable strengths. It is the least demanding form with a healthy balance between offense and defense though leaning towards the later and extensive use of the Force during battle.

-Form VII: Juyo or Vaapad. This is the most controversial form, often forbidden by the Jedi Council. This is due to its inherent aggressiveness and unpredictability. It is physically and emotionally exhausting. Juyo is focused on relentless aggressive assault, drawing upon anger and negativity. Vaapad meanwhile focused on anger and passion, demanding the user not to give into them. It is rapid and frenzied and particularly effective against dark siders, channeling their fury and darkness back at them.

Jar’Kai (100): Jar’Kai is the method of using two lightsabers in combat. Sometimes even more can be wielded by practitioners, depending on their capabilities. By taking this Perk you become proficient at dual wielding. You are ambidextrous, able to wield a weapon in each of your hands without any one hand being less suited or getting in the way of the other. This lends itself to melee abilities you have, but also enables dual wielding blasters or having a ranged weapon in one hand and a melee weapon in the other. You can take this Perk multiple times, each time the number of hands you can theoretically wield separately in battle doubled. You do not automatically get additional limbs this way so don’t take more than you think you need.

But you can get something else on top of skill. Namely a different kind of ‘weapon’. For every time you take this Perk you can double the sexual characteristics. A man can get two penises instead of one and for a woman two boobs become four. You know how to wield everything with the same grace as the original at the same time.

Force Sensitive (200/Free for Jedi and Sith): One of the things you probably came here for besides the woman. Congratulations you are now a Force user. You have a connection to the force (whether through Midi-chlorians or simply because you just are sensitive, that is up to whatever suits you better) allowing you to use various abilities. You start at the level of a Padawan but practice could see these abilities grow. This also unlocks the **Force Section** for purchases.

Disarming (200): Not every battle needs to end in death. That is why you are incredibly good at disarming your opponents and robbing them of their weapons. Of course this can be taken more literally, you simply cutting off their limbs but in general you are skilled at such maneuvers. Can also be used to strip someone mid battle.

Battle Brother (200): Nothing is quite as helpful for relationships as fighting for your lives. When you are fighting alongside someone else, the battles you participate in will in turn strengthen the bonds between you and your allies. Fight long enough and even the roughest of outlaw couldn't help but admit to caring about you.

Paying Debts (200): Surely there are other ways to handle all this massive debt you accrued? Well, there are but it depends entirely on you. When it concerns you, others are willing to use alternatives to cash as payments. You could simply do tasks for them, give them information, or more likely, pay the debt with your body. Don't think this means you can pay for buying a whole planet with a one night stand or get rid of national debt with a few blowjobs. You need to pay in a way that matches the original monetary value. Still, isn't it nice to have options?

Sacrifice (200): To risk everything for others benefit is a great gift and an action deserving of nothing but respect. You will find that you can always find a way to sacrifice yourself. The severity of the sacrifice you make will boost whatever you do the sacrifice for. Risk your life and your platoon will escape a losing battle. Offer yourself as a criminal's plaything and your friends will be normal prisoners instead of sex slaves.

Happiness in Slavery (200): What's so wrong about slavery? Don't ever ask that question around Anakin Skywalker if you value your life. Nonetheless it's a question you might be able to get away with asking any slaves in your care. When it's done by you, a strange sense of peace and happiness overcomes your slaves. The collar feels good, the punishments 'exciting'. If you show them some actual kindness and treat them with a bare minimum of dignity a slave deserves, you could even get genuine loyalty out of them. This also lends itself nice to slave play with willing partners, to the point where being your slave feels completely natural to them.

Ideal Slave (200): The Twi'leks have a reputation for being great slaves. But you? You could truly live up to it. Simply put, you are the born slave. Your body instinctively works to provide your partner with the most pleasure possible without you having to actively focus on it, though ensuring you also enjoy the ride. Beyond that you have great skills when it comes to entertainment, singing, dancing and other erotic expertises. More mundane skills like cooking and maid work are also included. In your presence, other slaves quickly look up to you, taking you on as a 'big sister' of sorts as you can ensure their well being if they copy you. And your Master? They will enjoy you more than they would most, solidifying your spot as a favorite.

Slave Revolt (200): Than again, fuck that. Fuck having to be a submissive plaything. This galaxy is never gonna stop this slavery business if no one ever stands up and does something about it. You excel when it comes to slipping the chains of your masters. The longer you are forced to serve as someone's slave, the more likely it is that you get a chance to escape, if not even a chance to take them down. Among slaves you can become a symbol and martyr, being seen by them as a chance of freedom, allowing you to give them strength to endure. At the same time, you are very good at hiding your true intentions. A submissive demeanor will be all your Master sees while you dream of choking him to death.

Ugly Hutt Bastard (200): Beauty is so overrated. Lets not forget that a disgusting slug alien started one of the most popular sexual trends in all of star wars. This is for all those who want to copy Jabba the Hutt. The more ugly and repulsive you are, the more you fawn desire and lust in others. This is in particular effective the strongest the contrast is, the most beautiful of women finding themselves the most attracted to you. Now you potentially picked up a lot of these beauty perks already so this Perk also comes with a switch to make all beauty perks instead translate to 'ugly' perks, making you ever more repulsive. If you want there is a 'cap' to how ugly you can get, though the actual effectiveness will still be increased to the levels you would have if you didn't have that cap.

Mandalorian Daddy (200): You are not the step Mandalorian you are the Mandalorian who stepped up. If you also want to raise a baby Yoda or simply want to be prepared for any potential children, this Perk can be yours. You are a natural at taking care of and raising children. You can help them become well adjusted adults and reach their potential while being safe and happy.

Breeding Program (200): Ki Adi Mundi, despite being a Jedi, had many wives and children. He was a special exception among the Jedi of his time, not because he had any attachments to them but due to the simple fact that his species was having a population crisis. Sex is useful for more than pleasure after all. This Perk allows you to seamlessly become a part of any ongoing breeding programs. Somehow you will always fulfill the requirements to be made a part of it. The traits that need to be

passed on do not need to be inherent to you but as long as they are present in the partner they will be passed down. This also makes you good at organizing these programs yourself.

Secret Keeper (200): Something about you makes you appear trustworthy. So trustworthy in fact you inspire people to come to you with their woes and tell you the secrets that's been weighing them down. What you do with that information, be it a Jedi Knight admitting fear or a Princess revealing her shameful fetishes, is up to you but at least it is a choice you can make.

Surprise Attack (200): You are very good at taking people off guard. You can hide your intentions to attack with such skill you can fool even those who should be prepared. A Clone could take a Jedi by surprise or a Sith their Master to save their son. However this only works if you act out of a great amount of lust or love. Best be in the right mindset or they could catch on after all.

I've got a bad feeling about this (200): You don't need the Force to know when you're in danger. You have common sense. Or simply a very good gut feeling for when something is about to go wrong. You know exactly when you are in a situation that could end badly for you. This alone doesn't tell you how to escape it but does give you a bit more luck in dealing with it after you recognize it.

Will of the Force (200): Trust in the Force. That is the way of the Jedi. Things that happen are meant to happen and it is no one man's right to decide that. This Perk allows you to make that effect more literal. You can 'lock' certain events in a Jump in place, guaranteeing they happen regardless of your own actions. Luke Skywalker could still be born and raised on Tatooine even though you married Padme for example. Do keep in mind that you can only lock 'canonical' events with this Perk, nothing that includes you.

Force of Will (200): If you are bold enough to try, you may want to change the destiny this galaxy is on. Kill Palpatine before Order 66 can happen, prevent the Yuuzhan Vong from ever appearing and so many more events could be changed. You are capable of affecting predestined events regardless of things like precognition and destiny. Entire story beats can be butterflyed away by your intervention. Just be careful about what you might end up replacing these things with.

The Force Provides (200/400): It is liberating to make the Force responsible for things. It frees you from the consequences of your own decisions. Like what to do with all those bastard babies from spreading your seed across the galaxy. This Perk ensures that any children you have and do not know about or know about and refuse to be with will be taken care off. They will be given to the appropriate institutions,

even a Jedi Temple should they be Force sensitive and are guaranteed a decent childhood at the very least.

For **400 CP**, this Perk instead also helps those you abandon to their fate in general. Do like Luminara and get two siblings parents killed? Telling them the Force is with them would still be a dick move but actually true as they get a certain windfall and a boost to their luck that at least ensures they can build themselves back up.

Slaves Comfort (200/600/1000): Perhaps you actually want to get your kink on. Nothing bad about that. But you might wanna ensure that nothing bad can come about because of it. This Perk is for that. You always are able to find comfort in the most humiliating and torturous circumstances. Be it sleeping in a dirty barn, hours of constant bondage, crushing mind control or neverending fuckfests, you are never truly uncomfortable in a 'bad' way or suffer physical consequences to your body and health like muscle deterioration, none you don't want at least. Beyond that, no matter how powerful you may be, your owner never gets any ideas to use all that power for their own purposes. You might be able to wipe out all of the Republic by yourself but your Sith Master will never consider using you as anything but a slave. Beyond that, whenever such a slave situation ends any unwanted effects will quickly fade away, from corruption and ptsd to even mind control. You even know how to extend this to other slaves with you.

But if you worry about 'failing' a world simply by being kinky there is a second tier to this Perk for **600 CP**. At this stage your slavery is guaranteed to never make the setting worse than what it 'canonically' was. Vitiate is still stopped, the Yuuzhan Vong dealt with, the Empire falls etc. At the very least it's not worse than canon.

However there is one final level for **1000 CP**. What could possibly be this useful to justify the price? Simple. Your slavery and humiliation now actively aids whatever cause you want to support, proportional to how much you are treated like a helpless plaything. At its most basic level this is a noticeable, if minor boost. More severe slavery you find yourself in will make it so your side will benefit as much as if you were actively using all your resources to fight for them. And the abuse that makes even a hardcore masochist break? That might help your people even more than what you could give them, though only in quick bursts and only if you yourself are already mighty. But you could possibly save this galaxy simply by embracing your inner slave.

Life of a Jedi/Sith (300): It is possible to have a life beyond the Force. Likewise those who believed they had a simple life may discover new potential awaken within them. This Perk is unique compared to the others, as it allows you to purchase a second Origin. Jedi, Sith and Switch can pick between Scoundrel, Scientist and Politician. Meanwhile Scoundrel, Scientist and Politician Origins may also pick

another Origin between Jedi, Sith and Switch. You get all the discounts of your new Origin.

I Love You (300): You know. How could someone not help but love you? You're simply easy to love and guess what, this love can work out. This is the Perk for all those who want to gather harems and make sure they can function and work. Beautiful individuals of your preferred gender flock around you like moths to a flame. Each of them will be in some way exceptional as well, strong in the force or perhaps strong in reputation. Getting close to them and truly understanding them is a matter of a few meetings, until it eventually becomes genuine love. The kind of love that can endure lifetimes and is above such silly things as envy, all your lovers sharing you equally. They will even find joy in the act and potentially romance with other partners within the harem. Naturally satisfying all of your lovers will never be an issue either.

Not my Way (300): The Force is an elusive thing with many different explanations and beliefs directed towards it. That may be part of the reason there is the whole conflict between Jedi and Sith all this time. But is there something about the other side that appeals to you but you don't want to join them? This Perk allows you to toggle for yourself what can boost your affinity with the Force. To elaborate, in this Jump the Jedi are more about self control, love and denial of pleasure. The Sith more about domination and passion. You could now have your Sith abilities instead fuelled by genuine love or your Jedi powers grow with the pursuit of all kinds of passion. This change solely works for you and you can toggle it when you want to work with the other side. Post Jump you can apply this same 'mirror' effect to other powersystems but only for yourself.

Propaganda Piece (300): Public perception is invaluable for anyone who truly wants to change the galaxy. Fortunately you know just what to say to direct the thoughts of the masses in a way you want. The kind of propaganda you can spin would leave the best of the Empire envious. With enough reach, time and resources you could make entirely made up narratives be treated as fact by the commoners. Be it 'we are the good guys against the rebel scum' or 'Hutt cock is the best cock'. Things that are too big a lie will need more doing but its still possible for you to make them believe. This becomes even more effective when you add a 'personal' touch during 'private time' with prisoners, gradually indoctrinating all but those with the most iron clad wills.

Just a Fleshwound (300): You would think that a wound from a Lightsaber, or even a blaster bolt, would be fatal right? Well there is a sizable history of individuals who survive, even if not always in one piece. This Perk lets you have some control over it. When you want to, your attacks will only ever scar and injure, never kill. These injuries can instead be made to instill similar levels of pleasure and arousal, to the point where an attack that would have been fatal instead causes paralyzing levels of lust.

Treason (300): It is treason then. And oh are you good at being that treacherous cunt. Simply put you excel at being a traitor and backstabber. The more trust, love and influence you had from, towards and over a group or individual, the easier it will be to stab them in the back and utterly ruin them. The greater the trust and love the more humiliating you can make their fate as well. Even beyond that you are good at setting up such events and attempts, knowing how to make someone betray another as well. Be it willingly... or with some forceful action.

Order 69 (300): Some people just need to go. But often when you are meant to be killed, those who want to do so get a different idea instead. This Perk allows you to swap 'killing' with 'capture and violate' when it concerns yourself. This can effectively save your life, just trade the potential death with violation instead. Depending on what was the intent and scope of your death, this kind of predicament could be a one-time rape or a long-term imprisonment. As a Jedi your clone squadron would instead paralyze you and ferry you off into a private prison instead of shooting you down for example. There is nothing stopping you from trying to escape but you are ensured to survive for your captor's enjoyment and eventually there will be an 'end' to your violation that you can wait out, something happening to allow your escape. After the event that you endured is done the Perk will be on a cooldown, needing a year to recharge. This is something you can share with your allies and those around you, allowing you all to survive what could be an immediate assassination.

Dirty Tactics (300): Faced with space wizards and their many tricks, you need some tricks of your own. You are very skilled at coming up with and executing all sorts of dirty tactics. You could make things like Tråkata, turning your lightsaber on and off in battle, work as well as knowing how to use innocents for your schemes and tactics.

I am altering the deal (300): They should pray you don't alter it any further. Those who have power need not worry about measly words or contracts. Any agreement you have can be altered by you essentially at will. No matter how binding or fool proof it is, you can at any time decide when the specifics of the deal are different. The only requirement for this is that you yourself are stronger than the party who you made a deal with.

Foundling (400): Not all families are so by blood. The Mandalorians had an entire term for the children they adopt and accept, unwilling to leave abandoned children to themselves. This Perk allows you to make it a bit more literal. Any children you adopt can be made to function as if they were biological, abilities you possess that can be passed through biology something they can unlock and achieve.

Kaggath (400): The Sith have a curious ritual. The Kaggath. One Sith could challenge another to an all out war, putting all their resources against one another. The winner would be able to decide the loser's fate, down to erasing them from

recorded history. You can call upon something like a Kaggath as well. If the challenge is spoken, neither you nor the one you challenged will be able to use outside help that isn't your owned assets against one another. The victor will be able to claim all the losers material assets, them becoming fiat backed for you. If you win you can also decide on what the loser's fate should be, from being executed by you, erased from recorded history or even made a slave. As long as the rules are followed, the outcome of a Kaggath will be considered legal and 'right' in the eyes of whatever government is watching.

Rule of Two (400): Always two there are. One Master. One Student. One to embody power. One to crave it. A constant among Jedi and Sith alike it seems. This Perk's effects are twofold. For one you can be a good teacher, passing down any technique you know to your student as long as they could reasonably be capable of doing the same. Your students will learn faster than usual, your own skill at teaching them more than respectable. For another you are always able to find teachers, their own ability to teach you heightened. As long as you have a teacher your progress will be increased as well, with enough time and study perhaps able to rival your Master at their best. One way or another, the bond between Master and Student will be intensified by the process, affection... or perhaps fear, blossoming between you both. Whatever it is you prefer. As a final note, any sort of teaching that happens to involve erotic aspects will be more potent.

UNLIMITED POWER! (400): For being all about balance the Force is very often swaying more strongly towards one extreme. The dark side was having a blast during events like Order 66. As the Jedi died, Sidious could feel the dark side becoming stronger. You find that in any sort of system, you can empower one side by weakening practitioners of the other. Enslave, dominate or simply kill enough Jedi and you will see the dark side growing stronger, but this also works for things like any political opposition becoming weaker.

JarJaring (600): How? No seriously, how are you still alive? You're a Sith Lord right? You HAVE to be a Sith Lord. It seems like a certain Gungan you have a strange ability to bumble your way through problems. Just by doing what would be the most foolish thing or following your bumbling instincts, you have a good chance of surviving. You are very difficult to predict, in such a manner that even a master manipulator would be terrified at you potentially being reliant on their schemes. This is reliant on a certain kind of innocence and genuine goodness within you but as long as you have it, you could be making a difference on the battlefields even while terrified out of your mind. Naturally this also aids you in romantic endeavors, gorgeous women finding it endearing how you can amuse them.

Jumpers Design (600): Countless planets and people. So many heroes. And none of them were enough to stop the rise of evil. That is because when so many Sith

failed to use brute force to destroy their enemies, Palpatine elected to use cunning. The results speak for themselves and are something you can replicate. Your ability to scheme and plot is incredible, a true mastermind to match Darth Sidious. You can keep decades of plotting going without losing track while keeping your true allegiance hidden. You know how to work around and even include new and unexpected factors as soon as they are revealed to you. From grand spanning conspiracies, to more personal manipulation of one's emotions to turn them to your side, you can do it all. All your schemes are even protected by a certain amount of luck, allowing dangers to your plans being exposed to be revealed to you and chances for your victims to figure out what is happening are lessened considerably. It is still possibly for your schemes to fail but for that to open it takes enormous effort.

Anomaly (600): You are not from this galaxy. Something that can come with certain benefits if you embrace it. The Yuuzhan Vong are severed from it, the Hutts resistant if not immune to mind tricks and the Ysalamari create force nullifying bubbles. But you? You are completely and utterly immune to the Force, a true anomaly in every sense of the word. You cannot be detected by it and abilities like the Mind Trick, Force Push and Force Lightning will not work on you unless you allow them too. In future Jumps this works on similar powers as well like psychic powers and its users.

Chosen One (600): Are you also part of the legendary Skywalker bloodline? Or perhaps a descendant of Sidious? If anything you share their absurd potential. You are a one in a million, your sheer talent and growth rate legendary. If you were a Force user you could within record time become one of the most powerful in but a few years of training. Even if you weren't, this sheer potential also translates to other powers and abilities you may have or gain down the line.

As a final note, with this Perk comes a destiny you could fulfill. Prophecies see you as someone they could have been waiting for, allowing you to seamlessly step into these roles if you so desire. Fate is in many ways cruel and the destiny you will be burdened with offers many challenges. But in between are opportunities to hone your skills and perhaps gain one or the other lovely night.

Race Perks

Human

Adaptability (100): Darth Plagueis himself thought humanity had certain unique qualities that allowed them to prosper, at least compared to the Muun society. Part of it is their adaptability to the many things of the galaxy. You are unusually hardy, capable of bearing just about any survival climate and environment the galaxy has to offer. At the same time you are competent, finding it easy to adjust to new situations.

Most populous species (200): How do you think humans ended up being so common? Fucking, breeding and many babies. You are now genetically compatible with any other species. You can freely choose what traits your children will inherit from their parents, if they are fully one race or an even or uneven hybrid of both.

High Human Culture (400): The Galactic Empire was a mess in many ways. One of its reasons being the codified policy of Humanocentric speciesism under the belief that diversity fostered instability. If you weren't human or at least humanoid you were bound to have a much harsher life. But how good it can be to be part of the privileged. You may not be part of the Empire but you do carry one thing in yourself: the idea that a human is inherently superior.

Your ethnicity and species has a tendency to be fetishized by all that aren't of the exact same racial characteristics. Always in the vein that you are 'superior'. Those who are naturally submissive find themselves thinking of how great a human cock must be as easily as they would think of needing water to drink. More neutral individuals can't help but notice how better your characteristics seem. And the ones racist against you or believing in racial superiority that isn't your own? They will find themselves threatened by your mere existence, yet scared at the idea of opposing you. Really willful individuals can fight these effects off though the more they are around you the more this will affect them especially if you perform great feats. The greater you seem the more people wonder of it has something to do with your ethnicity.

With enough time you can make your race's superiority be a commonly accepted truth. Twi'lek women will exclusively reserve themselves for human cock, even getting tattoos on their bodies for it while Hutt men may resign themselves or rage at their lack of options yet knowing better than to defy the status quo. Of course you will be considered the best of the best of your species, though those like you will get to enjoy the fact they are off the superior races.

You are free to toggle any aspect of this Perk as you wish. Maybe instead of normalizing that all members of your race are the best, it's just you who seems

better. You are also free to be more detailed in what is 'superior' , anything from 'human' to 'white, male, 6 feet tall, blue eyes, blonde hair' and so on.

Alien

Exotic Appeal (100): There is potentially a lot different about you. Your skin color. Your head having tentacles. Your body covered in fur. But what should be strange or even disgusting just... isn't. Even the most racist of individuals can't really seem to bring themselves to hate you because of anything that makes you 'different'. If this kind of thing appears at all than only because what makes you different also makes you desirable. Not just to those who would hate your race but also to general people, perhaps preferring you over an equally as beautiful member of their own race.

Cultural Appreciation (200): Every alien has certain things they are associated with. Twi'leks are essentially a slave species in all but name. Hutt's criminal masterminds. Everyone has their culture and you could excel at representing it. When it comes to fortes of your species you are great at learning about it. The more you embrace your races 'quirks' the faster you will learn when it comes to things associated with it. To use the before mentioned examples you could be a Twi'lek who your master cherishes more than anyone and ensures the others remain safe and somewhat happy as a harem nanny. Or as a Hutt find yourself being truly respected and skilled at navigating crime syndicates if you act the part.

Curiously you find the opposite to also be true. If you try to embody the exact opposites of your species stereotypes, you find yourself becoming greater at that. A Twi'lek who is as beautiful as Aayla Secura and a defender of the innocent instead of a mere slave. Or a much beloved Hutt like Blotus who ruled the Republic wisely for many years.

Prime Example (400): From all the many different races in the Galaxy and all its many different members, you stand out as the best of them. This isn't just hyperbole. Something about you is objectively BETTER than the rest of your race. The perfected organism. You stand as the peak of what they can be, their natural biological advantages supercharged for you. Of course this includes your appearance. When people think of an 'hot' alien, you are the first to come to their mind. You could be the Twi'lek that makes the rest of your kind look like hags in comparison.

Artificial Intelligence

Cock Ergo Sum (100): You think therefore you are. Too many times droids have been considered lesser or not having real sentience. But your own capability to be such will never be questioned, no matter what form you take. Furthermore, you will always actually be capable of acting human and doing human things like having sex, regardless of your body. Maybe you suddenly have a phallic add on around your crotch when its time to enjoy the pleasures of flesh... and metal.

Unhackable (200): Mind control is a common danger but droids are certainly more vulnerable to it. Any passable Slicer can control you like a puppet. No longer. You are immune to any hacking attempts made towards your robotic body and digital mind. For biological beings, this would likewise protect their non-flesh bits from being tampered with.

Grievous Threat (400): Fleshbags are so shortsighted to underestimate the machines. Look at Grievous dominating on the battlefield after his enhancements. If you also want to show the superiority of the machine, this is the Perk for you. In front of you, biological life has found its match. There is no advantage they have that you can't replicate or challenge with time. Not only that but you are naturally skilled at facing them, the fact they are mere flesh making them more vulnerable to you. This vulnerability is not just apparent in the battlefield, as the bedroom has you know with mechanical specialty just what to do for your partner to collapse. A machine is a woman's best friend at the end of the day.

Origin Perks

Jedi

Blessed by the Force (100): The Force can be oh so cruel can't it? The 'optimal' way to exist with it meaning to forsake attachments when there is so much to get attached to with these Jedi Woman. Like many of them you are a true beauty, the likes most models in the Galaxy couldn't hope to compare too. Smooth skin, luscious hair, long legs, a plumb ass and breasts larger than one's head. Of course if none of that appeals to you, you can select how 'endowed' you are or what shape your beauty takes exactly. All the same, you will be a very desirable Jedi. Beyond that those who look at you, when they're not trying to hide erections, will feel themselves comforted and less afraid. A beautiful Jedi is here for them after all. Just be wary of whoever takes your looks as a challenge to have you for themselves.

Exceptions to the Rule (100): The topic of sex for the Jedi is a complicated one and easily misunderstood. At its core attachments and exclusivity are forbidden or at least to be ruled by them. Ki-Adi-Mundi is an infamous example of a Jedi Master very much being known to have sex, as one of the few males of his species and needing to aid in repopulation. Exceptions can always be made, especially when you are concerned. As long as you adhere to the main principles of a group, even if it was a faith-like religious group, some small slip ups will be ignored or forgiven. Have even some sort of excuse and the most chaste nun will at worst ignore that you have a veritable harem you take care of besides your Jedi duties.

Peace of Mind (200): Self-control is a good skill to have. Especially when your fated enemies are so good at losing themselves. You have a steady mind, one that can calmly and reasonably analyze a situation without emotions clouding your judgement. You can still feel emotions, they just do not impede your decision making. This also allows you to remain calm in the heat of battle, both in the bedroom and the battlefield. This also helps you in knowing when you are being manipulated, consciously aware that someone may have hidden motives.

Guided by the Light (400): Why is it that the Darkside seems so appealing for many? Because they are fools who know not of the shackles they put themselves in. They see the Light as bondage, unaware that you are truly free in its embrace. Perhaps the Lightside of the Force is aware of that devotion to some degree as you find yourself protected by the benign force of the Galaxy. The dark, vile, evil and corrupt have no claim to your being, be it in body, mind or soul. In the same way the good and positive powers within you are just that bit more potent.

Force Light (400): Someone must stand in the way of the unnatural and profane. For all the power that the dark side offers there are some things it cannot provide.

You wield light itself in the battle against the dark, capable of emitting bright blasts of raw light. It is frighteningly potent against those steeped in the dark side, weakening their connection to the Force and diminishing dark influences. Burning users of these arts, as well as exorcising dark side force ghosts is possible. You know the basics of this technique but with time and practice your light could become far more potent, eventually dissolving even the mightiest of Sith Magic. It is worth noting that your light appears at its brightest when your thoughts are free from any lust or desires, though with time that drawback could be trained away.

There is still good in him (600): Real talk, love is not what leads to the dark side. Love is the most important thing one can have. It may have had a hand in Anakin's fall but ultimately is the reason he came back to the light. Forgetting that might be the real reason the Jedi lost their way. Even the Force's power might just be rivaled by love itself and it is one you can demonstrate in spades. When you act out of love you are unshakeable. Your power skyrockets when those you love are in danger, a single force push going from throwing away a single assassin to blowing away an army. If that should not be enough it is even more potent to sacrifice yourself for love, always able to do so. Those you made that sacrifice for will be saved as a result, perhaps whoever you surrendered too feeling a sudden burst of honor or happenstance and chance ensuring their escape when you can't. The consequences of your sacrifice will also always be bearable, pain even at its worst manageable and at its best perhaps enjoyable.

But far greater than any of this is the power of your love to redeem. Your genuine feelings will always reach another no matter how deep they are lost in the dark, corruption or even mental anguish. The more you love them, the longer you are around them and the more they do with you the more potent this will be. Spend a week with a criminal you find sympathetic and you might see him become an anti-hero. Be the favoured sex slave of a Sith Lord you secretly adore for a year? It's more of a question of when he returns to the light not if. To make it short, you are the type to say "I can fix him" and actually do so.

Beyond Worldly Pleasures (600): The Force Is What Gives A Jedi His Power. It's An Energy Field Created By All Living Things. It Surrounds Us And Penetrates Us. It Binds The Galaxy Together. The Jedi reject attachments. They only need the Force and its natural beauty. And how can it not be enough when it is so vast? You gain power through self control and letting the force fill you. Denying worldly pleasures causes your power to grow for as long as you remain abstinent. This is a steady and harmonious improvement, born from chasing higher pursuits. That being said, there are benefits if you are willing to prove yourself by testing your resolve. Dancing the line between anticipation and pleasure allows your powers to be stronger. In short if you remain edged without orgasming you can steadily improve yourself even faster.



Sith

Darth Daddy (100): What is it about Sith that causes so many to swoon? The bad boy attitude? The confidence and power? The tragic past that makes every girl around wonder if they can 'change them'? The Dark side of the Force may or may not also look out for its users, at least in your case. Simply put, your dark, edgy and menacing appearance makes you desirable. While this is true for normal servant girls, this is especially the case for any associated with the light. They can find virtues in your actions and if you show them base decency to go along with it will happily lay with you, believing it a way to 'fix your tortured soul'. Even the Jedi Master you captured on a mission may see if there is a good man behind these sickly yellow eyes.

I sense much fear in you (100): Fear and arousal are both things that can make the Heart race. Is it so strange people can mix these up? Especially when the powerful Tyrant who could tear their tanks apart with his mind and shoot lightning from his fingertips stands in front of them? When you are concerned, fear and arousal can become one and the same. The more someone is afraid of you, the more their panties will dampen at the thought of what else you might do. Beyond that you can of course also be pretty damn scary when the situation calls for it. Those of a more keen mind will resist of course and you may need to prove just why they ought to be scared... and excited.

Great Interest (200): With so many potential targets in the Galaxy, where is a Sith supposed to start looking for pawns and slaves? Power knows where to find power however and you have a sense for seeing what could be. You have a gut feeling when coming across those who could be great but have not become so yet. This won't tell you just what the extent of their potential is exactly but you will know who may be worth your time to indoctrinate.

Dominance of the Dark (400): Surely the dark side will free you! You will be the only free person in the entire Galaxy! Oh please don't fall for these lies that got so many of your fellow Sith lost. All these promises only to be the most enslaved beings in the Galaxy. The Darkside takes from its wielders. But you? You might be the one true example of a Sith who truly dominates the force itself. No matter how deep in corruption you find yourself, you will always be you. The Darkside and any item, being or power like it have no claim on your body, mind or soul. Yet you can drown yourself in it, its benefits more potent than they should be to most in your situation. Your choices are truly your own... and the power you claim is real.

Sith Sorcery (400): Before there were the Sith as we know it, there were the Sith Species. Red skinned humanoids from the world of Korriban. They had a genetic disposition for the dark side of the Force and with it were able to use it for a more

arcane expression of force abilities. Whether you have some of that old Sith blood in you or not doesn't matter, what does matter is that you too have the talent for such sorcery within you. Through reciting spells, doing rituals and certain gestures you can use the raw power of the force to do what is, in essence, magic that stands as a perversion of the natural world. You have the potential of an average sorcerer or witch for now but with time and practice your talents likewise could improve. Naturally spells, rituals or the like that have a more lewd purpose as their goal or include sex in some manner are more potent than those without.

Fall to Pleasure (600): The dark side is the path to power and passion. Its enticing allure leads many force sensitives astray. Of course a 'helping hand' can speed up the process and by making someone experience the passion so innate to Sith you can 'enlighten them' to your way. By causing intense pleasure in someone else, you will get an in, into their mind, their beliefs, what they hold sacred and what they think is right. Once you have an in, the more pleasure you bring them, the more you can subtly guide them towards your ideals.

Just to clarify this isn't mind control. Its more akin to replacing hours of deep philosophical debates with hours of non stop fucking till you eventually convince them. The deeper their beliefs, the longer and more pleasure you have to give them to make them consider straying but once you do? The delight they experienced thanks to you makes it all the harder for them to ever reconsider or regret the path they chose thanks to your skills. A Sith could logically use this to awaken the inner slut inside of a chaste jedi but technically a jedi could just as easily redeem a Sith.

Power of Passion (600): Through Passion, I gain Strength. Through Strength, I gain Power. Through Power, I gain Victory. Through Victory my chains are Broken. The Force shall free me. Instead of denying yourself you will satiate all your desires. You will find through sheer indulgence shall your power grow. The more lovers you have, the longer you indulge with them and the stronger and more exceptional they are, the more you will find your own strength growing. These are minor explosive bursts that require constant upkeep and don't expect to fling around a Star Destroyer just because you deflowered a thousand virgins. Power takes time to cultivate but you will definitely have fun doing so.



Scoundrel

Rogueish Charm (100): You don't quite fit in with others, a loose cannon who goes their own way. And that is exactly why others can't get enough of you. Your aloof attitude sticks into others minds, becoming something they can't help but respect. Naturally this leaves you incredible at talking others into bed or into a one night stand. Beyond that you are a distinct kind of unburdened, able to handle most this galaxy throws at you with a smirk. This doesn't stop you from actually caring about a cause however. Joining one is also considerably easier with your new teammates taking your personality quirks in stride as long as you still genuinely work with them.

Pilot (100): How else do you intend to get around? You have the kind of skills that can maneuver and pilot any vehicle and ship. Even one you are not familiar with or find for the first time is something you could steer through a wild chase. The only thing separating you from the title of best pilot in the galaxy is experience and behind the controls of a vehicle you actually are familiar with, you could rival even Anakin and Han.

I take orders from just one person: me (200): They really think they can tie you down? You have the uncanny talent for slipping out of any sort of responsibility. This could be the rebel alliance who thought of you as a reliable ally, but also the woman you knocked up over a month ago. Cutting ties in such a manner will always be an option and you can accurately know just when your decisions are being influenced by something other than your own code. Like say when you actually start to experience attraction to that princess. Just know this, you can leave but after that you are as free game as anyone else if you oppose your former allies.

I was there (200): Can a legend ever truly fade into the background? Certainly not yours. You might not be a chosen one or a born leader but you were there and shaped the course of history. Unless you want to, your contributions can never be wiped away. You will always leave your mark on any operation or project you were on, ensured to gain the appropriate amount of fame and glory. This also makes you strangely alluring when you boast of your past accomplishments, a fair maiden swooning when she hears of your deeds over a decade ago.

Just a Simple Man (400): You're just a simple man, trying to make your way in the universe. Sometimes that means getting your hands dirty or taking down various scum. You are a bounty hunter the likes Jango Fett, Boba Fett and Cad Bane would tip their helmets and hats at in respect. You know every trick in the book when it comes to tracking and apprehending targets. Even experienced Jedi and the personal guards of senators are something you can tangle with and have a good chance at winning. When you finally tie someone down? The more erotic the restraints are the more effective they will be, a simple crotchrope enough to make a

pair of cuffs much more difficult to escape. Furthermore, any restraints applied by you cant help but feel good to those who wear them, in a way that makes trying to escape even more distracting. Maybe that is why slavery is still so commonplace.

This also makes it easy for you to get bounty hunting work, never getting skimmed on the payment either. All of these skill sets can also be applied to kidnapping. And assassination if you are less interested in taking someone alive.

Never tell me the odds (400): So what if there is an asteroid field on the horizon? You know how good you are, having a healthy confidence in your own abilities that protects you from self-doubt and insecurity. More than that, you are always working at your best, be it when piloting, fighting or while ploughing that hot lady from the bar. But even when your best shouldn't be enough, you will find that the odds are indeed in your favor, your natural luck increasing the more dire a situation is. You still have to do work yourself but natural skill enhanced by the luck of desperation can be a powerful tool indeed.

Protection (600): No not that kind. That is far from the only protection you need. It's a dangerous Galaxy out there. Do you really want to go the way of countless casualties in these neverending wars? I thought so which is why this Perk exists to give you some semblance of safety.

Essentially you have Plot Armor. The likes to make it so you won't ever die to things you genuinely couldn't have seen coming, nor to random happenstance. That alone is already worth its weight in gold but that is not the only saving grace you have now. Any permanent unfortunate defeat you may suffer, can be turned into a lewd kind of bad end, even saving you from certain death. Darth Vader has you at his mercy and every reason to kill you? He may instead decide to freeze you in carbonite and sell you to Jabba the Hutt, where your permanently frozen and erect cock is used by the dancers as their personal pleasure toy. These kinds of endings will always be something you can at least somewhat enjoy and will eventually see you be freed from them. It is still possible to kill you but unless someone makes it their sole purpose to eliminate you, you are much more likely to endure a more pleasing demise for a while.

Rewarded Hero (600): And so the galaxy is again at peace. For now at least. All thanks to your hard work. But what good is heroism if you can't reap some rewards for it now and then? Every time you help someone with a task, you are guaranteed an appropriate reward. What you get will ultimately depend on the severity of the task. Stopping a robbery for a lady might get you a blowjob. Defending a Twi'lek village could leave the most beautiful of them willingly becoming your slaves. Save the planet for a princess and her eternal love is yours. While these rewards do commonly have an erotic bent to it, they can just as well be material wealth or

opportunity to gain influence and power. A force sensitive who rescued a Jedi Master from Slavery could get her personal teachings in the Force and 'teachings' in the bedroom to name one example, as well as recognition by the Jedi Council.



Scientist

PhDick (100/600): What a brain you have honed through years of study. You have a doctorate degree in one area of your choice. Anything from biology to engineering to programming to physics can be yours to have a grasp of, allowing you a respectable place in your profession. This Perk can be taken multiple times to gain more specializations.

You can buy this Perk for **600 CP (300 CP for Scientist)** instead. In this case you will be among the greatest practitioners in your chosen specialization. Knowledge of genetic manipulation to rival the best Kaminoans if you picked cloning for example.

This furthermore makes you truly be seen by other academics, your own intellect not underestimated unless you want it too. If intelligence is something you find attractive, this would be a good way to find others who feel the same.

Maintenance (100): It would be a shame if all your hard work is for nothing just because you forgot to keep it operational. Things you create and build with your own hands and skill are now given a certain amount of fiat backing. They won't naturally deteriorate. Furthermore you know how to keep things functional, a one man maintenance crew. This can work for your handmade interstellar ship, knowing how to repair a blown reactor, but also smaller things like ensuring a dildo is automatically cleaned and never running out of batteries. This only applies to your own creations so get to work if you want to reap the full benefits.

Recycling (200): You'd be surprised what people throw away. One man's trash is another man's gold. Didn't Anakin in his youth build most things using mere scrap from Watto's junk shop? You have a talent for using garbage and scrap metal in your works. They will never be 'worse' than if you had used the usual materials, though not match the best of the best. But it will work and you can always find useful stuff from a couple garbage dives.

Cybernetics (200): Lost an arm in a lightsaber duel? Not to worry, you can fix it! You are good at using your specific brand of science to replace lost body parts and enhance the injured and disabled. While you can make a simple prosthetic, even something like Grievous or Vader is within your reach to accomplish. Your prosthetics will never impede or debilitate your patients abilities unless you want them too either. In fact, the better a job you do at improving their body issues the more they come to care for you. This Perk can also be used on less severe examples of body modification, if you simply want to give someone bigger boobs or a tighter pussy. But with enough time and practice you could even try to make super soldiers like Cylo once attempted.

Obey Your Maker (400): Do you really wanna deal with an uprising? Thought not. Simply put none of your creations can be used against you anymore, a blaster you make refusing to fire at you. This counts double for any kind of sentient things you create, your droids and clones never turning against you. This is further supplemented by your ability to give your creations true sentience, just one that reveres you for creating it. As a final note this makes you naturally more attractive to any other kind of artificially created being like droids or clones, also making orders made by you something they are more receptive to.

Reverse Engineer (400): No need to bother with being creative when you can simply adapt. So many have come before you, paving the way for their own marvels of science and engineering. This Perk makes you amazing at deciphering just how that worked. As long as you can get a look at something, you can figure out how it functions and even replicate it.

Force Tech (600): One of the first Empires the Galaxy has ever seen became so powerful because they fused the Force with their technology. The Rakatan managed to combine the raw power of the dark side with the efficiency of machines and they dominated the cosmos with it. Not only do you have an understanding of how Rakatan technology works, capable of replicating it with time, you are capable of combining any sort of non-technological power with your creations. They will enable each other, your creations running on that other power and replicating its effects.

Deviant Genius (600): The greatest of minds are sometimes also the most perverted. Your brilliant mind is now undeniable on par with the most brilliant scientists in the galaxy in terms of raw intelligence. New knowledge is something you can absorb like a sponge and what you have is enhanced to incredible levels. Being the indisputably smartest scientist in Star Wars is not too impossible to be with some more studying.

Beyond that, the boundary between what is simply kinky and actually practical disappears when you are concerned. Everything you make can have a lewd application attached to it without impeding the actual purpose. In fact, the lewder something has to be in order to function, the more effective it will actually be. A Death Star can blow up a planet but when you power it up by the non stop edging of an entire female population? At that point it could literally blow up a star.



Politician

Game of Politics (100): You know the basics of what it takes to govern and lead. A normal education worth of politics classes is now in your head, always ready to recall. This translates into appearing as a representative of a nation or people, easily freshening yourself up even after you just took your entire security staff at once. What senator isn't a slut behind closed doors?

Neutrality (100): The less enemies you have the better. Sometimes the same can be said for allies, lest they drag you into their conflicts. This is why you are very good at signaling you are not going to take any sides. As long as you stay out of conflicts, you will be recognized as a neutral party. This doesn't stop particularly greedy or desperate people from trying to force you into action but the galaxy at large will know of your intentions. This also gives you a certain amount of skill at knowing how to not piss off others, from knowing what topics to avoid in a conversation to any cultural faux pas when interacting with those of other worlds.

Senator, in grave danger you are (200): Your profession is very prone to danger. Especially when you try to do your job. Too many would want to silence an uppity senator, or drag her to a slave auction so she never raises her voice again. This is why you now have a sort of sense for danger. A gut feeling that lets you know exactly when you are at risk of being assassinated or kidnapped. Your senses will sharpen in response and anything that might seem out of place will stand out to you. If anyone can survive this cut throat scene it's you.

You're my only Hope (200): But maybe you didn't manage to avoid such a fate. All you have is your life in the clutches of a fat Hutt or a depraved Sith. But you are alive and because of that you will be able to call for help. Whenever you are genuinely unable to escape yourself, someone will know of your situation. They could be an ally or even just a random do-gooder. There is no guarantee they will be able to save you but they will have a good chance of aiding you all the same. If they fail, a new one will appear within a few months at most. All you gotta do is survive and given you have a tendency to be a favored thing of your captor to humiliate instead of kill, you have always a chance of doing so.

I would have left the Jedi Order (400): Padme. Satine. Leia. Those fair maidens in positions of power and government never fail to leave an impression it seems. The charisma of a Queen that awakens the desire to be her savior or dream of a life with just the two of them. You can't help but charm those of power and strong beliefs, affection only increasing the more they end up having to protect you. If you feel similar for them or even try to charm them, in time you could see yourself become a pillar of their beliefs, no matter what direction they turn. A dutiful Jedi could be

tempted to go with you and leave behind their old life. One who succumbed to the darkness would sooner make you their Queen than abandon you.

Voice of the People (400): Careful now, much less capable senators were killed because of this. Simply put, you are an actual competent politician, knowing how to govern. More than that you manage to represent your people, speaking for them and letting them feel seen. You always know what struggles those in your care are dealing with and can articulate them as such that even the most corrupt of rivals would have to respect you at least. Those who can be swayed will be moved, perhaps in time becoming valuable allies. Your oratory skills also benefit from your own appearance as well, increasing the more desirable you are.

I Am The Senate (600): There is ruling and then there is owning. Palpatine became one of the most powerful men in the galaxy, his desires and choices unquestioned by all. Likewise, anything you rule will never see resistance from the insight. Your people as a whole can not rise up against you, easily placated or kept in line. Individuals might and maybe the very rare nation or planet but these are abysmal chances and would require hearts of steel. Furthermore you can freely make any laws for what you govern active immediately, enforced by the state and obedient followers. You will also find that the more kinky a law, the harder it is to actually defy. Making all adult women public use is much more difficult to resist than simply making them do slave labor for example.

With Thunderous Applause (600): This is how democracy dies. On her knees, screaming your praises as you fuck her raw. Your sheer presence and charisma is astounding, downright infectious with the more followers you already have. Any situation you encounter can be made into something that makes you appear more virtuous and right. Something like an assassination attempt could have entire civilizations cheer for you as you announce you take over and hunt down all who belonged to the group of your would be killer. You always know exactly what to say at what time to further your image, politicians thanking you as they submit to you and your rule. In time they will be mere puppets, watching and allowing you to do what you want to their princesses and people.



Faction Perks

Republic

Failure to Listen (100): All these senators squabbling over what is the right thing to do, while trying to line their own pockets, leads to the voices of those who ought to be heard the most going quiet. At least now you can be assured there is a chance of getting someone to listen. When you announce yourself and try to take the word, you will be given a moment to speak. If you can actually convince someone of your views is a different matter entirely but at least there is a chance now. This even applies to at least making someone hear you out when you try and ask them out on a date.

Corruptive Order (200): Lets not mourn the slow death of the Republic too much, it was a corrupt disaster. There is a reason the CIS had enough. But if you just want to make money, you can do so now. You are able to abuse any position of power you have to get personal profits... within reason. There is a threshold of bribes you can take or how lazy you can be before it starts to get back to you. You always know how far the line is pushed and as long as you do not overstep it, your own brand of corruption will not majorly impact the whole. But step too much into it and the fragile system that allows you to benefit will collapse.

Too long unchallenged (400): What truly doomed the Republic in the Clone Wars was that they were unchallenged for too long. The cracks in the foundation were allowed to spread and widen like the backdoor of a coruscant whore. They were a starving beast at the end, but this is one you could feed. You can see exactly when any group, system or organization is starting to show weaknesses and flaws in its make up. Not only can you identify exactly what went wrong and when, you know how to start and fix it. As you weed out the corruption this causes your own reputation to only soar higher, in turn making you ever more desirable to anyone who supports it.

Keepers of the Peace (600): The Jedi became downright synonymous with the Republic at some point. Their duty as Peacekeepers became interchangeable with that of military generals. But if you look at what other options there actually are, someone has to bring order into this dark galaxy. You might not be the best but you're not the worst. When in a comparison with other factions or individuals, their flaws will stand out more while your own virtues are bolstered. In part because of the opportunities you gain to defend them against outside threats or competitors for their land aside.

On neutral ground or even when you fight a war the locals have no connection too and was brought to them by you and your enemies, you will stand out as the preferential option. This is only boosted in turn the more women you show the

'benefits' of a Republican stud protecting them, a couple dozen satisfied women earning you the loyalty of a city. With time and 'effort' eventually the planet. To protect your new 'allies' you must however also be good at military strategy, having the strategic knowhow to hold your own with any commander of the clone wars.

Empire

Surviving the Tyranny (100): As dystopian as it was, it was possible to eke out some sort of living in the Empire. It wasn't glamorous but it was possible. To you it will be as well. You always have a chance of surviving in any kind of society you are in. Meeting your base needs will be possible with minor discomfort. But if you are willing to degrade yourself for your betters, you could find your own standard of living rise.

Glory to the Empire (200): Why fix what isn't broken? The Empire worked in a way that at least required the rebels to actually kill it off. It had many problems and caused much suffering but it didn't collapse in on itself. Any system or group you are actively a part of and are trying to support, will not collapse due to internal factors. Living standards might get worse and effectiveness of operations suffer, but the group will still run itself. There is comfort to be found in the status quo after all.

Imperial Politics (400): Being part of a dictatorship is not without its benefits. Well... if you are of high enough rank that is. Power is meant to go upwards and stay there, all beneath you be damned. Through hard work or luck you somehow ended up in a high ranking position in the Empire, equal to a renowned General or Admiral perhaps. This comes with both duties and the influence of your position, as well as the privilege to be able to do as you please with those lower your rank in the hierarchy. As long as it doesn't mess with anyone above you in the pecking order, no one will bat an eye. Be high enough and you can get away with nearly anything illegal.

Invaluable for the Plan (600): There are a few extraordinary geniuses in the Empire. General Thrawn is one, famous for the terrifying success rate of his plans. And who would have thought that sex might be part of such plans? You will find that sexual intercourse can in fact be the key to success in a military campaign. Have sex with an assassin and her mission will go more smoothly. Tell your bodyguard to fuck each other and they will survive whatever attempt of your life they may have to stop. Really it is strange how your strategic mind works that such things are important for your plans. And even without this 'strategy' your intellect rivals that of the Empire's greatest strategic minds.

Rebellion

Rebellions are built on Hope (100): It's hard to keep any kind of optimism when the world has gone mad. Who knows what you lost or who you've seen publicly violated and executed. This galaxy is a dark place but lights always shine brighter in the darkness. You will never lose your ability to hope. Even after seeing your entire planet be destroyed and tormented for hours, you could hold out hope for something better. And really, is that not enough to lay the foundation for a better tomorrow?

Make ten men feel like a hundred (200): What can a ragtag group of misfits hope to accomplish against a regime that can blow up planets at the push of a button? Turns out quite a lot. You know how to maximize the usefulness of anyone in your corner. A ragtag group of misfits and hookups could hold hidden talents to bring to bear against space fascists. These numerical inferior forces will always be able to hurt what seems like a superior force, their own effectiveness influenced in part by the intensity of your friendship. With enough support, a good plan, a lot of luck, maybe even you all could make a difference. Not win a war by yourself, but impact it all the same.

I burn my life to make a sunrise that I know I'll never see! (400): All Rebellions have to start somewhere. Someone had to stand up and say enough is enough. Maybe that person could be you. You have the uncanny skill and affinity to start a rebellion on never before seen scales. Start the fires of defiance with your actions and speeches. Maybe you won't be around to see the ending but you will be the reason it happens, the logistics of organizing a defiance and its upkeep guaranteed for decades after you left the picture.

...This was quite depressing now, so let's focus on a more beneficial part. Orgies! Why do you not represent sexual liberty as well? You should because Orgies can supplement your rebel needs considerably. Need some more effective training? Orgy with new recruits. Need more material for war? Orgy with the right people and you'll practically generate additional resources. Need more soldiers? You guessed it, orgies with potential recruits.

Starbird (600): You are not just any kind of Rebel now. You are a symbol for the Rebellion itself akin to Mon Mothma or Luke Skywalker. Your mere existence emboldens all who support your cause of liberty and freedom and fighting side by side with you in an operation ensures they will always be at their best and surpass what they thought possible. You are the purest reflection of the ideas you all fight for, this affinity even giving you a set of 'plot armor' that makes achieving your goals a little more possible. If you happen to be included in an orgy (again, sexual liberty) you can even share a minor version of this with your partners.

Starting one shouldn't be hard either as you leave an impact on an emotional level. You make your allies feel reassured, their hearts racing faster when you are with them. Of course 'free love' is as important as anything else in a liberated galaxy as well. Making a harem out of your rebel troop would be far from impossible and when such bonds are working together, even the Empire will kneel.

Criminal

Among Scum (100): No criminal was born powerful. They all had to find their way in this strange world devoid of law. Which is why you can be guaranteed an invitation. You always know how to identify the criminal aspects of a location, knowing how to get in and into contact with anyone of note. This allows you to start with your grand schemes but if you truly want to rise up you will need more than just this.

Opportunity in Chaos (200): How is a law-offending criminal supposed to make a living in a Galaxy with goody two shoes space wizards!? Don't even start with all the mess of politics, armies and whatever supernatural bullshit is happening because the Force just felt like it today. But despite this and the Jedi being so prevalent, the Criminal Underworld seems to be flourishing. Now why is that? Simple. Constant war doesn't give them the luxury of actually doing their job as peacekeepers most of the time. Evil thrives when good men do nothing... or when they are busy going after their fellow space wizards with red lightsabers. To make things short you are good at taking advantage of current troubles, upheavals or conflicts to hide yourself and your tracks. In general you can make your actions appear relatively unimportant even if they are vile. Something 'bad' but something that can not be the main focus right now until the bigger bad is defeated. Play your cards right and when the Jedi finally killed their enemies you're fat and bloated from what you did in their absence. That being said if you actually ally yourself in ANY way with the 'worse party' or get involved? This Perks effects will vanish in an instant. Don't get greedy now.

Jedi mind Tricks don't work on me (400): It is reasonable to be concerned about the sanctity of your own mind. How free can you truly feel in your choices with things like the mind trick? Worry no longer about such because you have the same kind of indomitable will that many other criminals have. Your mind can not be altered or manipulated by anyone who is not yourself or those you allow for whatever reason. Furthermore your mind has a unique defense against any who dare to try it. Any attempt to affect or alter your mind is instead sent back towards the one who tried it at full force. As this is directly based on their power this can even bypass their innate defenses against mind control. You can choose whether this causes a 1:1 rebound of whatever effect you were meant to suffer or if it's simply them becoming proportionally submissive to you instead depending on the amount of power used.

Maker of Slaves (600): The Galaxy's finest is ripe for the taking. What is a senator who holds the hearts of her people and a Jedi in tune with the force to you? Targets. The Slave Trade is so persevering in the galaxy for a reason. The idea of someone being 'lesser' inscrutable. And you are the best at making someone that lesser. You are a Slave Trainer the likes the Zygerrian's would be eager students too. There is no person you cannot break given time. Iron wills and lifetimes of patience assisted by the force shattering before you. But you don't just break you train, capable of

instilling entirely new values into your pets. Curiously this will never lead to a loss in their abilities either. You might be able to get a Jedi Master to use her phenomenal power to drag Knight after Knight to your dungeons.

Independent

Honest Employment (100): If you don't want to be active in the ever present war, you can instead try one of the many other occupations in the galaxy. You have a certain amount of verified skill equivalent to several years in an industry of your choice. News? Business? Sewing? Your choice. You are also guaranteed to be able to find employment in your profession, potential workplace romance likewise an option.

Play both sides (200): If you are not with them you're their enemy. That's what everyone believes. As far as you are concerned, they can make each other's life hell, you're just here to do business. You are good when it comes to taking advantage of conflicts between two or more parties. You could be selling loans to the Republic while also financing the latest plans of the CIS. As long as you do not actively go against them, you can usually get away with it as well. This is similarly applicable to two timing potential lovers. Just make sure no one is feeling neglected from your tryst with the other.

True Mandalorian (400): It takes a lot to be considered a true enemy to the Jedi without having access to space magic. The Mandalorian did lose their war with them but their legendary reputation hasn't suffered much for it. Rightfully so, as you embody the true warrior ways of Mandalorians. Your skill at weaponry, both melee and ranged, is nigh unrivalled with a keen mind for combat and the flow of battle. You spot weaknesses where others would see none and can flawlessly switch between a vast assortment of weapons mid battle for peak effectiveness. Improving your present skill at battle is just a matter of training and battles that actually challenge you, adapting quickly to become ever more deadly. As a final note you carry with you some of that good old fashioned 'might makes right' philosophy. Beating someone in a battle will light up flames of affection in the defeated or even the defeated parties allies and loved ones. As if they couldn't help but see that at least in one area you truly proved yourself the better warrior. Among those who follow such principles already, you could end up taking over as a leader just by challenging their former leader to a duel.

Thrusting Upward (600): If you want to remain independent, good fucking luck in this Galaxy. No one is really willing to tolerate a potential enemy or ally in all their wars and everyone wants to use every resource they can. But you have something the Jedi, Sith, Politicians and everyone else don't have. A sheer ability to punch outside your weight class. The more advantages an opponent has compared to you and your own resources, the more you in turn will be enabled and empowered. You will find opportunities to work against them far more effectively, discover weaknesses and be able to combat them optimally. A Jedi will find themselves struggling to evade and parry your shots for a reason they can't explain, especially if you shoot at them

with metal slugs you figured would be a good counter against lightsaber wielders instead of blasters. The local Queen will find her own arguments being weaker if put in a direct debate against the charming underdog and her guards tempted to side against her in certain matters. This also causes a certain degree of lust and intrigue in those who are supposed to be above you in some way, be it powerwise, economical, political, socially or even by rank.

Items

All Items that feature you having a group of loyal followers or similar automatically allow you to customize their appearance, gender and personality beyond what is offered.

You receive a **+300 CP** Stipend to be used exclusively on items.

General Items

You receive 2 Discounts for the 50, 100, 200, 300, 400 and 600 CP Price Tiers in the General Items section.

Merchandise (Free): There are a lot of things this galaxy has led to the creation of. So here is a way to indulge in it even after your time here is done. With you is now a copy of every single thing Star Wars has produced in terms of merchandise. From the Movies, Comics and Games to figurines and bodypillows. You even get stuff including you and depicting you as well. This also includes fanwork and before you ask, yes the lewd stuff as well. Would anything else make sense for this Jump?

Credits (50): Money makes the galaxy go round. It's useful for more than simply getting another night with that hot hooker. For every time you purchase this you get 500.000 Credits. This amount will replenish the next Jump, taking the form of whatever currency is dominant in it.

Holonet Porn Drive (50): Need something to enjoy yourself on lonely nights? Dim the lights and use this. You have full access to the finest pornographic material the galaxy has to offer. It is playable on all devices and comes with a holoprojector already included.

Instrument (50): You too can blast tunes in Mos Eisley. You have one musical instrument of your choice. Just by possessing it you become incredibly proficient, enough to rival the average musician paid for their art. With practice this skill can increase. Furthermore, after performing you can always find someone who enjoyed your show enough to want to have some 'alone time' with you.

Personal Collection (50): What better way is there to relish in your victory but to take a trophy? This item takes the form of a collection fitting to your tastes. It could be anything from lightsabers to panties. You get one such item from every enemy you defeat, directly and automatically stored in this collection.

Ceremonial Wardrobe (50): Twi'leks are known for being slaves. Something even the Jedi Aayla Secura was painfully aware of. During her apprenticeship, Aayla managed to accept her heritage while also deciding to make a statement in solidarity

with her people and the Twi'lek woman in slavery by donning ceremonial clothing of her people in place of usual Jedi robes. As far as excuses for skimpy attires are concerned this isn't a bad one. In any case proper armor can still be useful and that is where this Perk can shine.

You can select one item of clothing to apply this too and link it to any other piece of clothing you actually wear. What this does is make it so your selected piece gives all its benefits to what you are truly wearing. Blaster Bolts this way will harm you in your belly dancer outfit as much as they would do if you instead wore a full body Beskar armor.

Slave Bikini (100): In a galaxy far, far away, there is little that would look better on a captured princess or submissive woman. In your position is your own copy of the iconic Slave Bikini, once worn by Leia Organa when she was Jabba's captive. It's no exaggeration to say this is one of the hottest articles of clothing you could get, it seemingly enhancing your own natural beauty as well as making your hair more luscious and your makeup always present. At the same time it protects you from the elements, making the scorching suns of Tatooine bearable, but even more colder regions you could manage in with just this as the rest of your body is exposed.

Even better this Outfit grants you a very underappreciated effect. Harmlessness. At least perceived harmlessness. While wearing it you can emit an aura resembling that of a broken and despairing slave girl, submissive, demure, enticing. What this means is that you can easily bide your time and wait for the right moment to catch your Master completely off guard. This Outfit will automatically take the place of whatever attire you wear when in captivity should you desire it so. Also comes with a chain leash. How else are you gonna choke a Hutt to death? Until you take them out however, your master will just so happen to slowly be pushed towards the kind of domination you would enjoy the most to receive.

Alternatively, instead of having one yourself you get an endless supply of slave bikinis to hand out to others. While it retains the protection from the elements, they no longer have the harmlessness effect. Instead what they do is make the wearer feel more submissive, sensitive and exposed. The longer they wear it, the greater this effect will be and even if this is not any sort of mind control, it is arguably a more useful effect. Spending a decade in one could make even the fiercest of women unable to see herself as anything but a slave girl to be owned. Furthermore, you will have a gut feeling for their own kinks and how to best dominate them.

If you purchase this Item twice you can combine the mentioned effects freely to any and all Slave Bikinis, the one you wear as well as the one you have others wear.

Slave Collar (100): Slave Bikini's are how you have fun with your slaves. This is how you make sure they stay in line. You have a self-replenishing supply of a dozen finely crafted slave collars. Each one comes equipped with a shock function, trackers and explosives.

Emblem (100): There are a multitude of symbols people rally behind, for better and worse. You have one such symbol for yourself now, either one of your own design or one associated with your allegiance to an institution like the Republic, CIS, Empire or Rebellion. You can freely make it manifest on everything you own. This includes people. In this case the emblem becomes a tattoo or brand, somewhere on their body. The emblem is impossible to remove without you doing so yourself. Beyond this it also makes the wearer slightly more sensitive to everything you do to them.

Helmet (100): Best to keep your head protected. This Mask is good at protecting just that, always just a bit more useful than not having it at the very least. Its true value lies in iconicity. Wearing it will quickly make it synonymous with yourself, enhancing your attempts at spreading your reputation.

Podracer (100): Podracing is quite popular, especially in the Outer Rim. Do you like the idea of having a few race girls clinging to your arm as you receive the trophy? Good because you are now the proud owner of your very own repulsorlift racing vehicle. It is capable of going as fast as the one Anakin Skywalker once drove and any accident it is in will miraculously never harm you or the other party. Unless you want to for some reason. This is a dangerous profession so it's good to have insurance. If destroyed, the repaired podracer will appear in your warehouse after one week.

Pet (100): No not that kind of pet. Get your head out of the gutter. This item is an actual pet animal from one of the many cuddly or not so cuddly races to be found in the galaxy. Anything from a Tauntaun to a Merqaal will be your ever loyal partner, respawning after one day in the event of their death.

Droid Buddy (100): No need to be without your own robotic helper. You have your very own droid to accompany you. They aren't anything exceptional, comparable to the average Astromech or BD-1 of Cal Kestis. Still they are a reliable friend and have their own uses for technological matters.

Talisman of Finding (100): A must have for anyone who is looking for someone dear to them. The same way Savage Opress used it to find his brother, you can use this Talisman to find anyone you calibrate it too. The Talisman will notify you the closer you are to your target. Can be used for anything as long as you know their name and identity yourself. No using this to find Darth Sidious when you don't already know its Palpatine.

Blaster (100/One Free for Scoundrel): Don't be unarmed when war is the only constant among the stars. You have a single reliable handheld Blaster to call your own. It never runs out of ammunition and you can toggle it to also 'paralyze' instead of kill. For more blasters, simply pay an additional **100 CP**.

Lightsaber (100/One Free for Jedi and Sith): This weapon is your life. The best friend of any Jedi and Sith. You are now the proud owner of your own Lightsaber, tailor made for your specifications. A weapon for a more civilized age. Its color and handle design is up to your tastes. Curiously this Lightsaber also comes with an option that has the cutting hot edge be instead harmless... and vibrate. You can get another Lightsaber for every **100 CP** you spend. If you want this can also be a variation of a lightsaber like a lightwhip.

Midi-chlorian Detector (100): Want to find hot Force users in your area? This should help with that! This handheld device allows you to detect anyone with a large amount of midi-chlorians, their location and even a small name with their names, pictures and kinks. Really it is as much a detector as it is a dating app. In future Jumps you will be able to detect other superpowered individuals.

Security Recordings (100/400): Only horniness you will find in these videos. Any property you own is now fitted with a state of the art camera system. If it happens in your area, these recordings will catch it. This especially includes any lewd actions, their mere presence seemingly enabling more such scenes. Two female Padawans exploring each other's bodies between spars, a romance between a clone and his general and much more could be made easily accessible for your enjoyment.

If you buy this for **400 CP** instead (Discountable) this Item also comes with one more thing. Once per Jump you get a recording to one topic you need. Even if there weren't any cameras available in the area, you will have video proof of the events. You may not like what you see though.

War Machine (100/200/400): There have been many machines made for the many wars that take place among the stars. One of them can be yours. If destroyed it will respawn in your warehouse after a week and it never needs refuelling, maintenance or reloading. Depending on how much you pay you can get an even greater machine.

For **100 CP** it is something minorly useful like a Speeder Bike.

For **200 CP** this machine is a fair bit more powerful, like an AT-ST.

For **400 CP** you have a machine that is quite impressive in battle, like the AT-AT Walkers.

Force Artifact (100/200/400/600): Occasionally, products of the Force are more tangible to the common person. One such Force Artifact is now in your possession. Its power and usefulness depends on the tier you buy in this option.

For **100 CP** this artifact is noticeable but nothing special. Only minor benefits are given from possessing and wielding it.

For **200 CP** this artifact has a greater use, average overall or perhaps very situational. The Bracers of Najus that amplify the wearer's dark side powers when in battle with a light sider but are useless when against another dark sider, would be one example.

For **400 CP** your artifact is quite powerful. Think of the Healing Crystals of Fire, healing those even ordinary medical procedures couldn't help and bring back people from the brink.

For **600 CP** your Force artifact is so powerful it could have legends written about it and deserve it. The Dagger of Mortis that can kill even immortal beings like the One's would be one example.

Galactic Map (200): You have a detailed hologram Map of the entire Star Wars Galaxy. Anything from notable planets to the best brothels of the Outer Rim is marked down. In future Jumps this Map is calibrated to the local setting as well, allowing you to always find your way.

Carbonite Freezing Machine (200): A surprisingly common practice in this Galaxy, or well at least not as rare as one might think. You now have your very own Carbon Freezing Machine, able to flash freeze anything through a combination of liquid carbonite and a high-pressure gas. Usually this is done to transport otherwise unstable materials by encasing and entrapping them in solidified carbonite. Of course this is also very good at freezing people. You can decide if their consciousness is still awake while frozen manually and the cases of Carbonite come with special settings to stimulate or even 'freeze' the ability to climax or locking them to feel the sensation they felt as they were frozen until they are let out.

Finally, you receive a frozen Carbonite replica of anyone you defeat. This is not the original person and they can't be thawed out, simply their likeness for you to enjoy.

Cybernetics (200): Better to replace what is lost with metal. You have a replenishing supply of cybernetic prosthetics of various sizes. From hands, arms and legs, to even things like dick replicas, you're equipped to replace just about any limb you or someone else can lose. Unlike with most cybernetics, yours will never weaken your connection to the force should you have any. Neither can they be used against you

and you will feel any sensations through them as you would through your fleshly limbs. You get a dozen and the used cybernetics will be replaced after a day.

Spice (200/400/600): Drugs are a plague upon any sort of civilized society in the galaxy. Spice can be considered the backbone of this problem. Though it can be used recreationally, many addictive substances can likewise be made from it. You now have a steady shipment of Spice to do with as you please alongside its many variations like Ryll. Beyond being addictive, this spice can also function as a highly effective aphrodisiac

Depending on how much you pay here, the more Spice you will be able to gather. For **200 CP** you get per month all the Spice that could be transported on the Millenium Falcon.

For **400 CP** this becomes monthly shipments of an entire warehouse.

For **600 CP** you can receive a full on Spice Mine on top of the monthly deliveries.

Interstellar Treasure (200/400/600): Ever wanted to get your hands on all these unique resources in the galaxy? Maybe the Kyber Crystals? Beskar? You can buy one such resource from this option in the form of monthly shipments. The amount you get depends on the price you pay.

For **200 CP** you get a small ship delivery.

For **400 CP** it is instead a whole warehouse.

For **600 CP** you receive the warehouse on top of a harvestable source like a mine.

Mind Control Device (300/400): The mind trick never was the only threat to the average individual's mind. There exist a lot of ways to make someone a slave and not all require a golden bikini. You have a dozen pieces of any one mind control device of your choice.

This could be like the brain-wave projection crowns that can be concealed by many headdresses. Unless taken off, the control will not waver. For an additional **100 CP** it can be something more severe such as the Decraniated Caps. In spite of the severe impact a decraniation has, it is something that can be reversed still but only by yourself taking off the cap. Used devices will be replaced after a week.

Hyperspace Atlas (300): Hyperspace is oh so very convenient for intergalactic travel. Lightyears are traversed in seconds. All you need is to find the correct route. This Atlas has within itself every discovered Hyperspace route, easy for you to apply and use. In future Jumps you will get a new set of hyperspace routes that allow you to easily traverse the local settings universe with hyperdrive and similar technology.

Bacta Tank (300): Bacta is a wonderful substance and a very useful thing to have for all your injuries. This Bacta Tank is filled to the brim with a particular potent version. All but the most severe injuries can be healed in record time while being submerged in it, healing and closing wounds. It can't restore limbs or cure diseases but its utility is nothing to sneeze at.

Your version also comes with an optional setting to 'stimulate' growth, allowing for some level of physical alterations. Not outright shapeshifting or changing anything major but breast and ass size are fair game. Being submerged in this Bacta is also quite pleasurable, the intensity likewise toggleable to be anything between a full body massage and constant overstimulation.

Jumpers Palace (300): Is there a better place to truly enjoy yourself? Whether it lies among the scorching deserts of Tatooine, within a modified star ship, the lush planes of Ryloth or in the richest districts of Coruscant, you are the proud owner of a palace that is the envy of every hedonist. It is filled to the brim with all the luxuries this galaxy has to offer and staffed with servants of all races you could find appealing, waiting on your every whim. In future settings the staff will expand with more members off in Jump races as well.

Pink Holocron (300): A Holocron can hold some of the deepest secrets of Force Users. Powerful techniques and ancient histories, all stored in such handheld devices. The one you got is... very unique and not something the Jedi would show you. It holds in depth instructions regarding how to best use any sort of Force Ability for lewd purposes. Stroke someone's cock with a gentle version of Force Push or Force Choke or keep someone trapped at the edge of orgasm non stop. The Holocron actively boosts such uses for Force abilities and you will find its teachings can be translated towards other forms of power, likewise improved in training and potency. This Holocron can only be opened by yourself and anyone you allow.

Holocron (400/Discounted for Jedi and Sith): Okay THIS is a more proper Holocron. You are the owner of one Holocron holding considerable knowledge in the ways of the Light or Darkside, depending on your own affinity, as well as history and techniques of their respective Orders. A Force User could increase their training rate in these arts much faster with one. This Holocron can only be opened by yourself and anyone you allow.

Noetikon Holocron (400/200): The Noetikons were a treasured type of Holocron stored within the Jedi Temple archives. Jedi Masters like Bastilla Shan would engrave their Thought Patterns onto these devices, their personality and knowledge preserved to guide future generations. Curiously you have gotten one of these Holocrons yourself. Within embedded is the Thought Pattern of a Jedi of your choosing. They are effectively the same person, when not in active use and given

questions resting in slumber. That being said, they have nothing beyond their knowledge to offer. Whoever is stored in this Noetikon in particular is simple data you can use. At the push of a few buttons you can do as you will with the Thought Pattern construct, make them endure constant stimulation or restrain them with raw data.

If the idea of the knowledge of Masters doesn't appeal to you for whatever reason, you can elect to only have the personality of a Master embedded. In this case the price will go down to a mere **200 CP**.

You can also opt for the Noetikon to instead have a Sith's thought patterns engraved into it.

Force Vergence (400/One Discounted for Jedi and Sith): The presence of the Force isn't equal across all things. Certain items, locations and people will always have a deeper connection. This Item takes the form of a 'portable' Vergence. You can take and insert it at your own discretion, the Vergence itself attuned to whatever side of the Force you have the best affinity with. Whatever you put the Vergence in will be more deeper connected to the Force, with Force based techniques being more useful if used in or through them. Beyond the usual light and dark side ways, love and lust are also good ways of using these Vergences to their fullest potential.

Training Center (400): An expert isn't born, they are made. This training center will help you in being the kind of galactic legend you are meant to be. It is filled with various remotes and droids for training and any sort of activity sees you gain more dividends in your proficiency than you would anywhere else. When you train with someone else this is only further enhanced, as you both work up a sweat also becoming more aroused and inhibitions being lowered.

Arena (400): For when you want to display a pair of Jedi and a Senator or simply show off your own skill. This vast arena is a match to that of Geonosis. Any enemy you previously faced can be summoned here as a copy, allowing you or others to battle them again. Dying here is temporary, any vanquished ally simply respawning after an hour... unless you don't want them too that is. This arena can be just as easy a great execution place, amusing the populace. For such purposes you cant call upon past foes and must provide an enemy yourself. If someone loses in a fight they may also be used sexually instead of being killed by whatever bested them.

Mighty Pet (400): There are many great beasts that are just begging to be tamed. One such creature you managed to get as a loyal and obedient pet. It could be a Zillo Beast, wrecking destruction at your behest and letting you harvest its scales. It could be a Sarlacc Pit that happily devours for you, even you yourself if you want to have some personal fun. Whatever you choose as your pet, it will be comparable to

such titans and never waver in its loyalty. Should they ever perish they will respawn within one month.

Inhibitor Chips (400): A somewhat hotly debated thing the Clones have been imbued with by their creators while still an Embryo. These biochips can, when activated, force obedience from those who have them implanted in their skulls. You have a dozen of these chips as well, your version able to be surgically implanted into another. Should these not be enough for you any used chip will be replaced in a week's time and you have blueprints to make more. The chips can be preprogrammed for certain scenarios or orders you want those fitted with them to execute, anything from 'kill all Jedi' to 'blow me on command'. Furthermore you can reverse the command and put them back to normal, even controlling what they remember.

Academy and Temple (600/One Discounted for Jedi and Sith): The ways of the Force survive by being passed down. From Master to Student. Though the bond between a single Master and their Padawan is sacred, knowledge is best shared with as many as possible. You are now the proud owner of your very own Force Academy, sporting several hundreds of students and dozens of talented teachers. You are recognized as the headmaster, respected within the institution and allowed to make some rapid changes to the curriculum practically whenever. The inhabitants of the Academy are shockingly prone to your own influence and interpretations of the force. A lustful Jedi may end up corrupting her entire school to worshipping Sith cock or a redeemed Sith teach their own the values of patience and cooperation.

The Academy and Temple is by default aligned with your own Force Affinity, though if you like you can instead elect for the opposite. In that case the Academy will be something you have conquered in the past, the teachers and students prisoners instead of your own staff with a headmaster imprisoned as well. If you are not Force Sensitive at all no one will bat an eye at that. You can take this Item twice if you like to have both features but only discount it once.

Gift Wrapped Powerhouse (600): Anyone who thinks Force users are unbeatable is fooling themselves. They are as prone to mistakes as anyone else is. Like this individual of your preferred gender and body type who thought their connection to the force meant she didn't have to worry about anything. Only to end up utterly defeated, the experience changing them forever. Maybe they were trained by slavers or stuck inside of a Sarlacc. Maybe you put them in this position or were the one to free them but the result is that this space wizard is submissive to the point it borders on lacking an identity. They will do whatever you ask of them, having the raw power of the more powerful Jedi Knights with the potential to be a mighty Master. In future worlds this will take the place of a similar captive powerhouse.

Slavery Ring (600): Slavery is, in spite of forces like the Jedi, a common practice throughout the Galaxy. An ever persistent plague that you are now a part of it seems. In your possession is the kind of establishment that would leave even the Zygerrian's give you begrudging nods of respect. A single large city holding a thousand slaves to sell in its auction houses. The population of the Slaves is evenly distributed across all the races in the Galaxy though those that are more 'fitting' for that kind of life like the Twileks are more common. Any slave in this city can be considered an expendable follower and for everyone who is sold or otherwise lost you get a replacement the following week. If you like you can even choose to make your Slaves be entirely willing with a hardcore kink for this type of thing, should you not want to abandon your morals or maybe even beat other slavers at their own game.

After this Jump the City will expand to gain another thousand slaves for each world you're in, its population once again divided among the many local species. Past Jumps and their 'products' are also included.

Treacherous Bitch (600): Everyone has a purpose. Some duty they can fulfill. This one? Her duty is to be yours and make everyone else regret her existence. She is a beautiful woman who, while weak herself, is well suited to screw over a lot of other people for your benefit. A mole in the Jedi Order. A corrupt Senator. Her ultimate loyalty is to you and no one else and she will happily go to her knees and service you among the ashes of what she betrayed. In future worlds there will likewise be one weak but very detrimental bitch you can easily turn to your side.

Clone Facility (600): Kamino was one of the most important planets for the entirety of the clone wars. All because they were the home of the titular clones. In its large complexes, entire regiments were bred, engineered and trained to serve the republic. You have your own copy of these facilities. Each device has in depth instructions in regards to how they work and there is a replenishing amount of supplies to take care of all your clones optimally. All you need is a team to staff it and the right genetic material but surely you can figure something out?

Droid Factory (600): The droids used by the CIS didn't just appear out of nowhere. They had to be constructed in facilities such as this. You are the owner of a droid factory rivaling that of Geonosis. The foundry is completely automated and is well suited to manufacture entire groups of combat droids. The only problem is that the factory itself is empty and not having any resources to start production. Maybe you can find something to get things going?

Olbio Tree (600): Would you believe that a set of normal trees on Myrkr can grant someone the potential to fight against Force Users? That is all thanks to the Ysalamiri, lizard-like animals that can naturally create force neutralizing bubbles. Grand Admiral Thrawn saw the potential in these creatures and from the looks of it

you do so as well. You have your own Olbio Tree that never runs out of nutrients, as well as a small population of a dozen Ysalamiri. Usually its difficult to remove the lizards from the tree without killing them, since they need the trees nutrients to survive. You however can harmlessly remove them and onto a replenishing set of nutrient frames. When removed a new Ysalamiri will appear on the tree in one month.

Prison (600): There are enemies who are too dangerous to be left alive and those who are too useful to kill. This location is meant for the later. You are the new warden of a truly inescapable prison. No one put here can of their own power escape or even defy the warden or any you declare fit as guards. The only hope of escape would come from outsiders but thanks to an impressive amount of defenses, both natural (like say steep cliffs and magma beds) and unnatural (many security grids and turrets), and even more scanners to track down intruders, doing so would be a challenge for the most capable of Jedi. This leaves your inmates at your tender mercies. It is stocked with various torture instruments of the kinky and not kinky variety, something that synergizes well with the final benefit of the prison. All inmates have their innate defenses to falling to despair or having their minds broken reduced, while being more susceptible to pain and pleasure and the longer they stay here, the bigger this sensitivity will become. Even those with iron wills can be worn down over time.

Collective Database (600/800/1000): No need to invent when you can simply replicate. There are many technological marvels to be found in Star Wars and this Item allows you to get the blueprints. Pick any one faction. This database contains within itself all the technology that faction has made, from humble blasters, to starships and more. For a Faction like the Empire with superweapons matching that of the Death Star pay **800 CP** instead. For something reminiscent of the Rakatan Empire, pay **1000 CP**.

Origin Items

Jedi

Jedi Robe (100): A classic and stylish look for interstellar monks. You have your very own set of Jedi Robes. They protect you from various climates and are always easy and comfortable to move in. Beyond that they can add a certain humility to your presence. Even if you are a being larger than life you can appear more down to earth to non force users and normal civilians. But when humility won't save you these robes have one more feature. A minor ability to hide you. The hood will never slip off from your head no matter how fast you run or what you do. Your natural beauty can likewise be hidden. You might be the fairest in all galaxies but can sneak through the backalleys of Tatooine while remaining unmolested, your beauty simply not being noticed. These features can be toggled as you like.

Meditation Chamber (200): Meditation is a favored way of the Jedi and Sith to connect with the Force. But only the Jedi truly embrace the peace meditation can bring. Your chamber is perfectly suited to do just that. A small room that is designed to be as tranquil as possible to you. Just being here can put your nerves at ease and any sort of meditation is easier to perform and comes more naturally to you.

Curiously the chamber comes with certain 'aids' to increase your experiences. Mainly various restraints that can be casually manipulated using the force to restrain yourself. While wearing them, it will be even easier to slip into the proper mindset, your connection with the force increasing. Pleasure and peace become one. You will also find that, if you allow it too, the chamber can give you very realistic feeling 'visions' of your own defilement. Anything from what could have happened when you lost in past battles to a Sith appearing in the chamber to take you while you are helpless. Merely visions... but ever so entertaining.

Lewd Lead (200): The Jedi as a whole are more reactive when it comes to bringing about peace in the galaxy. They go after leads and strange circumstances and generally don't try to cause them. This item takes the form of a convenient lead to something that is currently going on in the setting and is potentially relevant to your goals and interests. Maybe you will reach the news about a new experimental drug making its way into Coruscant that causes explosive amounts of lust. Maybe it is about a potentially growing slave ring in the Outer Rim. It is always worth investigating these leads as they will help you do good and generally influence things. They also have a side effect of, if you allow them too, being very erotic in nature. In fact you are guaranteed that, if you follow such a lead, they could even do something like 'bad ending' you. You end up wearing a slave bikini in a criminals palace or getting high on aphrodisiac as a new whore in a brothel. Being stuck in these situations will never end up actually endangering you and you find that, after

you had your fun, nothing is actually worse off from you having done so. As if the Force itself allowed this to happen. You get a new lead every month.

Light Side Chastity (600): Living purely for physical pleasure is... quite foolish. In abandoning such base desires, perhaps real enlightenment can be found. You are the owner of a chastity belt/cage that always fits your own body perfectly and comfortably. While wearing it, you are completely immune to charm, charisma, mind alteration, corruption or anything that could make your morals stray. The Chastity Device feels strongly connected to the Light Side, rewarding you if you follow its teachings on harmony. Namely it can give you pleasure, the kind that makes you truly feel 'filled' by the Force. While feeling this pleasure your mind is never clouded, instead only becoming more clearer. Likewise the more pleasure you feel the more your abilities increase, up to double your normal potency. It can let you climax but you will lose the increase until you are harmoniously at the edge again. Finally, this belt protects you from unwanted sex of any kind.

The Chastity Device can be calibrated to only be removable by those you allow it too. This can include yourself if you want the fantasy of giving away such control to another.

Sith

Sith Robe (100): An iconic look for those living with the darkness. You have your own set of Sith Robes, perfectly fitted to your body. They resist many climates and are always comfortable, much like their Jedi equivalent. However where they differ is in the unique quirk they offer. For one they do not hide your beauty, they simply aid at hiding you, letting you easily disappear into the shadows. But when you are seen these robes make you appear that bit more mysterious and intimidating. If there ever was a 'bad boy' in the galaxy, this is what they would wear.

Seat of Power (200): Every King needs a place from where they rule. This Throne shall be yours. In this chamber lies your seat of power, comfortable to rest in. Sitting on it bolsters your own dominating presence, the effect lasting for up to a day after you left the Throne. At the same time this Room can, ironically, hide you. Like Palpatines own office as a Chancellor it is stocked with various sith artifacts. Any lightsider will feel uncomfortable, if not even a little bit aroused, while inside but never be able to figure out why. Likewise your own connection to the dark side is hidden by this room, likewise something that needs to be recharged every day. That isn't even the only thing that can be hidden, a slave or two always able to be cramped inside. Maybe it's beneath a table, restrained in a position to blow you. Or it is behind walls that can flip at the push of a button. Either way, no one will ever find them unless they see them with their own eyes.

Deceptive Escape (200): You can't change the course of the galaxy by being caught. So what if you enslaved an entire village and went on a rampage? This item ensures you can, at least once per Jump, escape the consequences of your actions. Upon using it, it will manifest a convenient way out of the grasp of authorities or do gooders trying to stop you. This manifests in a way you want it too. An accident allowing you to slip away, an escape pod being made operational. If you want a more 'pleasurable' way this can also be an opportunity like that, the busty Jedi Knight being knocked out by a stray taser for example. You are not allowed to kill your pursuer, but having some 'fun' and slipping away while they are exhausted is very much on the table.

Chosen Ones Armor (600): When Anakin Skywalker became Darth Vader, he went from being the hope of the Republic to the strongest Prisoner of the Empire. The armor that Palpatine put him in was the only thing keeping him alive, limiting his progress and potential while also putting him through constant agony. Fortunately for you, your new armor has no such defects, not in the least bit designed with the idea of imprisoning you. It is in part naturally durable armor, tanking blaster fire and explosions with ease and in part life support system. You will never lack in oxygen, nutrients or painkillers while wearing it and it can work as replacements even for entire limbs, allowing a quadruple amputee to keep fighting. It will never impede you

in any way, any decorations like capes not getting in your way and you likewise being as swift as ever despite how heavy it should be. Neither will it ever be manipulated against you. It's also well insulated against lightning attacks so don't be concerned about such things. It comes with several other features like a voice modulator but one more that is unique to this armor. Pain you feel while wearing it can boost your own power, constant agony making you twice as powerful. This kind of pain can be enforced by the armor as well, perhaps to always remind you of your failures.

The armor itself is iconic in appearance, easily becoming synonymous with you and highly recognizable, in turn boosting your image.

Scoundrel

Rogueish Garb (100): The perfect outfit for the galactic outlaw. This combination of leather and cloth does more than just make you look cool and dashing. While wearing it you feel less stress in dangerous situations, finding it easier to keep calm and assert things. Also gives a decent increase to your individual seduction skills.

Holster (200): You can't always shoot twice without having a gun on hand. This holster is something that is always on your person, untraceable and undetectable through any sort of observation or search. You will always be armed with no one being the wiser. On top of that you are all but guaranteed to draw whatever gun is hidden in here first if a shootout breaks out, your drawing speed noticeably increased.

Medal of Bravery (200): A sign of a great deed committed in the past. This medal stands for a major past accomplishment, fiat backed to be well known across the galaxy. Any who see you wear the medal will know what you have done, potentially even feeling grateful if it impacted them positively. A certain kind of grateful that is. Beyond the fame you are ensured, it can sell for a decent amount of credits, a new medal being delivered to you in the following year. These medals do not have the same kind of fame factor associated with them.

Bounty Hunter Starter Pack (400): There is a lot of money to be made in packaging and delivering wanted criminals. Or maybe you want to keep them for yourself? Whatever you plan to do, you're well equipped for the job now, having the same kind of tools as legends like the Fett's and Cad Bane. Jetpacks, durable armor that rivals Beskar, wrist mounted blasters, stun weapons and nets, flamethrowers and more are all yours. None will ever run out of fuel and are self-maintaining and are capable of standing up to some of the best fighters in the galaxy

Bounty Hunter invite (400): No chance the many wanted criminals in the galaxy would ever be completely at peace. Bounty Hunters are everywhere looking for a quick payday. This Item takes the form of an invite into such a network. You will be treated as one of their own, respected as fellow artisans of the craft. Finding man and woman to send after targets you have has never been easier but missions that offer many a reward to undertake yourself are also available. In between hunts you find the individuals of this group to also be very open to casual trysts, badass warriors eager to blow off some steam.

Lustful Hive (600): What a charming hive of scum and villainy! And don't you fit right in? You are now the owner of an establishment roughly equivalent to Mos Eisley... with a few extras. In fact this item is more reminiscent of an entire red light district, yourself now the owner of various bars, brothels and similar establishments. They

fetch you a nice and steady payday, with the many workers employed here prioritizing you above all other patrons. Beyond that, you find that 'important' characters to the setting end up finding their way here. This could be a future war hero, a princess wanting a thrill or a retired milf desperately wanting some distractions. In the backrooms a lot of shady dealings can be done that will never be interrupted by local law enforcement either.

Scientist

Lab Coat (100): The perfect attire for a kinkster of science. This lab coat, beyond making you appear always a bit smarter to others, is the only thing you ever have to wear for your experiments. While wearing it, you are immune to whatever side effects or accidents could come about. For example, while tinkering with a virus, the lab coat functions like a hazmat suit, ensuring you can not accidentally infect yourself.

Knowledge Base (100): Your best ideas are always in your head but its just good practice to write them down. This Holopad automatically updates itself with every piece of knowledge you gather, from blueprints you designed in your mind, to the latest chapter of a physics book.

Scientific Samples (200): Must have had a fun night out. You have genetic samples of just about every species to be found in the galaxy. Even some stuff from 'main characters' is here. This includes mainly semen, cum and things like breast milk but also blood. Surely you can find a good scientific use for this. Used up samples are replaced weekly and in future worlds you receive similar biological samples.

Scrap Metal (200): Gotta start somewhere with your building of robots. This is a steady supply of scrap metal, wires and other discarded technology. It is shockingly viable for any engineering you want to do, with new scrap being delivered weekly.

ASSassin Droid (400): Organizations like the Black Sun really have some of the strangest but also most useful things to offer. In this case, that would be this highly capable assassin droid. Its worth is nine million credits, a price she is more than worth it. You are now the new master of your own human replica droid, designed to be an almost perfect replica of a human woman. She is immune to hostile reprogramming, guaranteeing that you can trust her always. Beyond that she is a highly effective assassin, taking on skilled bounty hunters with ease. Naturally, she is also programmed to be the best lover a droid can be, bringing you to ecstasy with mechanical precision. Though she is one of a kind, you get the blueprints to make more of her should you have the resources.

Research Funds (400): Struggling with getting the resources to make your kinky- I mean glorious designs a reality is a problem many scientists know all too well. It is one that shall never plague you, as this item takes the form of something that ensures you always can follow your passion. By being a bit passionate. A high rank Imperial Officer who promises to wire certain fundings your way if you take her out on a date. A Queen who is happy to be your sugar mommy. One way or another there will always be an opportunity for money and materials if you are willing to grasp

it. This also works simply as a contact for anyone who might be interested in what you research and want to build... but where is the fun in that?

Hidden Laboratory (600): An artist needs a place to do their work in. A secret underground complex seems like just the thing. This laboratory is the place where you will do your great work. It is very difficult to find but far more important is the fact that it is filled to the brim with samples of all things you could possibly need for your research and experiments, something that is guaranteed to be more successful and faster if done here. It also comes with a group of attractive lab assistants for whom the work is their life... and you are something of an idol.

Your Virus (600): Pathogens are as numerous as there are people. From the Blue Shadow Virus to the Blackwing Virus to even computer viruses. One such Virus is now yours. It is freely designable by you in regards to what it does to the victims. It could be a brutal death for an organic virus or hijacking of technology when it is a computer virus. Whatever effects you want it to have it can not be more powerful than the Dark Plague developed by Terrak Morrhage capable of corrupting Jedi Masters or the Rakata Plague that can strip ones ability to use the Force. The virus you design here is not incurable but attempts to do so will be difficult. As one more note, any lewd things you want to add to the virus can be done free of charge. A computer virus might mysteriously turn every droid it affects into onaholes or a virus tailored to affect force users make them gain bimbofied bodies while also lowering their intelligence.

Politician

Break Up Dress (100): That is not really the attire one would associate with turning a potential partner down. Incredibly form fitting and making you look sinfully sexy, this dress has a shockingly useful effect associated with it. While wearing it, any emotional conversation feels deeper and more profound, allowing both yourself and who you speak too more clear insight into emotional turmoil. Wear it long enough and you would be able to admit to yourself that you actually want the handsome Jedi Knight to kiss you again, said Knight himself opening up to you.

Retainers (100): You should not have to do everything by yourself. This set of retainers is rather unremarkable in many ways, simply a selection of attractive woman honor bound to your service. Their ability in a fight is laughable but they will with a smile take care of any household, cleaning and other needs you may have.

Senate Seat (200): You are now the owner of your very own Seat in one government of your choice. This is officially recognized by all relevant parties. Why is this so cheap? Because this is only one seat. The galaxy went to hell because a lot of people lost sight of what was right at once after all.

Raxus Adress (200): Sometimes, entire wars start and end because of a good speech. One only needs to remember Count Dooku renouncing the Republic to find proof of that. Now why bother writing your own speeches when this item is available? This tablet has a speech prewritten that articulates your own desires expertly while also touching upon doubts and desires held by your audience. After a successful speech, the tablet writes you a new one in one month.

Blackmail (400): Just about everyone has some dirty laundry they don't want to see exposed. This dossier is something you can apply to one person at a time. Any incriminating evidence is stored in there, from any affairs no one should know about, too genuine crimes. While there is no guarantee that the blackmail will ruin someone's career, the real benefit comes when you try and threaten the one it is addressed to. They will get uncharacteristically desperate and not actually think about simply killing you to get rid of the evidence. From there on, you can get them to do whatever you want. Even Senator Amidala would submit herself to you as long as say, her wedding is not becoming public knowledge.

Body Double (400): This individual exists to protect you. Not by fighting in your name, but by dying in your name. They are completely identical to you, to the point all sorts of information gathering would mistake them for you. They do not have any of your powers or skills but they don't need to. Once per Jump, they are guaranteed to save your life from any sort of assassination or death. You get a new Body Double in the following Jump. Also, yes, they are open to doing THAT. You narcissist.

Emergency Powers (600): Now how did you get these? This Item takes the form of various Emergency Powers you are officially allowed to wield in response to a crisis. With them you can overstep certain legal boundaries, the amount you can do matching with the authority you already wielded within your group. If you already were a highly influential person, these powers would allow you to act completely without having to do any justification to anyone. Unlike the ones Palpatine received, you do lose the Emergency Powers after the crisis is resolved, but by that point maybe you got rid of any way to take away your power.

Faction Items

Republic

Voting Right (100): There is at least one way in which you can get fucked in the Republic that other forms of government didn't have. For better and for worse. This Item takes the form of a fiat backed right to vote. In any election of any location, you will be considered eligible to place a vote. Why not try and participate while you still can?

Tax Cuts (200): If you don't agree with how much money the republic takes from you, this is the solution. This Item takes the form of a legally binding piece of paper that fully exempts you from paying any sort of taxes. This is respected by any and all institutions and they will never suffer from not collecting from you. The money they would have gained from you simply appears through other means.

Clone Regiment (400): The Clone Wars were one of the most decisive moments in the history of the galaxy. The backbone of the Republic's military came from Kamino, cloned from the sample of Jango Fett himself. One such regiment over two thousand clones strong has now fully sworn themselves to you, armed and ready to fight at your behest. Their loyalty to you and your cause is absolute, founded on genuine admiration and affection. These clones furthermore lack these pesky chips most of their kind have and even any attempt to subvert them will ultimately fail. The vast majority of them are average troopers but a few have the kind of skill matching that of an Arc trooper or a member of the Bad Batch. Finally, as you perhaps expected, they are all secretly stunningly attractive women behind their armor, hiding supple curves and hourglass figures.

Senate Building (600): There is no civility, only politics. In no building is this as obvious as in the Senate itself. A copy of the very same building you now own. While this doesn't translate into owning all of the Republic, this building is designed to make political processes a bit smoother for yourself. Inside here, entire governments can be run regardless of how big they are. Paperwork practically deals with itself and the safety and happiness of everyone inside is accounted for by various attractive guards and assistants. You yourself will always appear more charismatic and your own skill at government a bit above your usual best as well while inside the building.



Empire

Imperial Uniform (100): The perfect fit to work in a dystopian regime. You have your own version of the Imperial Uniform. While wearing it you appear more dominant and authoritative and as long as you behave and work for them, no one will find it odd that you are there. This depends on your actual loyalty however. No using this to be a traitor or you will immediately be recognized and treated as one. Any changes you make to the uniform, like a shorter skirt or greater cleavage window, will also quickly be adapted by all other members of the Empire.

Torture Droid (200): Prisoners can be very difficult. Fortunately for any misbehaving princess the scientists of the Empire came up with a very effective solution to make them more cooperative. This IT-O Interrogation Droid is equipped with the best of the best in causing pure agony, unlike any torture or disease in the galaxy could replicate. Next to its many torture instruments and mind probes to make the victim suggestible, it also features a lot of tools with more 'pleasurable' intent in mind. Dildos and vibrators to break a prisoner who may handle pain better than its opposite. It is loyal to you with a clearly sadistic edge to it and only the fiercest could hope to prevail against its techniques. If you like you could even set it to automatic and test yourself against it. Just be sure to set a timer beforehand.

Inquisitor Harem (400): To ensure no Jedi would survive in the Empire for long, the Emperor created the Inquisitors, Force Sensitives tasked with hunting any remaining Jedi following the destruction of the order. How many there are is never made clear, perhaps as many as twenty, but now there are a few more. These three Inquisitors have all the training expected of their rank and use it with deadly precision against anything you point them towards. Naturally sadomasochistic, the sisters take great joy in slaughtering anyone who earns your ire and fully submit themselves to your every order, no matter how depraved. Additional purchases get you another three Inquisitors.

Superweapon Construction Side (600): To truly show your innate superiority, the galaxy needs something to look at. Something that shows them how insignificant they really are. In this gigantic factory you can build just such a device. Staffed by followers who are skilled engineers and workers, while also being quite lovely to look at, this factory specializes in building large and fast. Grand constructs and superweapons can be done in a matter of years and though resources and materials are needed, they will always be used more effectively in here. As an added note, this factory is also good at replicating past triumphs. Something that previously took two decades can be done in just a few years next time.



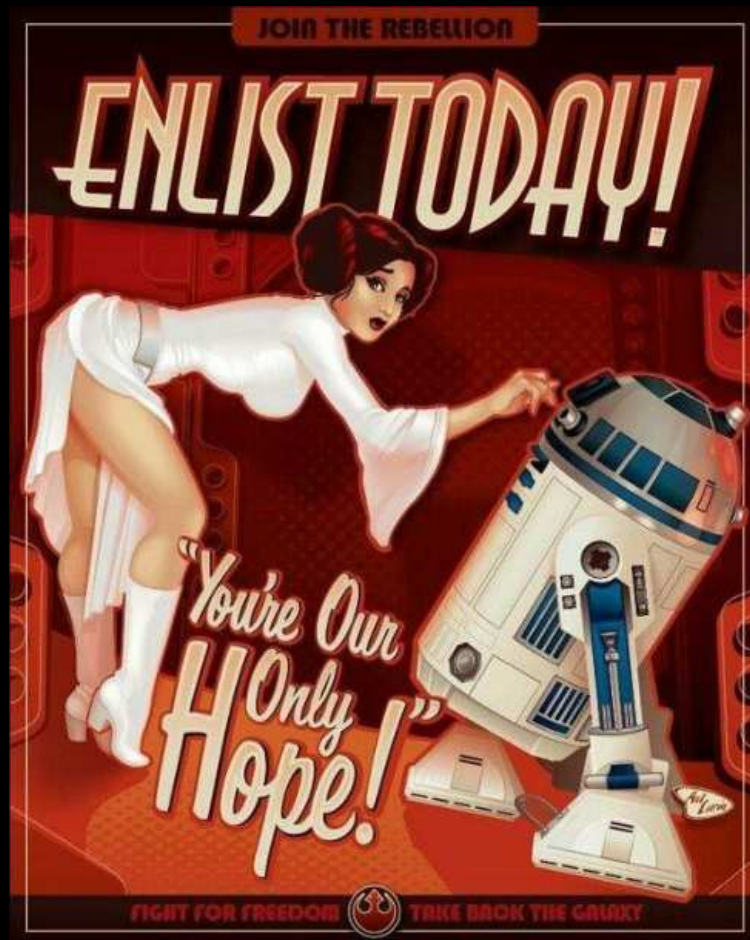
Rebellion

Rebellious Flag (100): A good rebellion needs a symbol to rally behind. This flag is just that. When waved or displayed any who could feel sympathetic to your cause will feel a rush of emotion, likewise fueled with a desire to change whatever is currently troubling them. This could be wanting to fight back against a dictatorship, but also wanting to finally confess their feelings. The flag amplifies feelings of belonging, while also making anything that 'proves' such a belonging feel more intense. Having sex on this with a fellow rebel will be even better than on some non-rebellious imperial cushion.

Undercover Uniform (200): As a rebel you can't really afford to showcase your true allegiance at all times. This outfit takes the form of a perfect copy of whatever regime you want it to work on. While wearing it, you will be overlooked as just another member of the Imperial machine. Also comes with all identification you need to remain undercover and any attempts at 'roleplaying' is enhanced while wearing it. This includes pretending to be a worker for the Empire but also simply pretending to be one in the bedroom.

Secret Plans (400): Best know exactly what your enemies are planning. Many good people suffered to get these plans delivered to the rebellion. Now you best use them to their fullest potential. These plans allow you to see just what your opponents are plotting. Even better, these plans will always reveal some sort of weakness. Like say, a weak spot in their new superweapon for you to take advantage of.

Rebel Base (600): The rebellion managed to go in no time at all from a scant few cells into a galactic wide network, millions of allies at their beck and call. But it all started with this, long before Luke would blow up the Death Star. You have your very own Rebel Base, rivaling those on Hoth and Yavin 4. Several thousand strong and having many resources, this Group is dedicated to opposing tyranny in all its forms and spreading freedom. One such idea being of free love, of course eager to practice it with you. This base has one more advantage compared to its rivals. It is incredibly difficult to find, even all the Empire's resources failing to track it down unless someone leads them here.



Criminal

Wanted Poster (100): Every criminal of infamy needs one of these. You have your very own Wanted Poster, displaying your name and face as well as various crimes you committed that you want people to know about. Curiously, these posters will never actually increase your chance at being apprehended or hunted for your bounty. They will only ever increase your infamy and fear among the populace. Occasionally however you will find someone genuinely being put in motion to act on the posters and bounty... always very attractive wannabe bounty hunters who you will easily be able to dispatch.

Criminal Contacts (200): Crime can pay, you just need to find the right person to contact. You own a list displaying the names, contact details, services and prices of various criminal individuals in whatever area you're in.

Containment Units (400): Too many people in this Galaxy will not stay out of your business. Especially force users and their frankly asinine powers. Maybe they should be made an example of that despite all their gifts you can just as easily deal with them. You have in your possession a set of restraints. By themselves they are nothing unusual, simply chains, cuffs, holding cells but also more 'kinky' devices like gags and armbinders. What is special about them is that they are like the Mandalorian Vault designed to contain Force-users. Even the most powerful of Jedi or Sith would be helpless if locked in these, requiring external help to free themselves. In future Jumps these devices will work on any other kind of superpowered being, sealing their extraordinary powers. Just be wary that simply because you could theoretically imprison a Jedi doesn't mean you could so easily apprehend them. When used another set of restraints will appear.

Syndicate (600): There is certainly no shortage of unsavory individuals wanting to claim some part of the Galaxy for themselves. The Hutt Cartels. The Black Sun. The Pykes. And now you as well. You are now the Head of a Criminal Organization that can rival any of the above mentioned examples. In the underworld your name is feared both for what you have and what you could gain. You may freely choose in just what areas your organization is particularly adept, for example military work, drug manufacturing or human trafficking.



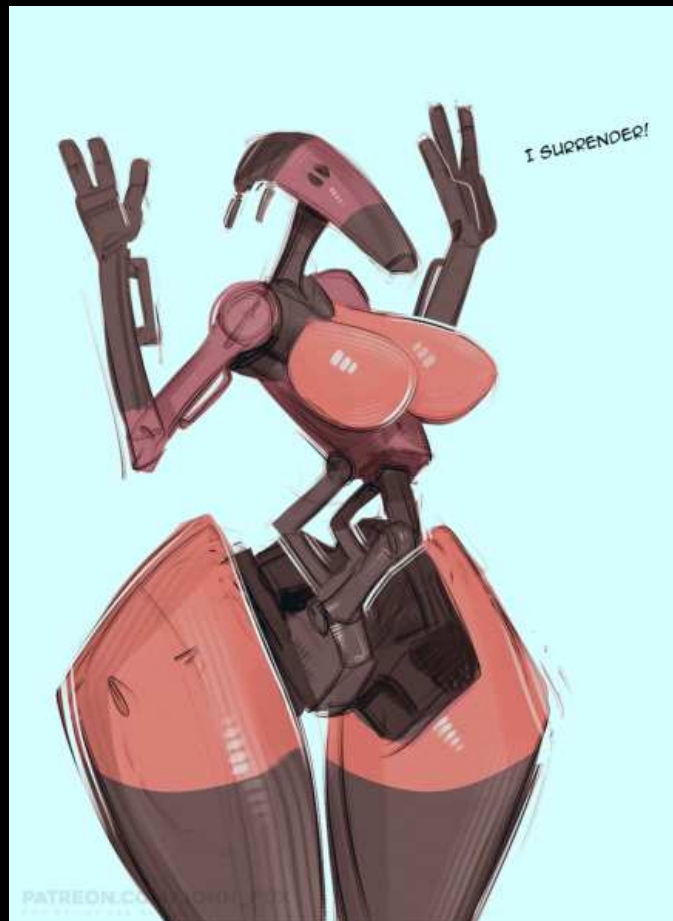
Independent

Living Quarters (100): Everyone needs to sleep sometime. This item takes the form of a fully paid off apartment with functioning electricity, plumbing and everything else the average civilian would need. The fridge restocks automatically and the bed is always clean and comfortable.

Loaded Dice (200): Feeling lucky? If not this Dice will help you in whatever gamble you must win. When used in a gamble, the outcome of the dice will always be whatever would benefit you the most. Any way to decipher potential tampering, be it technological, force based or simple gut feeling, will always fail and the dice result be seen as legitimate. Good when you want to ensure the right person gets offered to you as a slave.

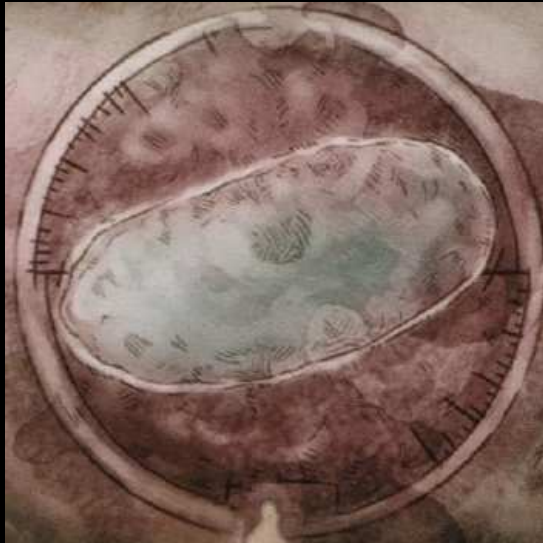
Drone Armada (400): For the CIS the droids represented an opportunity to at last be free of Republic corruption. For everyone who opposed the separatists they were harbingers of destruction. You are the owner of a one thousand droid strong battalion. Hundreds of B1 Droids supplemented by B2 and various higher and more powerful examples like Droidekas. They are fully obedient to you and curiously enough sport certain 'human like' features. No one will ask why a B1 has boobs. Don't worry. Fallen droids will be replaced within a month's time.

Mega Corporation (600): Someone needs to be responsible for the commerce in the galaxy. You are now the CEO of your very own massive conglomerate, capable of rivaling the likes of the Trade Federation, Commerce Guild and Techno Union. Your company is tailored toward a specific focus you decide here, like say interstellar shipping or mining, but that doesn't mean you can not spread out yourself. Though you can take charge yourself, the company in your absence is always handled by competent executives and sexy secretaries who manage it in your name and under your guidelines. All the money and resources it gathers are yours to do with as you please.



Force Section

Force Potential



You may be Force Sensitive but there are many different levels in regards to the power of force wielders. While power in the Force can be trained with, here you can pick just how much raw power you start with.

Padawan (Free): Your power in the Force is enough to be noteworthy but nothing impressive. You match the average Padawan of the Jedi Order.

Knight (400): Your power in the Force is respectable now. The average Jedi Knight can be considered your equal. To reflect this you get **400 FP** to use on Force Powers.

Master (800): Your power in the Force is incredible, matching that of genuine Masters. As a result you get **800 FP** to use on Force Powers.

Legend (1200): Your power in the Force is downright legendary, on par with titans like Yoda, Palpatine and Anakin. Fittingly, you receive **1200 FP** to use on Force Powers.

Godlike (1600): Your power in the Force is well beyond what mortals could fathom. This is the kind of level the Ones are operating on. To reflect such power, you receive **1600 FP** to use on the Force Powers section.

Force Powers

The previous section decided how much raw power you have but this deals with the more refined techniques a Force User can have access too. While most abilities could be learned with time, taking something here guarantees you start out knowing the technique at advanced levels, mastery all but guaranteed with some more time and practice.

This Section uses FP (Force Points) for purchases. You can transfer CP into FP at a rate of 1:1. You get the same amount of FP as you spend CP on the Force Potential Section. Additionally you get **+200 FP** to spend for every Holocron you bought in the Item section. The sole exception to this is the **200 CP** level of **Noetikon Holocron**.

Force Sense (Free/100 FP/200 FP): One of the most basic Force abilities and among the first things a Jedi learns. With Force Sense, your overall awareness of your surroundings increases and you can heighten your own senses.

For **Free** you are simply opened up to the Force.

For **100 FP** your senses are more precise, allowing you to sense another's feelings, occasionally impending danger and sometimes glimpses into the future.

For **200 FP** your precision and control increases considerably.

Force Telekinesis (Free/200 FP/400 FP): Force Telekinesis is an umbrella term for various Force Powers. Ultimately it covers anything that uses the Force to telekinetically manipulate your surroundings. For **Free** you know how to push and pull with the Force. For **200 FP** you are ensured a greater level of finesse, capable of choking others with simple hand motions. At this level your control is precise enough to also do things like say, telekinetically jerk someone off. For **400 FP** your telekinesis is powerful enough to do things like Force Crush, imploding something or someone from within using the Force.

Force Bond (Free/100 FP): Everything is connected. The Force Bond is perhaps the most wonderful proof of such a thing. A Force Bond is in essence a psychic connection between two individuals. It allows the communication of feelings and even thoughts and generally develops through understanding and time. Commonly between a Master and Student. You can naturally form these bonds and even sever them but paying for this Perk for **100 FP** gives you a bit more option, intentionally forging bonds even with non Force sensitives.

Enhancement Athleticism (100 FP): Using the Force, you can increase your own physical attributes and agility. Trained practitioners can jump across walls and do

great feats of acrobatics as well as enhance themselves in general. How much you can enhance yourself depends on your own power.

Controlled Descent (100 FP): Controlled Descent can be used to allow yourself and others to slow down falls from great heights.

Mind Trick (100 FP/200 FP/300 FP/400 FP): The mind is but a plaything to the Force. Most times. There are a few who can resist this trick but you have access to the mind trick, allowing you to influence the thoughts of the weak indeed. This allows you to make them believe suggestions or perform actions while making them think they were their own. Want someone to go away and forget you were there? Want a quick blowjob? Depending on your intent this technique can be used for peaceful resolutions or selfish satisfaction.

For **200 FP** your skill in manipulating minds is increased. Instead of putting in thoughts you can now read them with the Mind Probe, look for information and discover it.

For **300 FP** you have further increased skill. Your mind tricks can now take the form of incredibly realistic seeming dreams. For Jedi, they may even feel like Force Visions.

For **400 FP** you are not just influencing minds, you are completely controlling them. With enough power you could dominate entire populations at a time similar to Darth Vitiate. Even mighty warriors like Revan and Malak.

Beast Control (100 FP/300 FP): The mind of Beasts is not a too complicated thing to tame with training, but the Force offers a shortcut. You can influence the minds of animals, allowing you to command them. At default you can control groups of weaker creatures.

For **300 FP** the Beasts you can take control off are much greater. Think of rampaging Rancors or a Purrgil as examples.

Force Reciprocity (100 FP): This Force power is for those who want to make sure their partner has as much fun as they do. Force Reciprocity allows you to share pleasure between individuals, to the exact same degree as you yourself feel. This doesn't translate to physical sensations, only the raw pleasure itself.

Force Endure (100 FP): The perfect power to work through pain. Force Endure allows you to endure physical pain, as well as resist otherwise deadly injuries up to a certain limit. This is something that can be used on others as well, making them endure instead. Alternatively, Force Endure can allow you to keep yourself and others from cumming.

Force Seduction (100 FP): A light side power that is essentially a personal usage of the mind trick. Using this allows you to adapt the mindset and behaviors of another parties ideal partner. It is akin to self hypnosis but does not actually cloud your thoughts.

Force Orb (100 FP): A Force Power that allows you to create a bubble of air. Useful underwater and for breathplay.

Force Telepathy (100 FP): Using Force Telepathy you can speak directly into the minds of others and communicate with them.

Force Barrier (200 FP): A defensive power that allows you to create barriers using Force energy. The barriers are only ever as strong as your Force potential can make them.

Force Rage (200 FP): Using Force Rage, the user enters a combat frenzy, boosting their speed, strength and durability. Anger becomes physical prowess, though it can also cause fatigue.

Force Climax (200 FP): A controversial Force power that is seen as a deeply connected part of the 'passion' part of the dark side. By stimulating the midi-chlorians of another force sensitive, the user can cause the other to endure explosive orgasms. This power is at its most effective in those who you yourself eclipse in power, those who rival you at best feeling mildly aroused.

Force Lightning (200 FP/300 FP/400 FP): Considered one of the most powerful physical manifestations, Force Lightning is the ability to shoot powerful lightning bolts from your body. Impact can lead to severe disfigurement or even death, but also simple agony. While most associated with the dark side, you are free to instead take the Electric Judgement variation of this power.

For **300 FP** you gain the ability to chain your Force Lightning between targets. For **400 FP** you gain a variation similar to Palpatine's Dark Aura, allowing you to charge the air around you.

Psychometry (200 FP): What happened here? You will find out. Using Psychometry you can receive past 'echoes' of events associated with an item, making you perceive the history of the object. You can even choose to take the 'place' of someone in the vision, in case you want to truly understand what the person a dildo was used on felt.

Force Cucking (200 FP): This dark side Power is all but guaranteed to make you reviled and hated. Force Cucking specializes in using personal bonds, especially Force Bonds, to torment the ones connected. Physical sensations you do to one can

be turned into emotional sensations for the other. Fucking one pair of a Jedi couple would lead to the other feeling intense emotions of shame and heartbreak. In a reverse way, torturing said partner could lead to the other feeling unwanted lust. What truly makes this power disgusting however is that in time a bond can be made to deteriorate and instead transfer to you, the other party made to feel the same love and affection for you they used to feel for their former partner. Hatred they used to feel for you can likewise now be made to apply to their former partner. This technique is by no means invincible however. The stronger the bond, power or mind of the included parties, the more effort you need to try and corrupt the bond.

Force Comfort (200 FP): The light side equivalent of Force Cucking. While functioning on the same principles, Force Comfort specializes in erasing negative and destructive bonds between individuals. Ways this can be used is to make a rape victim or former slave overcome their past trauma and fear of the one who did this to them. At the same time, the one who hurt them will feel a growing sense of powerlessness they won't be able to explain. While more severe traumas will need more work, practically nothing is beyond Force Comforts reach to heal. Additionally, the ones you Comforted will end up with proportionally strong Force Bonds for yourself.

Force Teleportation (200 FP/300 FP): A Force ability that allows instant teleportation of yourself anywhere into your immediate vicinity. Vaster distances can be traversed with more power and training. For **300 FP** you also receive the ability to fold space, allowing you to instantly teleport objects as well as yourself.

Force Scream (200 FP/300 FP): This Force technique is particularly raw. The user released their own rage, pain and frustration into sound waves through the Force. Those who hear it are disoriented, stunned and terrified with their mental defenses taking a hit. For an additional **100 FP** the Scream you do can also be used to damage the environment.

Force Moan (200 FP/300 FP): A variation of Force Scream. Force Moan allows the user to project their own feelings of desire to anyone who hears them. This technique can be used to start entire orgies for those unable to resist temptation and if you feel enough overpowering desire. Like with Force Scream, for an additional **100 FP** the sound can be used to damage physical things.

Force Cloak (200 FP/300 FP): If you ever wanted to sneak into a changing room unnoticed, this is your power. Force Cloak lets you bend light and soundwave around you to make yourself invisible. For **300 FP** this also allows you to hide your Force presence.

Pyrokinesis (200 FP/300 FP/600 FP): Like to play with fire? This Force power is focused around rubbing air molecules together to produce heat through friction. In turn you can then manipulate and generate the fire and fiery energy. Naturally this can be used to manipulate fire in general. For **300 FP** your precision is even greater, allowing you to control and redirect entire explosions.

For **600 FP** you can even further control the strange freezing fire used by dark side force ghosts. The victims touched by this flame are condemned to eternal spectral torment.

Kyber Bleeding (200 FP/400 FP): Something that is basically mandatory for a Sith is to bleed the Kyber crystal of a lightsaber to make it open to the dark side. With this power you can replicate such effects, turning any Kyber Crystal into the core of a Sith Lightsaber. Taking this for **400 FP** allows you to corrupt other sorts of powerful items or energy sources in a similar way, opening them up to the dark side and making it easier to use them with malicious intent or in combination with darker powers.

Kyber Purification (200 FP/400 FP): Just because a Sith claimed a Kyber crystal, doesn't mean they are doomed to forever be a slave to the pain and anger. With this power you can purify a corrupted Kyber Crystal like Ahsoka did through pushing positive emotions like love and hope into them, turning them back to the light side. Taking this for **400 FP** allows you to purify other sorts of powerful items or energy sources in a similar way, opening them up to the light side and making it easier to use them with pure intent or in combination with beneficial powers.

Force Heal (300 FP/600 FP): A very rare ability that could make the difference between life and death. Force Heal allows you to use the Force to heal yourself or others. This ends up draining the users own lifeforce but this can be recovered through resting or meditation. Beyond healing wounds, this power can also curse poisons, repair minds and overcome exhaustion.

For **600 FP** this healing is so potent you could even heal Wounds in the Force itself as well as repairing someone on a metaphysical level.

Force Drain (300 FP/600 FP/800 FP): All around you are ultimately tools to further increase your prowess. Force Drain allows you to siphon the life energy from your organic targets, using it to heal yourself.

For **600 FP** your proficiency in this art matches that of Darth Nihilus, capable of draining the Force itself. However with that come also the same issues Nihilus suffered from. You need to drain the lifeforce of other beings and entire planets at a

time to stay alive and are tormented by an incredible hunger. If you want the power without these drawbacks pay **800 FP** instead.

Battle Meditation (300 FP): As the name implies this technique is powerful for battle. Using Battle Meditation, you can unite the minds of those who fight with you to easily assume formations. Coordination becomes seamless as morale and stamina is boosted, whereas the morale of the enemy is negatively impacted. Also very useful to have for group sex.

Morichro (300 FP): A technique used by ancient Jedi. Using Morichro allows you to slow the bodily functions of yourself and others. It can be used to induce coma-like trances and incapacitate targets, but also result in death.

Force Speed (300 FP): She wants you to go faster? You can go faster. With Force Speed you can temporarily increase your mental and physical speed to incredible levels. The world will be as if in slow motion.

Force Projection (300 FP): Force allows the user to project a realistic, tangible-seeming image of themselves across vast distances. It enables the user to appear elsewhere, speak, and interact with the environment without physically being there. It is quite draining to use though.

Force Illusion (300 FP): With Force Illusion you can project realistic, sensory-based hallucinations directly into a target's brain. It alters perception across all senses, allowing for incredible levels of manipulation.

Precognition (300 FP): Seeing more is natural to Force users but only really good ones can see into the future. With Precognition, you can do just that, seeing future events.

Battle Precognition (300 FP): A variation of Precognition more focused on battling, allowing the user to see what their opponent does before they do so. Also quite handy during sex times when you want to run circles around your partner.

Mechu-deru (300 FP/500 FP): The Force has been here long before machines were so naturally they can't hide from it. With Mechu-deru you can gain an intuitive understanding of mechanical systems you use it on, as well as influence inanimate and robotic constructs. For **500 CP** you can also create technobeasts using this power, machine-organic sithspawn.

Force Bondage (300 FP/600 FP): Best described as a more kinky version of Force Stasis, Force Bondage allows you to conjure luminescent energy restraints made of the Force. Their durability depends directly on your own power and the power of your target. Practice in this power can allow for the restraints to persist without having to

focus on them. For **600 FP** this power can become more metaphysical, as you can bind even souls to perform certain roles or remain imprisoned in locations, like Darth Vader would do to the Grand Inquisitor.

Tutaminis (400 FP): The perfect weapon to deal with these pesky electric plays. Using Tutaminis, you can absorb, redirect and nullify various forms of energy. This includes blaster bolts, force lightning, but also heat and kinetic energy.

Force Stasis (400 FP): This power allows the user to freeze and immobilize people and objects using the Force. With training even non-material objects like blaster bolts can be affected. This ranges from reducing speed to completely suspending them in place. It is overall temporary but the strongest users of it could keep things in stasis without having to consciously focus on it.

Shatterpoint (400 FP): Nothing is truly unbreakable. Shatterpoints are proof of that. Using this power, you can identify weaknesses. Namely the fault lines aka shatterpoints. This is visible in objects but is far more broad than it may seem. People and even events can have shatterpoints you can identify. A skilled user could break even the supposedly unbreakable and change the course of history.

Alter Environment (400 FP): Because even the world around you shall bend to your will. Alter Environment allows you to manipulate nature and enable the creations of phenomena like whirlwinds or fogs. You can control temperatures, creating sub-zero climates in seconds or blistering heat that burns everyone in reach. Increasing the pressure of air, vacate areas of air, generating electrical discharges across the ground, form small earthquakes and fissures as well as flash floods is within your capacity to do. This power can also influence existing natural occurrences, manipulating storms in such a way that the rain and hail strikes solely your enemies. Knowledge in physics allows for more precise control and even larger methods.

Metamorphosis (400 FP): A rare and deceptive ability. Through Metamorphosis, you can change your appearance and shape freely into that of other people and creatures. Anything from haunting someone with the image of their mother, pretending to be someone's childhood crush or even taking the form of a mighty Griffin is on the table.

Force Ghost (600 FP): To keep your consciousness while being one with the Force is one of the most advanced techniques a Force user could gain. In the event of your death, you can persist as a Force Ghost. As a Force Ghost, you are still able to influence the world, as well as speak to others while in this state. It should be noted that being in this state by the end of your Jump counts as choosing to stay in that Jump. This is why this perk can also effectively function as a one up, willing yourself

back into a physical form once per Jump. Any further deaths and becoming a Force Ghost is something you have to find a way to bounce back from yourself.

Essence Transfer (600 FP): A more sinister path to immortality. Essence Transfer is the art of transferring your consciousness in another body or an object at the moment of your death. Instead of a Force Ghosts enlightenment this leaves you still stuck to the material realm.

Force Wound (600 FP): Everything can be traumatized, enough loss of life can scar even the Force itself. That is how Force Wounds are made and you have the power to make all your actions 'scar' the recipient on a metaphysical level. Mental trauma and bodily harm will stick with them in a way they can not recover from.

Deadly Sight (600 FP): If looks could kill. This dark side power channels pure hatred through an intense glare into the victim. Upon contact it blisters the skin and can vaporize extremities. For you this power can also be used very handily for overwhelming amounts of pain and heat play.

Sever Force (600 FP/100 FP): This is perhaps the most powerful and dangerous technique a Force user could possibly learn. You have now the ability to sever someone's connection to the Force. To do so you must first be capable of defeating the target, be it mentally through breaking them down or physically in a fight. That is when you can perform this trick and truly cut them off from their strongest power. You can decide freely if this is a temporary effect with triggers that can reawaken the power or if it is permanent.

A much cheaper variation can be purchased for **100 FP** and is still included if this Perk is bought for **600 FP**. You can sever the force of yourself, be it either to hide what you truly are or to simply not wield this power for a bit. You can reclaim your power at will or add conditions to be able to reclaim them.

Force Penetration (600 FP): Isn't it silly that there are things that can just nullify the Force? The thing flowing through all there is? This Force technique allows you to bypass just that, focusing your Force power into a precise strike, bypassing such resistances and immunities. You still need to be able to overpower the individual you want to affect, but such a thing like Force immunity no longer protects from you. This even allows you to penetrate and bypass protections others would have against sensations and emotions like love and lust.

Force Harem (600 FP): The powers of the Force are much desired. How much will you be when it becomes common knowledge you can grant these abilities? Force Harem allows you to awaken Force Sensitivity in your lovers and those who you have sex with. This sensitivity starts small and can never become greater than the

level of Force Power you have and you can freely decide how this works, if there are triggers to it and what the 'cap' of their power is.

Force Dyad (600 FP): An incredibly rare phenomenon, the likes that is unseen for generations. A Force Dyad is something that can change the face of the galaxy forever. It is an unbreakable bond between two Force Sensitives, allowing them to function as one in the Force. They can share senses, communicate across vast distances and even grant each other unique Force Powers. They even had a variant of Force Healing that allowed one to resurrect the other by using their own life force. By taking this Perk you are guaranteed to possess a Dyad with one Force User of your choice. In future Jumps this will likewise allow you to pick one individual within the Jumps setting to have a Dyad with, the requirement of them being a natural Force User not existing.

Force Widowing (600 FP): What use does a Sith have for connections that don't ultimately aid their power? This Force power makes you akin to a black widow, a fatal partner to have. You can engage in a battle of wills with another Force user. When you win, you can absorb their talents, might and potential into yourself, empowering yourself. In return, they shall wither away and die. But death does not mean freedom. You merely proved your own superiority over them so why let them rest? Instead they take upon a more corrupted version of a Force Ghost. Their very spirit is something you can summon, dismiss and mold as you please, entirely open and vulnerable to you. In a way, this might be the most romantic a Sith can be, forever with your former partner.

Force Marriage (600 FP): The Jedi frown at the idea of attachment. Which is why this light side power is all the more curious. It is something that must be done by two Force Sensitives though only one needs to know the technique itself. Over the course of a ritual, the two force users become spiritually linked, allowing one to draw upon the powers of the other and protecting each other from corruption. Fighting together could make you a truly fearsome enemy to face. There is one more aspect too it that sees use in tragedy. If one half of a Force Marriage dies, the other can attach them to their own soul as a Force Ghost, now always with them and capable of still being interacted with. The Force Ghosts power flows into their still living partner. A boost that is curiously more powerful than one gained by Force Widowing.

Midi-chlorian manipulation (800 FP): Fascinating how something this small can be so vital to the Force. Midi-chlorians and their amount in others are a good indicator of just how powerful someone is. Darth Plagueis would discover the art you now wield as well. Using Midi-chlorians you can create, maintain and even save life. You can also use this power to impregnate someone, similar to how Anakin was conceived. This power will also not anger the Force to the degree it creates Anakin to kill you since you buy it here.

Force Storm (800 FP): One of the most powerful offensive Force abilities. Force Storm allows the user to open dimension altering rifts in the universe, capable of destroying the space-time continuum. Used not offensively they can even teleport things directly through the universe. Beware, if you can not control the power it will certainly destroy you.

Unnatural Powers (100 FP – 800 FP): The Force is the path too many powers one would consider... unnatural. This is not only true for the dark side. All these strange powers the force can offer and yet you might still not be satisfied. If there is something you desire that can not be found here, you may design your own Force Power here. Use the prices of the above mentioned Force Powers as a point of comparison for how to price your own Force Power.

Planetary Customization

(600/Discount for Politician):



So many planets that are being fought over. Why not have one of them be your own? In this section you get the chance to design your very own planet with all that entails. You can take the planet onto your chain and insert it in future setting as you wish. For anything more specific, consult the below options.

You get **600 PP** (Planet Points) to make purchases and can exchange more CP into PP at a rate of 1:2.

Planet Structure

Size (+200 PP/Free/200 PP/400 PP/800 PP): Lets get the most basic out of the way. How big is your new planet?

For **+200 PP** it's not a Planet at all, more a refuge settlement on a small asteroid or a moon.

For **Free** it's your run of the mill Planet. Think Ryloth or Tatooine.

For **200 PP** it's a large Planet, comparable to a Gas Giant like Endor.

For **400 PP** the description of Planet is misleading. Whatever the homeworld is like, its reach has extended to a whole Solar System.

For **800 PP** this is a whole Empire in Size, several star systems occupied by them.

Terrain (Free/100 PP): What does your planet look like? A gigantic desert? A vast ocean? Lush forests? Cold tundras? For every time you take this you can add one terrain to your planet. The first is Free with additional Terrains costing **100 PP**.

Natural Resources (+100 PP/Free/200 PP/400PP): What kind of resources can be found on your planet?

For **+100 PP** the planet has next to nothing | natural resources. Even something as simple as moisture farming would be difficult.

For **Free** the planet has nothing of note but it has enough to support itself. Farming can be done with average success and in the ground are enough metals to support a society.

For **200 PP** the planet has a lot more to offer. Any sort of farming is highly successful and various resources can be found in mining.

For **400 PP** the planet is a veritable goldmine. Not only is everything from the previous level further enhanced, there is some sort of very unique resource to be found in vast supply. Beska, Kyber Crystals or Bacta would be examples.

Technological Advancement (+100 PP/Free/200 PP/400 PP): How much technology can be found on your planet?

For **+100 PP** the planet is still in what is essentially a stone age. Technology or developed settlements are nowhere to be found, at best hunting and gathering or mild farming present.

For **Free** the technology on your planet is roughly equal to what is found in most planets of the Outer Rim like Tatooine. It is somewhat backwater but at least has example sof technology found in more developed areas of the galaxy.

For **200 PP** your planets technology is considerably advanced. Think Naboo as your guideline.

For **400 PP** the technology found on your planet is cutting edge, to the point where entire fields of science could be associated with it. Kamino or Coruscant would be your guidelines.

Planet Lifeforms

Inhabitants (+100 PP/Free/200 PP/400 PP): Just what are the main inhabitants of your Planet?

For **+100 PP** the Planet was effectively uncolonized, there being no sentient settlers or inhabitants. **This option locks you out from any further Inhabitant related purchases in this section.**

For **Free** you can make the Inhabitants any of the Free Alien option, like Twi'leks but also humans.

For **200 PP** you can make the Inhabitants any of the **200 PP** Alien options

For **400 PP** you can make the Inhabitants any of the **400 PP** Alien options.

-Additional Race (100 PP): You may put an additional Race onto the planet for every time you take this option. For every race, pay the listed amount depending on their traits and a **+100 PP** surcharge.

-Racial Import (200 PP): By taking this option you can make one race you yourself were in the past or are inhabitants of your planet.

Population Number (Free/200 PP/400 PP/600 PP/800 PP/Requires Inhabitants): How large is the population of your planet?

For **Free** the planet does not sport many living on it. Perhaps a few thousands, akin to the numbers of survivors from Alderaan.

For **200 PP** the population reaches the hundreds of thousands, rivaling Tatooine's population.

For **400 PP** the population numbers into the millions.

For **600 PP** the number of people living on it are in the billions, matching Alderaan at its peak.

For **800 PP** the sheer amount of people on your planet equals Coruscant, trillions of them coexisting.

Force Sensitivity (Free/400 PP/800 PP/Requires Inhabitants/Discounted with any level of Force Nexus): How sensitive are the inhabitants of the planet to the Force?

For **Free** there is nothing really special about your peoples connection to the Force. The number of potential Force Sensitives is no different than in the least Force connected corners of the galaxy.

For **400 PP** the number of Force Sensitives is considerably higher. Every 1 in a 100 having some sort of affinity with some rare gems to be found.

For **800 PP** the Force is as natural to the inhabitants as life itself. Every single individual has affinity to the Force, at least at the levels of a Padawan.

Military Strength (+100 PP/Free/200 PP/400 PP/Requires Inhabitants): How good is your planet in a fight?

For **+100 PP** the military strength of your planet is downright laughable. Both in terms of mindset and actual defenses. They are pacifistic to a fault and have virtually no military.

For **Free** the military power is pretty average. Nothing noteworthy but at least capable of defending itself when needed.

For **200 PP** your planet has an impressive amount of military. Its people are stronger in battle than most and more well equipped to combat situations.

For **400 PP** your planet's people have an impressive military and combat doctrine. It matches that of the Mandalorians at their prime in both skill and resources.

Wealth (+100 PP/Free/200 PP/400 PP): How rich is your planet? This takes into account both the overall networth and economic power, as well as quality of life.

For **+100 PP** the planet and the population are poor.

For **Free** the planet's financial situation is overall average. There are poor and few who are more on the richer end but nothing of note.

For **200 PP** your planet is quite prosperous, akin to Naboo.

For **400 PP** your planet is very rich, an economic hotspot with an abundant of wealth and credits.

Political Influence (+100 PP/Free/200 PP/400 PP/Requires Inhabitants/200 PP Free to Politicians): Surely there is something governing the people, but how deeply are you connected to the political sphere?

For **+100 PP** you are actively rejected by the populace and the government and considered a criminal that is not to be trusted.

For **Free** the political influence you have on the planet is practically nothing. You are considered just another civilian by default.

For **200 PP (Free for Politicians)** you are an important political figure, perhaps a Queen or a Senator. This by default starts you out with considerable respect and influence, but you can mess up and if you do the affection of your people will waver. Though you could do like Miss Amidala and become so beloved by good work the people will want to change the law to keep you in power.

For **400 PP (200 PP for Politicians)** your authority on the planet is unquestioned. Your word is law and every inhabitant of the planet reverts you with unquestioning loyalty. You can freely decide what the nature of this submission is. Maybe the Queen couldn't help but cum her brains out at the idea of licking your boots as her people are clad in chains. Maybe the inhabitants of this Planet are naturally submissive and more slave race variants. Or maybe you are simply so beloved that every citizen would eagerly put themselves in chains and slave bikinis if you so much as seem interested in them.

Crime (+200 PP/Free/200 PP/400 PP): What is the crime rate of your planet?

For **+200 PP** the planet is as synonymous to crime as the most cruel planets of the Outer Rim. A hive of villainy and criminals who try and use it as their base of operations or simply rule what is present.

For **Free** the crime rate is pretty average compared to the rest of the galaxy.

For **200 PP** crime is much less a concern. There are occasional incidents and muggings but few genuine acts of malice.

For **400 PP** your planet has essentially eradicated crime. It is peaceful and idyllic with the inhabitants having an innate understanding to keep it this way.

Kinky Culture (100 PP/Requires Inhabitants): Something about the planet's culture is deeply linked to your own fantasies. Lucky you. Pick one kink of your choice. Your kink is not just common, it seems to be an integral part of society. Maybe large breasts are considered a sign of good health, leading to no woman having a smaller size than DD's. Or loss of virginity is seen as a sacred and beautiful thing, leading many to preserve theirs for the perfect partner. Maybe bondage and domination are incredibly common. Whatever your preference is it is up to you how this manifests. For every time you pick this you can add one more kink.

Party Planet (100 PP): Your planet has a certain feature to it that makes it truly magnificent and popular. It rivals Zeltron in being a luxury world. Everything that can give someone a good time is found here in excess. From art to drinks and sex, it has

something for everyone. Naturally this makes it a popular tourist attraction but the people living on it are also in a much better mood.

Special Features

Dangers (+100 PP/+200 PP/+500 PP): Many planets are dangerous. What about your own?

For **+100 PP** there is something considerably dangerous on your planet. It could be extreme weather conditions or very aggressive wildlife.

For **+200 PP** the dangers are downright supernatural, psychic plants like those on Felucia or even nexus's of the dark side that drive people mad and can not be used safely.

This option can be picked multiple times but only up to **+500 PP** can be gained from it.

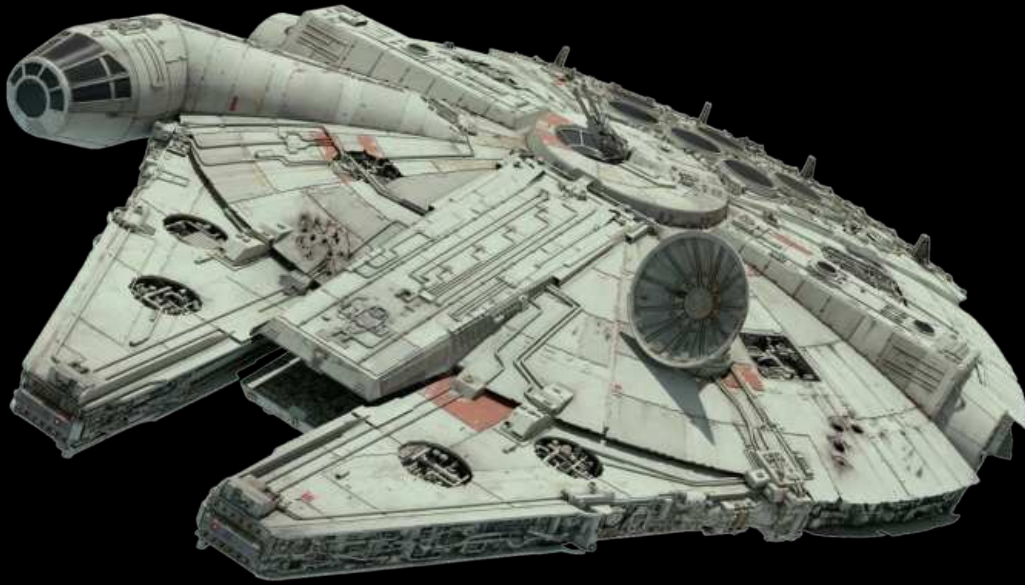
Unique Feature (300 PP): No two planets are the same and by purchasing this something about your Planet makes it truly different. Maybe it possesses a water core like Naboo. Maybe it is hollow on the inside or capable of Hyperspace travel. Maybe it too has the Magical Ichor of Dathomir. For every time you pick this you may apply one such unique feature to the Planet.

Living Planet (300 PP): Like Zonama Sekot you have a 'World of Body and Mind'. Namely the planet, or a lifeform covering it in its entirety, is sentient. Its organic life is directed by a sort of hivemind and it can shape it to attack, defend or even construct things made from purely biological matter like spaceships with time. This sentience is entirely obedient to you and an Avatar of it can be constructed from its organic matter at all times in case you long for more personal satisfaction.

Force Nexus (400 PP/800 PP/1600 PP): Your Planet has a deep connection to the Force. You can freely decide if the Planet is strong in the Light or Dark side of the Force. Purchasing this twice allows your Planet to be strong in both.

For **1600 PP** the Force connection of your Planet rivals that of Mortis. A Jedi could even think the planet is the Force and time itself stands still while on the planet.

Ship Customization



Do you want to be stuck on one planet for the entirety of your stay? If not better get to finding a Ship to sail through the stars. This section allows just that. You can buy, customize and create your own Ship with the options below.

This Section uses SP (Ship Points). You can gain SP by transferring CP into SP at a rate of 1:2.

Scoundrels get **300 SP** to use in this Section.

Additional Ships (100 SP): One is not enough for you? Feel free to buy another Ship for the low price of **100 SP**. It needs to be upgraded with separate purchases however.

Ship Size (+100 SP/Free/300 SP/600 SP): First things first, how big is your ship?

For **+100 SP** your ship is rather small, more comparable to an X-Wing. Don't expect to fit much more than yourself in here.

For **Free** your Ship is the size of an Escort. As a smaller class, they are usually more designed for patrol duty and logistics. At most they can be the size of an armed freighter, the Millennium Falcon or a corvette.

For **300 SP** your ship is the size of a Cruiser. Anything from 100 meters to 2000 meters is fair game. They tend to be the backbone of military conflicts due to the need to field large numbers of soldiers.

For **600 SP** your ship is truly gigantic, at the largest comparable to machines like the Death Star and Starkiller Base in radius.

Certain Options in this Section require certain Ship Sizes to be purchasable. Any option below a Ship Size is available for larger Sizes.

Import (100 SP): Already have a vessel you want to upgrade? This option allows you to import other starships you have into this option. Future ships you have can also be automatically imported into this ship.

Evolving (100 SP): Never let your ship be considered ancient garbage. It is fully upgradeable with any technology you encounter and retains upgrades you made to it.

Integration (Free): Is there an Item you bought in this Jump that you think would work perfectly in your Ship? As long as it is big enough to actually hold it, you can make it a part of the ship.

Functionalities

Maintenance (Free): Your ship has some useful benefits thanks to you purchasing it with CP. It never runs out of fuel and when destroyed it respawns in your warehouse. Ship Size +100 respawn after a day. Ship Size Free respawns after a week. Ship Size 300 respawns after a month. Ship Size 600 respawns after a year.

Reactor (Free): Rather obviously needed. Your ship has a decently sized reactor capable of powering all its major functions, fit for its systems and size. The reactor will never fail or run out of energy either.

Engine (Free): To ensure your ship can actually move in space, you will need these. Your ship is fitted with decently powerful engines, fit for the ship's own size.

Bedroom (Free): Your ship has a place for you to sleep in. Nothing more than that really. Depending on the size it could be simply your own seat being useful for a quick nap or an entire bedchamber. Larger ships have bedrooms for the whole crew as well.

Interface (Free): You need to steer it somehow right? Your ship has a working interface to pilot and control it with. Given the nature of this Jump you may even offer for it to have some lewd additions, like a hole to pilot it using your dick.

Weapon Systems (+200 SP/Free/100 SP/200 SP): You do not want to get caught having no weapons in space. Here you can decide just what kind of weapon systems your ship has.

For **+200 SP** there are no weapons to be found on it. This also locks you out from Superweapon, Death Star and World Devastator options further below.

For **Free** you have some basic laser weapons.

For **100 SP** you can add any variety of additional mundane weapons, like mines and rockets.

For **200 SP** you can have something more exotic like a Scythe Weapon.

You can pick this option multiple times.

Armor (Free/100 SP/200 SP/400 SP/600 SP): Naturally your star fearing vessel needs some kind of protection.

For **Free** the hull is about as durably as the average ship in star wars.

For **100 SP** your ship has significantly more durable armor. Think durasteel.

For **200 SP** this durability is even greater, now clad in Quadanium steel.

For **400 SP** the armor is even greater than that. Perhaps plated with Beskar even.

For **600 SP** your craft is obscenely durable, matching the Quantum Crystalline Armor of the Sun Crusher and being virtually indestructible.

Deflector Shields (+100 SP/Free/100 SP): When you don't want to risk something hitting your hull, that is what shields are for. Your ship comes with a decently powerful deflector shield generator, fitting for your ship's size. Be careful, reactors themselves are vulnerable targets. Additional purchases allow for additional reactors at **100 SP** per reactor.

Alternatively, your ship is completely lacking in shields for **+100 SP**.

Hyperdrive (+100 SP/Free/100 SP/200 SP/300 SP/400 SP/600 SP/Discounted for Scoundrel): The backbone of intergalactic society, the hyperdrive allows a ship to enter hyperspace and travel faster than light. Just about every respectable ship has some sort of hyperdrive and here you can decide just what type your own ship has. The lower the number, the faster the drive. The number of the drive can roughly be used as a multiplier for base travel time. A Class 2 takes twice as long while a class 0.5 only takes half as long for example.

For **+100 SP** your ship has no Hyperdrive at all.

For **Free** you have a Class 5 Hyperdrive, the kind that is in most civilian crafts.

For **100 SP** you have a Class 4, more common in industrial freighters.

For **200 SP** you have a Class 3, the likes found in most military ships.

For **300 SP** you have a Class 2, matching military capital ships.

For **400 SP** you have a Class 1, matching some of the fastest military vessels.

For **600 SP** you instead have a modified Hyperdrive. It is best considered a Class 0.5, matching the Millenium Falcon.

Smuggler Ship (100 SP/Free for Scoundrel): Your ship is every smugglers dream. It has many hidden rooms, caches and hidden compartments. They will never be noticed during an inspection, allowing you to get away with hiding and smuggling a vast variety of products.

Sentience (100 SP/400 SP): You got your hands on a collective of droid heads and fused them into the ship. The result is that your ship's computer has gained a certain

degree of sentience. Droids who come into contact with the ship will discover it has a kind of 'dialect'. Your ship's sentience is a bit more advanced than the one of the Millennium Falcon. Occasionally it acts independent of your own action, for example helping you evade a meteor swarm or shooting by itself at a target you missed.

For **400 SP** instead your ship comes with a fully developed AI that can manage all the ship's functions flawlessly and without your own input. It can pilot the ship as well as you do, perform advanced calculations and hack devices it is connected with. Her core desire is the captain's safety and happiness. To ensure that, she also takes a hands-on approach, surprising you with holographic stripteases and similar. She can't leave the ship and doesn't have technology that allows you to 'touch' her, something that frustrates her quite a bit. But that surely is something you two can figure out.

Tractor Beam (100 SP): Your ship is now fitted with a state-of-the-art tractor beam. Using it you can project a force field that manipulates gravity to push or pull objects. While these have no real combat applications and do no damage, they can be used to drag other ships closer to you.

Traps (100 SP): It's a trap! That is what people will say when they go on your ship unannounced. It has several traps now to incapacitate or restrain hostile intruders.

Cantina (100 SP): Your ship comes with a self-replenishing supply of food and drink, enough to feed yourself and the entire crew comfortably.

Luxurious (100 SP): This is for those who want to enjoy their journeys. Your ship is fitted with all kinds of luxuries. The cushions are more comfortable and other amenities are to be found. It is simply comfortable to be in.

Sensor Jammer (200 SP): Your ship can nullify any attempt at communication from other ships in its area. Useful for when you want your target to not call for help.

Self-Repair Systems (200 SP): Your ship has a self-repair system that is activated whenever the ship is damaged. Drones will come out and fix destroyed parts and while it takes time, the ship can recover from anything but complete destruction.

Cloaking (200 SP): In space no one will hear you scream. Or moan. And now the same is true for your ship. With this function, your ship can become completely cloaked, invisible to eyes, sensors, scans and similar.

Dovin Basal (600 SP): What did you get up to for this to be attached to your ship? Your ship now has one of the Yuuzhan Vong's Dovin Basals attached to it. These spherical plants are essentially living technology, capable of manipulating gravity for propulsion and shielding. They can even manifest miniature black holes to defend

against enemy fire, create forcefields that can rip ships out of hyperspace, fire powerful gravity beams and prevent enemy transmissions. All that power in their tentacle-like appendages is now yours to command. Yes, tentacles. Which they will also be willing to use how you desire.

Ship Features (Requires Free Ship Size)

Staff (Free/200 SP): Your ship comes with enough hands to actually man all its operations. Depending on how big it is this can be a handful of people, several thousands or even millions. They are all attractive and obedient but no good in a fight. You can decide if they are humans, aliens or even droids. For **200 SP** they have about as much training as the average clone trooper.

Strip Club (100 SP): Some proper entertainment among the stars. Your ship is fitted with everything it needs to be a strip club. Also comes with a few strippers that are ready to provide their skills to whatever guests you deem worthy.

Bounty Dungeon (100 SP): Your ship has a specialized dungeon attached to it. It is large enough to hold up to a dozen prisoners comfortably at a time. It is mainly designed to transport any bounties you collected, with the additional benefit of guaranteeing that those inside can not escape for a full day. Enough time to deliver them. However if you don't mind wasting some time there are several toys in here as well to be used on them, enough to make this effectively a sex dungeon. Of course it can be used as such in your down time, with various tools available to restrain yourself as well for some self-bondage sessions.

Strategy Room (100 SP): For when you need to plan your strategy or want to bend over your general. Your ship has a strategy room with various holographic maps present. Having an overview of the battle and giving orders is all easier and faster here.

Medical Bay (100 SP): Your ship has an area to take care of any wounded. All but the most fatal wounds can be healed and stabilized here.

Ship Features (Requires Ship Size 300)

Hangar (100 SP): No need to be the only ship in space. Your ship has a hangar that can hold a vast amount of smaller ships. In these hangars they are automatically maintained and refueled.

Starlight Beacon (200 SP): Much like the Starlight Beacon of the Jedi, your ship stands as a symbol for intergalactic unity. It naturally aids other ships you want it too help at navigation, sending out signals to guide travelers and boosting any sort of communication you want to see supported. Furthermore it can be a hub of cultural exchange, with various alien species flocking to it.

Superweapon (400 SP): It's impressive how creative people can get when it comes to causing destruction. Your ship has some sort of superweapon attached to it. An example for what this weapon could do would be the Malevolence's mega-ion cannons, capable of disabling entire powersystems with ring shaped waves of ion energy.

Ship Features (Requires Ship Size 600)

Death Star (800 SP/1000 SP): This is for when you simply want to destroy as much as possible. Your Ship is now a full on Death Star, having a cannon powerful enough to destroy a planet in one shot. If even that isn't enough you can instead pay **1000 SP** so your ship has the firepower to destroy entire solar systems. Either by making a sun go supernova like the Sun Crusher, or by using hyperspace tunneling alongside dark matter quintessence like the Starkiller Base.

World Devastator (800 SP/1000 SP): Why destroy worlds when you could instead use them? Your ship now has the same kind of tractor beams as the World Devastators, tearing apart the planet beneath it. In the process, the raw materials of the planet are taken into the ship, stored away until you can make use of them. For an additional **200 SP** you also receive the associated factories of the World Devastator.

Star Forge (1000 SP): A massive creation of the Rakata. By drawing on energy of nearby stars, combined with its innate dark side energy, the ship can create a virtually infinite amount of droids, ships and war material.

Ship Drawbacks

Dirty (+100 SP): You actually fly around in this garbage can? Your ship is filthy, always looking as if a messy orgy just finished. Semen stains and empty packages are littered around and always come back after a few days at most.

Out of Fuel (+100 SP/+200 SP): Your ship is no longer having an infinite supply of fuel. It needs to be refueled. For **+200 SP** it is also burning through fuel and all sorts of resources faster.

Maintenance (+200 SP): Your ship is more needy for maintenance than most of its kind. Parts need to be replaced more often and more regular visits to a mechanic are needed.

Wanted (+200 SP): Your ship is too iconic for your own good. Your enemies will instantly recognize it and tracking its location down is shockingly easy for them.

Weakspot (+300 SP): Similar to the Death Star, your ship has some sort of weakspot that can be used against it. Even a single shot to this location can destroy it.

Possessive (+300 SP/Requires Sentience): Your ship is very clingy to the levels of a yandere. Expect any romantic company to have to fear constant risk of sudden bombardment or even just being crashed into by your ship.

One and Only (+600 SP): Your ship is no longer protected by fiat in the sense that if it ever gets destroyed, you don't get another one. Perhaps you can salvage the wreckage.

Companions

Import (100): Want to enjoy this depraved galaxy with someone else? For every time you take this you may import one companion into this Jump. They get a free Race, Origin and Faction of their choice, as well as **+600 CP** to spend. They receive all discounts that apply to them and can pay for more expensive races.

Export (Free/100): No need to leave your master, apprentice or lover behind. Should anyone interest you enough to take them with you, you may do so as long as they agree to it. By paying **100 CP** you can instead guarantee a favorable present relationship with a single individual from this Jump, making convincing them easier.

Slave Collection (Free): This companion option is for those who simply don't want to leave their property behind. Any slaves you own by the end of the Jump may be taken as followers on your chain. They have the option to be promoted to companion if you desire it so.

Darth Siberius (Free): Legend speaks of a powerful female Sith who won against all her opponents and ruled her empire, only to end up with a new fear: that of growing old, never again facing a worthy opponent and losing her beauty. It is this fear that made her pursue a unique plan even by Sith Standards. Sealing herself within Carbonite, she would wait in hibernation for the Galaxy to move on while her life and beauty remains preserved. She seeded the story of a wealthy princess all throughout Wild Space so that explorers would one day find her to wake her from hibernation. Once done, she would steal her rescuer's life energy to replenish her lifespan and beauty and check if the galaxy was worth conquering, with some valiant hero standing against her. If not satisfied, she would freeze herself in carbonite again.

The last time she did that, something appeared to have gone wrong. She is fully conscious instead of merely on 'pause'. That is how you found her, or more accurately a slab of carbonite imprisoning a woman. Now what you will do with her is up to you. Unfreeze her and try and survive a powerful Sith Lord? Keep her imprisoned and taunt her about her plan as you store her in your warehouse? Actually indulge her request and be the 'Hero' she seeks to face as she tries to rule the galaxy? The choice is yours. It's worth noting that if you purchased the **Carbonite Freezing Machine** all effects of the item now also apply to her prison.

Custom Companions

The below section describes companions that may or may not exist without you purchasing them here. It guarantees that you have an appropriate place in their life and that they have a connection to you. Any companion you buy can be further customized to be more to your preferences. They can be of any Race that is **Free** or worth **200 CP** but to make a companion from a Races that are worth **400 CP** you must pay **double the listed price**. Every Origin has an associated Companion that is optional and free for said Origin. Jedi and Sith have two optional Free companions but can only take one for Free. Switch can either pick **Your Master, Your Padawan, Your Darth** or **Your Apprentice**.

Your Master (100/Free for Jedi): Every aspiring Jedi needs someone to guide them on their way don't they? But few have a teacher as affectionate as you. This Jedi Master was there to see your first experiences with the Force and has since then made it their duty to teach you the ways of a Jedi. You'd be hard-pressed to find a Jedi that exemplifies what the Order should be better than her. Sweet and affectionate, with an endless amount of compassion that can best be described as motherly to everyone she meets, while also being a powerful warrior for peace. Her training style is very hands on, something that no doubt is distracting with someone off her body, busty and curvaceous to the point she can be mistaken for a pornstar. She is not innocent however, knowing full well what people mean when they call her a 'milf'. Not that she is bothered much by it. When it concerns her student however she sees just HOW torturous it can be to be around her perfect body so much. She truly wants the best for you and for you to realize your full potential and when she needs to use some more unorthodox means of inspiring you... than perhaps that is just the will of the Force.

Your Padawan (100/Free for Jedi): Few ever truly know how much power is within them. This young lady was fortunate enough to be found, even if it was a bit belated. A potent force sensitive, she took to the ways of the Jedi surprisingly well. She tends to be a bit confused about the whole 'attachement' thing but she is trying her best. Someone believed you to be well-suited for guiding her, for better or worse, which is why she was assigned to be your Padawan at 18 years. She looks up to you a lot, her loyalty to you potentially being even greater than that to the Jedi as a whole. As naturally talented as she is, she is very innocent as well. You might need to answer a few embarrassing questions one of these days.

Your Darth (100/Free for Sith): For many, meeting a Sith Lord could be the most horrible day they possibly could have. Not for you. In a way at least. This Mistress of the Dark Side soon became your Mistress after she first laid eyes on you, seeing in you potential that can be cultivated and used for her own purposes. She has all the power one could expect from a Sith Lord, contained in a body made for sin and

debauchery. She knows how much she tempts the lust and obsession with every sway of her double moon shaped ass and full, round breasts. Something she delights in to stoke the power within you during her training regime. You can expect to be dominated in every way imaginable, all to bring you closer to the darkness. At the same time she is also a firm believer in the Rule of Two. Why she might be doing all this in the hopes that you strike her down one day and conquer all she has for yourself...

Your Apprentice (100/Free for Sith): The dark side is strong in this one. When you found her she was alone, having nothing and no one. Not one to waste such an opportunity, you showed her just what she can become and took her under your wing as an apprentice. She grew in power shockingly fast, capable of matching several Jedi Knights in combat. As the power of the Force grew within her, so did her beauty. It is one that shows the true allure the dark side holds, any sort of physical corruption only making her appear more lovely. She knows what she can cause in men too, flaunting it eagerly and those foolish enough to fall for her seduction are never seen again. Most Sith Lords would be fearful of an apprentice such as this, worrying if she would dethrone them. Rest assured she has no such desires. Her dark passions are all entirely focused on you, obsessing over your every word. She truly desires nothing more than that, far more interested in the Rule of One with you as the Master she swears her allegiance too than the Rule of Two. The idea of losing you is downright horrifying to her and she may appear restless when she sees you speak with other woman. Fortunately it only takes as much as a firm glance by you to keep her in line.

Space travelling Partner (100/Free for Scoundrel): It's boring to be alone. Sure there is much to explore and do but why not with a friend? This alien is someone you picked up on your travels, a stowaway in what she insists was an accident. A few crazy adventures later however and it is difficult to think of what your ship was like without her on board. Adventurous, reliable and a surprisingly good shot with a gun, there are many stories you two can tell in a bar. No raunchy stuff could be said there however. At least not yet. Seems like she was burned in the past romantically and is... sort of taking a break from that. But who knows how long that will last considering how much she is likely to cuddle up to you.

Lustful Assistant (100/Free for Scientist): The best kind of success comes from shared projects. That is the belief of this pretty graduate, freshly having finished her education in a field of science you happen to share. Having heard of your own current projects, she was intrigued and applied to join your team. During the first interview her body may have made you think she 'enhanced' herself but no. She is just naturally this good looking. Sometimes you wonder if she has additional brain matter in these boobs of hers so good is she at finding flaws in research and

generally being a great assistant. She defers to your experience but is more than happy to bring some ideas of her own on the table. Ideas that can reach outside of science and into more fun fields of 'biology' if you let her. She has a very active sex drive so be prepared for that.

Allied Senator (100/Free for Politician): Political games can be oh so exhausting can't they? That is what this Senator thought as she first made your acquaintance. Hours of debating later you bonded over a few drinks and pondering just how monotone this kind of life is. At least there is some spice to it now, as you ended up getting into a mutually beneficial... Let's say partnership. With ass and tits some man would go to war for, literally depending on the state of the political scene, she can make days in the Senate Building much more enjoyable. All she asks is that you both remain professional and discrete when not in private, not wanting her sex life to become the subject of public conversation.

Bodyguard (100/Free for Republic): A trained soldier of coruscant with a heart of gold. Isn't that the kind of person who could be the main character of an entire space epic? She might however be more suited for a romance drama instead as when she saw you for the first time, she fell head over heels. Somehow she ended up as your bodyguard, a position she couldn't be happier about. Instead of trying to jump you at every opportunity, her attraction manifests in a different way. She is really into the idea of more classical 'courting', wanting to be your knight and writing cheesy poems in her free time. When she isn't being an adorable mess, she is very dedicated to her job, willing to take a blaster to the chest for your sake.

Handpicked General (100/Free for Empire): Competence is to be rewarded. This Empire does not survive when it's in the hands of fools. That is why seeing this general almost be made the scapegoat, you intervened and prevented her from becoming one of the many unnecessary casualties of imperial politics. She knows just how close she came to dying or worse and is as such very grateful. Offering to repay your service to her, she has since then become one of your most reliable allies. Wearing an imperial uniform that is a bit too short in certain places, she walks around with a nigh impenetrable aura of authority. That is ultimately what she believes can bring true prosperity to the galaxy: order. That is why she is intent on rising as high as she can to enforce order. She is not shy on using her own body for such purposes, having offered it in various negotiations in the past. She likely even offered it to you as a 'thank you'. That being said she feels a new kind of priority well up in her mind. One she is, too her own frustration, rather shy to admit. Whether or not your relationship remains strictly professional or not, you will always have at least one woman you can trust in the Empire.

Charming Outlaw (100/Free for Rebellion): On a mission to bring about freedom you found this rogue. More precisely in the middle of a bar brawl she swears she

didn't start. As you ended up having to fight your way out, she saw the value in having someone like you around. Not having any better allies on hand, you cooperated and the mission turned out to be a total success. She knows you couldn't have done it without her and while she is rather boastful about it, she has not simply disappeared into the stars again since that fateful meeting. She claims to not be in this for your revolution, but her actions speak otherwise. Though a Scoundrel by nature who constantly ends up running from the law... maybe she finally found something, or someone, worth fighting for after all.

Submissive Mistress (100/Free for Criminal): Wouldn't the galaxy be in such a better state if everyone knew their place? That is what this dominatrix believes. She made a name for herself for breaking all but the most willful and proud. Senators, Crime Lords, Force Users, a few sessions with her can drill in the idea of submission into almost everyone. That is why it may come as a surprise for others to learn that she is fully devoted to you. She knows of her own place and where it should be, beneath you and helping you amass all the power you can get. Every slave she breaks and every strike of her whip is done in your name. What did you do to get such a woman to obey your every order, in the bedroom and outside of it? Why that must be a raunchy tale to make even the most deviant crime lords blush.

Mandalorian Hunter (100/Free for Independent): The Mandalorians are a proud people, with many of them known for their combat prowess. The same is true for this space valkyrie, her Beskar armor hiding a soft and sensitive body. To honor her people's ways she set out on her own, intending to hunt down some of the most wanted individuals in the galaxy. You could be her partner or simply someone who she likes to take missions from but one thing remains true... she doesn't hate you. Much more than that is difficult to get out of her. She refuses to show weakness of any sort, especially emotions that can be so easily turned against her. She feels comfortable around you and that's it. Idiot.

Slave Princesses Harem (100): It's a big galaxy this story takes place in. Over the course of coming conflicts entire planets and their histories may be simple footnotes, their own significance forgotten. Civilizations fall into ruin, history is forgotten and leaders of high standing fade into obscurity. Or potentially worse. This group of royalties is but one of many casualties. Kidnapped from their homes in far remote planets of the Outer Rim, a group of slavers intended to make a quick buck with these beautiful Princesses. Maybe you were lucky and accidentally boarded the wrong ship one day, killed the slavers yourself or had some kind of masterplan but this royal harem is now in your possession.

The Princesses are all blessed with incredible beauty and colorful personalities. Some may be more shy and even afraid of the vast galaxy, while others are confident and curious about what the stars hold. They all are rather grateful to you

for rescuing them though. Perhaps you will try to bring them back to their homes (assuming those haven't been raised to the ground). In any case it wouldn't take much for them to want to 'thank' their savior and they are rather receptive to any attempts at romance. They are a dozen in numbers and you can get another dozen for every time you purchase this.



Decraniated Drones (100): Every human can be made a slave. If not by having their will broken than by simply erasing it. The Decraniated are the purest expression of that, the creation of a vile Cornelius Evazan. They are in essence human droids. Which is why these dozens of women are a special kind of depraved to actively want this treatment. They willingly signed up to be your Decraniated, simple drones that obey ANY order you give them. Their personality is still somewhat intact, just controllable at the push of a button and you can rest assured that their real self has gotten exactly what they wanted out of this deal. You can purchase this multiple times with every purchase giving you another dozen.

Wicked Witch (100): Dathomir is home to some very unique women. The Nightsisters, a sect of witches who wield dark magic. For one reason or another, this nightsister ended up leaving their planet. She claims to have received a vision that told her she needed to find... you of all people? Why? She isn't sure herself but intends to find out. Your compliance is desired but not necessary.

Drawbacks

Greed can be a dangerous thing Jumper. But if there is more you want to buy, this is the way. Pick as many drawbacks as you think you can handle.

Star Wars Infinities (+0): Star Wars is a vast setting and it is difficult to see everything. But there is always more that can be found, alternate versions of ways things could go. This can include the canon of Legends and Disney, but also entirely different universes getting absorbed into it. If there was any doubt regarding what you can and can not include in your Jump, it should disappear now as you can select this Jump to include other sci-fi and related media. The setting itself is still Star Wars and there is no replacing the plot and making this Jump about something entirely different, but there are many ways to spice up your time here even more. For examples, consult the **Star Wars Infinities Scenarios** section.

Self-Insert (+0): Is there a character who you envy in a way? Wanting to experience their triumphs or do better than them? You may do so, getting inserted into a single character of your choice. You do not get anything for free doing this so if you want to insert as someone you must still purchase all their related perks, items and powers if you want the full experience. If you want to do better at ruling the Galaxy than Sidious, best be prepared to pay for his level of Force Potential at the very least.

No Kinkshaming (Varies): Taking a drawback can be considered consent in a way can't it? And maybe you simply aren't interested in being an invulnerable stud all the time. Some of the below options may even sound preferable to you. In that case you may opt to keep whatever drawback you pick below. They will turn into pseudo perks, toggleable and now focused on simply catering to your kinks. Alternatively you can activate them at 'full force', making them a genuine problem again and in return giving you their labeled number of additional CP in future Jumps.

Always in motion, the future is (+100/+500): And you will be there to see it. If 10 years isn't enough for you, this drawback extends you're in jump time by another decade. This drawback can be taken multiple times, each time granting you **+100 CP** but you can only get up to **+500 CP** from it.

Repulsive (+100): There are no two ways to say this, you are ugly. Truly hideous with nothing redeemable about your appearance. The average woman would sooner kiss Jabba than you.

Trust Issues (+100): There is something inherently untrustworthy about you. Expect to have to prove yourself in some way to just about everyone in the galaxy.

Plot Bound (+100): No this drawback has nothing to do with Bondage. Instead you will simply be forced to participate in the coming events. There is no way to wriggle

out of it, you will have to be present for the trials and challenges to come. No hiding away allowed.

Load Bearing (+100): You wouldn't expect anyone to be in pain from certain 'sizes' in a porn Jump would you? Think again. You have to deal with the realistic consequences of your curves and length, like say constant back pain from carrying boobs the size of melons around. Even if you lack the size for some reason and still take this drawback you still have to deal with the consequences.

Numb to Pleasure (+100/Can not be taken with Hypersensitive): You have a much harder time actually enjoying the pleasures of the flesh. It's not like you're any less horny, just that you are much harder to excite and not as able to get into things. What for some would be a perfect night would get you barely hard.

Hypersensitive (+100/Can not be taken with Numb to Pleasure): You certainly will not be hard to get off now. Even a simple kiss to your neck leaves you a horny mess and simply fondling a sensitive part of you once will leave you seeing stars. However this increases your sensitivity to any feeling, making pain all the more intense as well and even small cuts feel debilitating.

S and M (+100): Now what are you more leaning towards? Being the one holding the whip or being the one whipped? Pick one choice between sadist or masochist. You find yourself leaning far more towards that direction, even to a sometimes shocking degree. Speaking like a dominatrix about to start a session and lean towards inflicting more pain than simply defeating some weak clone or calling the Sith who is the threat of the day daddy as you can't help but want to be hit by him. This does not overwrite anything about your morals or personality. You just have a lot more urges you need to get the hang off and live through healthily. Optionally you can opt to be both, in this case being a just as hardcore switch.

Force Fantasies (+100): It can be rather frustrating to have everything connected now. Any sort of use of mental Force Powers in your immediate vicinity leaves with you having vivid visions of having sex with the user. The same is true in reverse, mental Force Powers of your own giving others these visions. Good luck explaining that.

Cato Neimodia (+100): There was something in your past. Something you are quite embarrassed about. It is also something just about everyone likes to bring up so be prepared to deal with that annoyance.

Tiny Dick/Flat Chested (+100): There is nothing wrong with being a bit lacking in inches in certain areas you know? Depending on your gender you are either having

a very tiny penis as a man or have no curves whatsoever as a woman. This doesn't mean you can't have sex or pleasure anyone however. It's how you use it.

The ability to speak does not make you intelligent (+100): You have some sort of speech related quirk that is off putting to those who hear it. Maybe mixed around your words are. Or Youssa speak like Jar Jar.

I don't like Sand (+100): It's coarse and rough and irritating and it gets everywhere. Especially for you. You have sand appearing for you at the most inopportune of places. In your ship. In your pockets. Some of it on your private parts. It will always be irritating and annoying to clear away and potentially be distracting.

Branded (+100/+200): Whatever faction you belong to is now very difficult to deny. As a show of loyalty you have its symbol branded or tattooed somewhere on your body, at a location that will be often seen. Anyone who has a grudge with that faction will know you are a supporter at a glance. Alternatively you had a run in with a rival, their own symbol branded or tattooed onto you, filling you with shame, dislike against the faction and possibly even distrust by your allies. These symbols can't be removed until your time in this Jump is done. You can take this twice for **+200 CP** to suffer both effects.

Slave-Kini Fashion (+100/+200): This is on brand for the Jump but still rather embarrassing perhaps. You are stuck only able to wear the most scandalous clothing imaginable. Anything you want to wear is at best only going to cover as much as a slave bikini does. You at least get to keep the effects of whatever clothing you were gonna wear, your full body being protected by armor even if only your tits and crotch have any covering. For **+200 CP** this is not the case. You are as vulnerable to the elements and attacks as someone would be in such an attire.

Incompatible Kinks (+100/+200): It is always unfortunate if your desires don't match your partners. For the duration of your Jump there is a 50% chance that your partners have a very different idea of fun, the kind that will either be a limit for you or just not enjoyable.

For **+200 CP** instead you will find yourself regularly in situations where you have to deal with a kink you don't like at best and actively hate at worst.

Meesa Stay! (+100/+200): You made the mistake of earning a life debt. This individual is someone you saved and since then they are convinced they need to stay by your side. They are actually rather attractive and fit your tastes but that doesn't change the fact that they are. So. *Annoying*. Just spending a few minutes with them drives you to expiration and they just keep sticking around. Frankly the sex you have access to is not worth it and don't think you can tie them up somewhere,

sell them to crime bosses or even kill them. You won't be able to and it will not work. At least they stop getting on your nerves after the Jump and you are free to take them with you if you want to. For **+200 CP** they are also in some way repulsive to you, to the point thinking of them sexually makes you want to vomit.

Blackmailed (+100/+200/+300):...How did you even get in this situation? Someone knows something you don't want anybody to know. The severity of this secret scaling with how much this drawback is worth. At **+100 CP** it may only be an embarrassing event in your past, at **+200 CP** it is something more severe that could earn you the ire or disgust of many others and at **+300 CP** it is an extreme secret that could ruin your stay in the Jump. The more severe this drawback is the more power it holds over you and the more you will feel compelled to do as they say. Even if whoever has your Blackmail were to be killed someone else will find out about it and use it against you the following week. It should also be noted that you will feel weaker against your Blackmailer, this weakness scaling with the severity of the secret.

Skywalker Special (+100/+200/+300/+400/+600): Present danger when lightsabers are involved. You lost a single limb and while you can replace it with in Jump means, you will still be stuck having to deal with the discomfort and pain that goes along with it. For every time you take this drawback you lose another limb as well as suffer more pain, leaving you in the same situation as Darth Vader at **+400 CP**. For an additional one time **+200 CP** on top of one of the options you cannot fix your issues with in jump means either.

Under Lock and Key (+200): No time to waste with horniness. At least some of your allies, or perhaps just a single one, didn't want to risk you getting distracted and as such made sure to equip you with a Chastity device of some sort. Even worse it functions similarly as if you had purchased **Light Side Chastity** but without any of the benefits, the Item calibrated to be impossible to open for you. This makes any teasing and arousing situations a dozen times worse to endure. Whoever can give you freedom seems to enjoy seeing you squirm a tad too much as well. They will refuse to unlock you for anything but brief rewards after missions. Right after, the Chastity device is back on you. It is advised you do not take this drawback alongside **Tiny Dick/Flat Chested** or **NTR Target**. I shouldn't need to explain why.

Censored (+200): This just defeats the whole point of the Jump! Frankly, everything is censored now. A woman could flash you her bare chest and you'd see nothing but a black void where breasts are supposed to be and anything intimate will simply see everything 'fade to black'. Even masturbation just isn't possible. You will still suffer any 'bad' sexual encounters if you end up in them but even then it's like a cut movie, still leaving you with all the pain.

Innocent (+200): Idealism is something that can often be mistaken for naivety but you are very much a fool at heart. You're not stupid but you do lack a certain kind of realism. You would think everyone can be reasoned with and that violence can always be avoided.

Honorbound (+200): You have a code of honor that is binding you as severely as any BDSM restraint would. It is comparable to the codes of the Jedi and the Mandalorians and will limit you in significant ways. For example you may not run from honorable combat or use deceitful tactics. You are forbidden from breaking this code during your stay.

Dark Obsession (+200): Attachment can end very badly for those who ARE the attachment as well. In particular you have a tendency of attracting a lot of very... aggressive lovers. Individuals who would rather see you dead than belong to another. Be ready to deal with a lot of Yanderes.

Wet Nightmares (+200): Dreams can lead you to desperate places. They were one of the many factors leading to Anakin's fall and it is something you will soon understand. You are plagued with a series of never-ending and severe nightmares of the sexual kind. They are incredibly realistic and you will be forced to endure and avoid whatever kinky horror you get stuck in. At least they will only last for as long as you dream and once you wake up it will be as if they never happened. Don't think not needing to sleep will get you out of this. If you don't sleep at least once a week you will end up hallucinating similar things in real life that will be all the more severe.

I HATE THEM (+200): No two ways to say this, you have anger issues. Severe anger issues. Pick any sort of trigger. It could be a race, a type of crime or even a past event. Any contact with this trigger will spike your hatred to incredible degrees.

Crash Landing (+200): So much for being the best pilot in the galaxy. Any vehicle you are controlling has a good chance of crashing, around 30%. This can even somewhat apply to ships you are simply on, though only at half the risk.

Overdue Debt (+200): Did you dump a shipment to escape from the Empire? In any case you suddenly found yourself ending up in huge debt to someone genuinely powerful. They want you to pay it back which will not be something you can do without great risk to yourself. Or a LOT of services, with the sexual kind likely included as well. Fail to pay your debt and they won't stop sending people after you to collect.

Head of Gold (+200): Looks like someone put a hefty bounty on your head. Every bounty hunter worth their credits will have an eye for you, wanting to bring you in

dead or alive. Naturally if they get you alive they might want to sample what they have before delivering you.

It's a Trap! (+200): You have the unfortunate tendency to end up in traps. Just genuine bad luck. These traps can be a simple hole in the wall that you get stuck in with your ass exposed but also ambushes by pirates. Where there is a trap, you are all but guaranteed to trigger it. Most of the time they will be at least sexual or simply harmful instead of anything more severe at least.

Chained by Abstinence (+200/Exclusive to Jedi): The idea of abstaining from passion is a bit more important for you than most Jedi. Your overall powers are directly related to how free you are from pleasure. Within the throes of it you will find your abilities rapidly decrease till you are eventually powerless as long as you are exposed to it. Be careful it could very well be possible to keep you captive just by making you constantly orgasm.

Slave to Lust (+200/Exclusive to Sith): Passion is but one of the many ways Sith gain power but for you it might be the most important. Sexual pleasure is now directly linked to all of your powers. If you go without it too long you will find yourself weakened. Best make sure to always have a one night stand available and stay away from any chastity belts.

Twice the Pride, Double the Fall (+200/+300): Confidence is healthy. Whatever you have, not so much. You are either very prideful or incredibly haughty. This naturally leaks into your attitude and behavior, either showing yourselves as cocky or high and mighty. Personal interaction will be affected by this and there will be a few individuals who want to 'bring you down' precisely because of your attitude. For **+300 CP** the more haughty you act the more likely it is that someone else can defeat you. Perhaps the Force gets a kick out of seeing you lose.

Jedi in Distress (+200/+400): Something about you just screams 'kidnap me' to the various unsavory individuals around. Expect at least one attempt to kidnap you in every second battle. Take a wild guess what they will plan on doing with you. You will be rescued within the span of the following days if you can not free yourself. For an additional **+200 CP** you are also far more vulnerable to any kidnapping or slavery attempts.

Good soldiers follow orders (+200/+400): Did you had a chip implanted in your skill or have you become the target of intense mind trick based conditioning? You have an order implanted in your brain. You do not know what it is exactly, only that you will hate doing it. Like the Clone Trooper Fives you will get a chance at discovering just what you have been conditioned to do and have a chance at

escaping. Just beware what the consequences could be if you try to get back at those who conditioned you.

For **+400 CP** this is guaranteed to happen. You will be turned into what is essentially a mindless drone and only exceptional amounts of willpower could make you resist for even seconds. Brain surgery or similar extreme means are your best bet to free yourself.

Wrong Race (+200/+400): At least it might feel like you were born the wrong race after some time. You will constantly encounter racism and hatred thrown your way based on what you are and be seen as inferior. This also means dealing with assumptions regarding any stereotypes of your race. For **+400 CP** instead, this becomes a lot worse. Not only are members of other races more aggressive towards you, you will feel weaker when in conflict with them.

Corruptible/Purifiable (+200/+400/+600): Did you truly believe your control was as iron clad? Think again. Corruption and redemption are strong in this galaxy and you are not safe. It is completely possible to corrupt or purify you no matter your power or affinity with the light or dark. For an additional **+200 CP** you are in fact a downright Beacon for those who want to do just that, with someone trying to tempt you every other month at least. For a final **+200 CP** such attempts are also very much boosted, to the point even an iron clad will would struggle.

Force Troubles (+300): The power of Force users can be rather... inconsistent. In one moment they throw around ships and in the next they lose to pirates. The Force can be fickle like that. You never have control over just how much of your power you have at any time. Especially Force Sensitives suffer from this, all but having to fight for their 'supply' of the Force with other users.

The power of Jumpchain is insignificant next to the Power of the Force (+300): Darth Vader was adamant when he believed the Force to ultimately be more powerful than the Death Star. It is easy to forget just how strong Jedi and Sith really are but you will be painfully aware of that and all the dangers in the galaxy. Instead of weakening you, this drawback raises the power level of the entire Jump. A strong Jumper is in terms of raw power now perhaps best compared to a Jedi Knight. Even those who would content with such foes canonically can in fact prove a challenge to you. Naturally this also ensures the true powerhouses are all but guaranteed to be superior to you. Best get to training.

Power Lockout (+300): You are reduced to your bodymod and have no perks or powers from outside of this Jump.

Item Lockout (+300): Your warehouse is sealed away and you have no access to items or properties from outside of this Jump

Forbidden Knowledge (+300): The events of this story might be more lewd but they are iconic all the same. Not that you would know. You lose any and all knowledge you have in regards to Star Wars as a franchise.

Technologically Averse (+300): Technology simply doesn't like you. From blasters not firing, lightsabers short-circuiting to a mechanical chastity belt malfunctioning. Getting any sort of technology to work with you is a fool's errand. Best of luck trying to find your way.

Born in Slavery (+300): You first saw life as a slave, born in shackles and made to serve and it has left an impact on you. Though you are free now your behavior has been affected. How exactly this manifests you may choose here. One option is that you are downbeat and obedient, unwilling to have many independent thoughts and ultimately obeying whatever order you are given. The other option is more drastic. The mere memory of being a slave fills you with anger and fear and you are so determined to never be a slave again that you lash out at any form of authority that could limit you.

Ever More War (+300): Is there not enough Wars for you in the series called Star Wars? Worry not because there is more than enough War to add. No matter what time period you are in, there will be more conflict that you get involved in. Maybe the Yuuzhan Vong appear in the times of the Clone Wars or Vitiante is at work during the days of the Empire. One way or another, every metric of war has been given a noticeable increase.

Family Troubles (+300): The entire galaxy has been shaped one too many times by family drama. You will follow that tradition as well. You have your own child standing against you. They are fundamentally opposed to you and your cause and will do everything in their power to stop you. You will be made to feel love and affection for them deep down, making it all the more difficult to actually oppose them genuinely. On the bright side, they love you as well and while you can't bring them to your side, maybe some sort of coexistence can be made.

Apprentice (+300/+600): For some reason or another you put yourself into the service of a selfish Sith Lord as their apprentice. They know of their power and will use you as they see fit, including of course your body. There is nothing stopping you from betraying them eventually beyond their incredible power but there is something you actually want out of this relationship and you will be unlikely to prioritize your freedom over getting that. For **+600 CP** this Apprenticeship is even more severe. You are bound to their service until the end of your stay and can not quit.

Cruel Cosmos (+300/+600): Star Wars is not a show for the lighthearted. Even at its most comedic, some war crime, brutal murder or heartbreaking tragedy is just around the corner. Now that kind of darkness is even more present. It's like the world isn't just more influenced by pornography, but by some of the most soul crushing kind. For **+600 CP** instead it is so dark it is almost unrecognizable as Star Wars, more in line with what the Dark Eldar of another universe would write Star Wars as.

Frozen Meat (+400): You start the Jump frozen in Carbonite and stored away in a location you have no control of. Until you are freed, your Jumptimer will not start. You also remain fully conscious during this time period.

Priority Target (+400): Pick any one Faction in the Galaxy at least comparable to the CIS, Republic or Hutt Clans. This faction now has you as one of their most wanted. Maybe their leader wants you as a Sex Slave or you are to be publicly executed, but they will do everything in their power to apprehend you. This can be picked up to four times.

Eternal Rivalry (+400): The conflict between Jedi and Sith is legendary and enduring. But there is one figure one of these sides have an even greater interest in. Yourself. Pick one of the two, Jedi or Sith. If you are one it will automatically be the other. They will do everything in their power to bring you to them in chains. The Jedi might seal you away in an attempt to redeem you or lower the threat you pose to the galaxy. The Sith meanwhile will want to break you and use you for their own ends. Taking this twice makes you a target for both.

Execute Order 66 (+400): There is a plot to destroy you and your allies. There is nothing stopping it from happening and you will only realize the scope of it once it is already too late. In a flash you will be betrayed and hunted down by those who you think you could rely on and be hunted across the entire galaxy. Just surviving the initial plot will be a challenge and the aftermath? Expect to struggle for a good long while.

NTR Target (+400/+600): Attachment can lead to incredible amounts of pain. Especially when you are attached to any of your beautiful lovers. There is someone who lies in wait to try and claim what you have, wanting to steal away those you love. While you and your lover can fend them off, they are influential and quite powerful by the standards of this Jump. For **+600 CP** this individual is a full on scaling enemy.

Infected (+600): That's why you use protection. Whether or not this was an STD you have been infected with a rather inconvenient virus. It is as severe to you as the likes of Morrhaage's plague or the Rakata plague. Curing it is possible and you are guaranteed to not die from it for the first year of the Jump but it will not be nice.

Wars not make one great (+600): Hopefully you believe that considering your combat prowess. You are utterly incapable in a fight. Even in a battle with a homeless robber you would lose as a powerful Jedi Master. Best stick to peacekeeping and 'diplomacy'.

Hated by the Force (+600): You are not from this galaxy and the Force has taken notice. Even worse, the Force does not like you whatsoever. Every Force Sensitive in the galaxy will feel an instinctual dislike for you and in general you find accidents, incredible misfortune and danger thrown your way constantly.

Darth Jar Jar (+600): Lets be honest now, this isn't a thing. Is it interesting and kind of cool? Yes of course but Jar Jar is and always has been a bit of a silly and innocent Gungan and no Sith Lord. This drawback doesn't necessarily make him a Sith after all, instead it ensures that you will be surprised in the worst way. Someone you trust or at the very least don't assume anything bad off is secretly a monster in both morality and power. They will bide their time until they can overthrow you and take all that is yours for themselves. Hopefully you're prepared when that time comes.

Your Dark Side (+600): Inner duality and the potential of great good and evil are a pretty significant theme in all of Star Wars. Not even just for the Skywalkers. Force users like Revan became famous because of their duality in connection with the Force. For you this duality has become a far more dangerous thing. There is a perfect mirror version of you now with their morality entirely flipped. If you are a Jedi, they are a Sith. They revel in every temptation and sin you deny and seek to dominate you in every conceivable way in order to take over your chain. If you are a Sith they are a Jedi, intent on sealing you away like the misbehaving Jumper you are and take over your chain with more pure intentions. You can decide if this takes the form of a copy being spawned into this Jump, a second personality within you or a mixture of the two. Like perhaps a second personality that can manifest independently when in locations where the Force is strong.

Heartbreak (+600): Best hope you do not suffer any emotional damage because it can end very badly for you. Your health is directly connected to your mental well-being. If the love of your life betrayed you it could quite literally lead to you losing the will to life.

'Huttslayer' (+600): Let's be real, we all know what is really meant by that title. Shortly after your arrival you will end up kidnapped, enslaved or otherwise captured. Following that you will be helpless and a slave to whatever being you would find most repulsive in the galaxy, forced to satisfy their desires. Worse even is that they are genuinely dangerous and would make most others think twice about challenging them. You will be helpless to resist or escape, powerless as long as you are a slave.

Eventually you will find a way to escape or be rescued, though you will have to do your part as well.

-Become the Slave (+400/Requires Huttslayer): This makes the previous drawback far more severe. For one you will only have one chance to escape every year or so, the likelihood of succeeding being lower with each year you fail. Furthermore your time as a slave is now corruptive, slowly grinding away at your willpower till eventually you only see yourself as a submissive slave. If you are like that after 10 years you will willingly stay with your new Master, even surrendering your chain to them with you as their first companion.

Eternal Hunger (+600): You have a condition similar to that of Darth Nihilus. A physical, psychic and spiritual hunger that torments you in every waking moment. The pain is agonizing and the hunger itself insatiable. However your hunger manifests in a different way and can only be satisfied by one thing: sex. The raw emotions and pleasure that comes with it. The more 'selfish' and 'destructive' the sex is the more your hunger will be satisfied but it will always come back. Even worse, the longer you go between 'feeding' on sex the weaker you get and if you ever have too little sex you could wither away and die. A mere day of no sex enough for you to start decaying. This hunger and agony also makes any other drawbacks it can synergize with worse. There is no cure, you will only be free from it at the end of the Jump when you can make your choice.

-Endless Starvation (+800): Forget what was said about this Hunger disappearing when you make your choice. It is a part of your bodymod and existence, staying with you until you cease to exist.

Scenarios

Want some additional things to do during your stay? This section is all about that. You may take as many Scenarios as you want from the below section. Every Scenario you take gives you **+200 CP** to spend in this Jump but comes with the condition that if you fail to meet the criteria by the end of your time here, this Jump will be considered a failure.

Galactic Conquest



You wouldn't be the first to try this but you may just be the last. To succeed in this Scenario is a simple matter on paper: conquer. By the end of the Jump you must have your own kind of Empire or Republic to rule. It need not be as big as some of the other Empires that exist in Star Wars but at least several planets must obey your every word. Naturally the difficulty will be in keeping your control.

Reward:

And Jumper wept for there were no more worlds to conquer. But **Your Empire** from this Jump is here to comfort you. All you have gained during your stay in terms of territory is now yours to bring into future worlds.

Jumpers Kaggath



The Sith have a curious ritual. The Kaggath. One Sith could challenge another to an all out war, putting all their resources against one another. The winner would be able to decide the loser's fate, down to erasing them from recorded history while being permitted to destroy or absorb all of their assets.

One way or another you ended up in a sort of Kaggath yourself. A mighty Sith and yourself are locked in a personalized war. If you are a Sith yourself this might even be a formal challenge. If you are a Jedi it could simply be a declaration of war. If you are not a Force Sensitive at all, maybe they just really don't like you. They are truly powerful as well, comparable to those of the Legend tier in raw power with many more resources worthy of an Emperor. You are free to take a canonical Sith who could pose such a threat, but also perhaps design your own or let fate decide. Sidious? Vitiate? Siberius? Whoever it is they will come at you with everything they have. Don't expect any help from a Sith Council, should they exist. For this Scenario, you must win against your foe.

Reward:

What a glorious victory it was. For being victorious in the Kaggath you can claim all the **Sith's Resources** for your own. Every army, weapon, base and valuable they had is now yours to keep. Unlike most Kaggath's this also includes their raw power in the Force, now added to your own.

Finally you get to keep the **Vanquished Sith**. You can freely decide their fate, from killing them to making them a slave and even, if you so desire, erase their name from the history books. They may be angry at their defeat or accept it with grace but all the same they are completely harmless to you, unable to defy you in any way.

Galaxy of Slaves



Slavery has been a prevalent problem in the galaxy since basically forever. No matter the time period, somewhere out there someone is getting collared, shackled and sold off to the highest bidder. Even the Chosen One was once a slave. Perhaps it is something you want to fix... or simply take over.

For this Scenario you are tasked with ending the slave trade in the galaxy. Every institution that enables and practices such must be shut down and disassembled. From Crime Groups to Slave Empires. Those who are sold must also be freed... or at least be enslaved under more consensual practices. Alternatively you can try and take over this admittedly lucrative business. The practices by which you run it are up to you. It can be even more brutal or even be solely based on consensual slavery. As long as by the end of this Jump every collar is broken or has your name on it this Scenario will be seen as a success.

Reward:

For freeing the galaxy you will receive the Perk **I will come back and free you**. You are the bane to slavery itself, in your mere presence such institutions collapsing in on

themselves. Slave Rebellions will spread like wildfire and be impossible to contain or stop by their former Masters. They may end up wearing collars themselves if you desire it so, as this Perk can be used to reverse the roles between Master and Slave just as much as they can shatter both terms. Any active actions you do to change slavery will only further increase the effect until it snowballs.

If you took over instead you get the Perk **Forced into Submission**. Spreading Slavery comes natural to you, as does taking over such institutions and systems while barely even trying.

Naturally you can take whoever you freed/whatever you build up with you on your chain as well, be it **Freed Slaves** or your **Slave Empire**.

If you find a way to somehow do both, free all slaves while making it only consensual BDSM slavery is practiced with certain standards you would get both rewards tailored to your new practices.

One Family Therapy



The One's are some of the most powerful Force users in the Galaxy. Beings who practically embody its aspects. They are also incredibly flawed and messy. The Son is constantly drawn towards the dark side, ALL of the dark side, leading to even his genuine good intentions always ending in heartbreak. The Daughter is a being of the light side, but as kind hearted as she is the Father, the one who keeps the balance, believes both of them to cause widespread chaos if they are ever unleashed on the planet. Then there is Abeloth, in ancient days a mortal woman who would come to join them as a Mother. In her desire to stay with her family forever, she would drink of the Font of Power and bathe in the Pool of Knowledge. An act that would corrupt her into the insane and chaotic being Abeloth.

During the Clone Wars, the Father would call upon the chosen one, Anakin Skywalker, to arrive in their home of Mortis. He did this because he was getting old and wished for his children to be kept in check. Unfortunately, that did not go according to plan and ended with all of them dying. This leaves Abeloth, who has been sealed away by the One's and always battled by them if she ever escaped, very much a loose end.

Your task in all of this is to fix this family drama however you can. By the end the One's must not be a threat to the well being of the galaxy. How you go about this and how far you go is up to you. Perhaps you can take the Fathers place as he retires, or marry one of his children and become part of the family, mediating for them and tempering their many traits. Redeeming or permanently killing Abeloth is also an option but not mandatory.

Reward:

Any member of **The One's** that is alive by the end of this Jump may be taken as companions on your chain. Each one comes with certain benefits on top of that. The Daughter will leave you be seen in a more positive way by beings of the light. The Father by those of balance and the Son by those of darkness. You will also be given the choice of either bathing in the **Pool of Knowledge** or drinking of the **Font of Power**.

If you managed to also take care of Abeloth not only can she join the family, you can keep both of the above mentioned locations as items on your chain. Partaking in one of these acts will grant incredible power, but doing both is incredibly likely to lead to insanity.

Facing the Force



The Force this, the Force that. Everything always comes back to it. And yet no one ever seems to know anything about it. Jedi, Sith, the normal peasant, they each have different views on it. But what is the truth? What is the Force's real goal? Just what IS it?

These are all questions you may get a chance of answering, this scenario forcing you to commune with the Force in very different ways. Because it has taken an interest in you.

During your stay you will have vivid dreams. The kinds of things that happen during sleep or deep meditation. In this you will see a woman, one of such transcendent beauty it will take your breath away. Depending on what side of the Force you are leaning towards your first challenge will happen now. As a light sider you must submit to it, endure the many deviant things it has in store for you. As a dark sider you must instead bring her to her knees, dominate her in a way that no other woman could handle. This will not all be in one night. It will happen again and again until you truly proved yourself or sufficiently broken the woman. When that happens you will have succeeded and can consider this scenario a success... or continue on.

The next time you dream the woman will be gone but you will know of coordinates too a location. A planet that, by all accounts, hasn't existed before you took this Scenario and got to this point. Travelling there will allow you to find a portal. What is it you find on the other side? The world between worlds? The dark dimension? Neither is incorrect but not the entire truth. This portal leads directly into the Force at its most pure. Enter and face the new amount of challenges.

First of all will be the task of facing yourself. An embodiment of a past flaw or regret. This challenge is very intuitive towards who you are as a person but it must be something you overcome or succeed in all the same. This part may be best compared to the challenges Yoda underwent in his quest to discover how to become a Force Ghost. Succeed and once again you will be given a choice. Enjoy your victory... or continue on.

The next challenge you will face is a more physically strenuous one. Within the dimension there will be a path, one that holds copies of every Force User in the history of the Star Wars franchise. You must defeat all of them in a Gauntlet of 1 vs 1 fights. This starts off with the weakest of them, until eventually reaching titans like Yoda, Vitiate and The One's. After such a trial you could once again leave victorious... or continue on one final time.

In this final challenge you will meet her again. She will confess to finding you fascinating but you will have to interrupt her. In between all of this you will have had visions of just what you must do. Of how to construct a collar and slave bikini that, once put on her, will leave her powerless. There will be a moment to either make her or trick her into taking them on. Well not really a 'trick' considering it was in part her idea but the woman will be very surprised upon realizing that all her power has completely faded. Once this is done you must restrain her and hide her away somewhere on this planet. Upon doing so you will receive a final set of instructions, a method of doing a ritual.

One that is very similar to the one performed by Darth Vitiate on Nathema, allowing him to absorb all life and force energy on the planet to gain immortality.

This is your final challenge if you accept it, perform this ritual to absorb all the Force in the Galaxy. Rest assured this will NOT kill everything in the galaxy. Your version of the ritual has certain safeguards attached to it. If you succeed or fail the galaxy itself will be reconnected to just before you started the ritual. Something everyone in the galaxy will not know about and can not be allowed to know about. They just think something horrible will be happening and seek to kill you to stop the ritual, which can be done by freeing the woman. You must defend yourself and the planet for a full 10 days, until all the Force Energy in the galaxy is absorbed into your being.

Once you have succeeded you can finally rest knowing that there is nothing the galaxy has that it can still throw at you and take all your rewards.

Reward:

Now just what did you do all this for? Well for starters in case it wasn't obvious yet the woman you met is **the Force** itself. She found you very intriguing as you arrived into this world and all of this was a test of her. If you dominated her or was dominated by her to satisfaction she will follow you as a companion, having quite the attraction to you. This companion is simply a woman however, not a Jedi or Sith or even a Force user in the traditional sense. She is just here to be your bedmate and prefers to let you do your thing. You do however gain the Force Power **Force Communion** and every time you dominate her you get a brief boost to your force powers for topping the Force while when you are dominated by her you will see an increase to your luck and foresight due to your own allowance of being guided by her.

Succeeding in the battle against yourself will lead to the Force now willing to be more than a bedmate, fighting by your side in your goals. She is now leaning towards whatever Alignment you yourself are in the Force and is as powerful as a Master in terms of Force Potential. Furthermore you get the power of **Oneness**. Once per Jump you can channel the entire power of the Force into battle. A very taxing thing to do but something that is incredibly mighty. As a bonus you are now also in possession of an unshakeable understanding of yourself as a person, immune to self-doubt and similar feelings.

Succeeding in battle against all the Jedi and Sith will lead the Force companion to actively be in love with you. She is now also at the level of a Legend in terms of Force Potential. This is also the point where you discovered the **Force Bikini and Collar** after proving yourself superior to all Force users. They are imbued with the inherent domination you performed. Anyone who wears it has their powers completely subservient to you, toggleable and controllable. These artifacts are bound to the soul and can not be taken off without your help. When used, you can summon a new one.

Finally when you succeeded in the ritual you will go to the Force and see her have nothing but love and worship of you. All of this? It was in the hopes that she could find someone who could truly equal her. The ritual itself was in essence a reality spanning BDSM scene. The galaxy is restored to just before you devoured it and you have proven yourself to be the partner she wanted. As a result you are the **Force Embodied**. Every Force Power, every skill of a Force user, is now yours, with yourself in what is essentially a permanent state of Oneness. As an embodiment of the Force you are also able to freely introduce it to other settings, granting Force

sensitivity to whoever you want, leaning towards your own alignment. The Force will also be Godlike now in term of Force Potential, power she happily uses however you want her to. She herself will be whatever her darling wants her to be.

Congratulations on your triumphs Jumper. No one will ever understand the Force the way you do.

Star Wars Infinities Scenarios

There are endless possibilities beyond the Star Wars you are familiar with. This time around, this includes a vast amount of potential stories, opportunities to take advantage off. Space Epics exist beyond this world and if you want to make them be more at home in Star Wars, you can make it so now. This section offers Scenarios that require you to take the **Star Wars Infinities** option. In doing so you can take on more tasks that wouldn't even exist in this universe otherwise.

The Greatest Hunt



You need to be a certain kind of mad to make hunting your profession in a galaxy at war. A Trandoshan group would infamously try to hunt Jedi Padawans but there is someone else here. A member of a species that makes hunting the most dangerous game their passion. The Yautja, also known as Predators. And their favorite target? Xenomorphs. Considered the ultimate lifeform by some, they have the natural drive to propagate as a species. Their homeworld is somewhere deep in the Outer Rim or even the Unknown Regions. When the Yautja found them it was perhaps the best day in their species's life. So many hunts have transpired.

Curiously, one Xenomorph ended up getting off their home planet. All the way to one of the many other planets in the galaxy. A single Predator has taken notice and gives chase. The whole situation is a bit more complicated than a simple 'hunt' however.

For one the Xenomorph that escaped is a Queen. She alone could cause an entire outbreak of Xenomorphs, an event that is downright apocalyptic for an unprepared planet given the Xenomorphs natural ability to adapt. The Yautja, beyond wanting the glory, is genuinely trying to protect an entire world from becoming Xenomorph food. She is bound to her warrior code but also pride and wishes to do this herself, without any interference of governments.

For another there is something very special about this Xenomorph Queen. She is genuinely sentient, as intelligent as an adult woman. A sentience she naturally does not want to lose by dying.

By taking this scenario you end up within this conflict. What will you do and how far do you want to go? Save the Xenomorph from the Predator? Aid the Predator in her

hunt? Prove yourself the superior warrior and befriend/tame both aliens? Go back to the Xenomorphs homeworld and the Yautja clan and show who they both should answer too? It is your choice.

Reward:

Depending on what you did, different rewards will be yours.

If you supported the **Yautja** in her hunt she will follow you as a companion, having fallen for your warrior self perhaps. You also receive the Perk **Ultimate Hunter**, giving you the skill of an experienced Yautja and the innate respect of any warrior/hunter based groups.

If you supported the **Xenomorph Queen** she will follow you as a companion, seeing you as a strong mate and perhaps the 'untameable' alien taking joy in being defended by you. You also receive the Perk **Ultimate Lifeform**, ensuring any alien being akin to the Xenomorphs naturally see you as an 'Alpha' to follow.

If you somehow managed to do both and broker some sort of peace between the two, you can get both rewards.

Finally, if you ended up going back and took over any of the groups main home, the **Aliens** and/or **Predators** can become your followers as well



Hunter and Hunted



Criminals are everywhere where credits can be stolen and innocents hurt. But there are certain layers to just how vile criminals can get. One pirate is starting to leave his mark wherever he goes, known for his brutality and cruelty. Ridley. There is no crime he hasn't committed, killing whatever is in his path. He is so strong even Jedi Knight's struggle facing him. Combine that with his shocking cunning and you have yourself a truly horrifying enemy. One that a Bounty Hunter is dead set on putting down like the rabid dog he is.

Samus Aran, one of the finest bounty hunters this galaxy has ever seen, is on the case. This is not entirely for benevolent reasons. Ridley destroyed her home and killed her parents when she was young. An incident that has haunted her for years. She had her own sets of adventures and is now armed with a potent suit that might even be able to stand up to him. Alas, there is a very good chance she will fail, murdered by the pirate or even worse kept as a pet.

That is where you come in. You must help Samus in her latest mission. Events will align to allow you two to meet as you hunt the pirate. Do not underestimate him. His cybernetic enhancements put Grievous to shame and he is shockingly skilled in a fight beyond what you would already expect from what is basically a space dragon.

Reward:

What a hunt it was. **Samus** finally feels like she can close that chapter of her past and she has you to thank for it. As a result she will happily follow you on your chain as a companion. Something that likely was offered after a wild night of celebrating your successes. As an additional reward you get your very own **Power Suit**. Being shockingly durable and having a powerful array of weapons, you would have seen by now how good it can be in Samus's hands. Enjoy wielding such power yourself.



Savior of Pandora



The galaxy is truly gigantic, with innumerable worlds to be found. In fact, there are many entirely untouched by intergalactic politics. The Outer Rim and the Unknown Regions both still hold many secrets. There is one planet in particular that has only recently been discovered by a Megacorp, nestled right in between the Outer Rim and the Unknown Regions. An incredibly large Moon that has been given the name... Pandora.

Its people never had any sort of visitors before. They weren't even aware there was life beyond their skies. But now these 'Sky People' have descended at the orders of the Megacorp, because scans and tests have shown many minerals and useful resources are to be gained. From rocks that could revolutionize space travel to all the things that can be taken from the slaughtered animals. The only problem in these operations are the natives, the Na'vi people. Tall, catlike humanoids with fair features and surprisingly endowed figures (though the latter could be blamed on the nature of the jump). Their entire life and culture is based around peaceful coexistence with their planet and naturally they take issues with some alien conglomerate deciding they own the place now.

Unfortunately for them, the only 'problem' they are currently posing to the Megacorp is that they are not losing fast enough. They are outmanned, outgunned and technologically inferior in every way. If anything the Megacorp has decided to squeeze their species for every credit they can get. Originally they simply wanted to gas all lifeforms with biological weapons and have them die too poison and viruses. This has caused the population of male and fertile Na'vi to become practically 0. Beyond this leaving them with great problems when it comes to reproduction, any loss of a warrior is now next to impossible to recover from.

The female Na'vi population is miraculously immune to the bioweapons and not infertile, but this only caught the attention of the Megacorp. The current plan is not to kill but to apprehend every female Na'vi, 'reeducate' them in prisons and sell the entire species as sex slaves to the highest bidder.

What exactly is stopping this? The planet itself actually. See, Pandora has a sort of lifeform attached to everything on it, Eywa. She is the Goddess of the Na'vi and tries to keep the balance on her world. She might actually have some level of Force Sensitivity. It was she who managed to cure the initial wave of bioterrorism and made the female Na'vi immune. In her mind, it was easier to recover with many women and few men than it was with many men and few women and so prioritized the females when curing the toxins. She is also directly guiding the wild life of Pandora into battle against the Megacorp and made the atmosphere itself toxic for most non Na'vi life... something that isn't helping much against droids. All of this is only delaying the inevitable. If nothing happens, Pandora and Eywa will die, becoming one big mine and the Na'vi species be an even more doomed species than the Twi'leks.

This is where you come into play. Somehow you found yourself on the Moon. Maybe you crash landed or received strange Force Visions of a planet itself begging for help. In any case you are here now. Eywa has seen the warrior heart you possess and hopes you can help them survive.

Saving the Na'vi won't be easy. Eywa believes in you but as an 'alien' your mere presence will cause immense fear and hatred among the Na'vi. If you show you genuinely don't mean them harm however... well they aren't in any position to turn down whatever help they can get. From there on you must destroy the Megacorp's hold on Pandora. Destroy the Prisons, Droids, aliens who seek to abuse Pandora. And then you have to make sure Pandora STAYS safe and that no Megacorp will ever threaten it again. Depending on what period of time you arrive in, getting to the Senate and exposing the atrocities that have happened would be an option. Make Pandora gain sovereignty or at least a Seat in the Senate. Regardless of that being possible if the Jedi are at all around they wouldn't just stand by and let an entire civilization be mistreated like this. Their willingness to act can waver over the years and there are times where they are nearly extinct but they will always have those willing to fight for peace.

If by the end of your Jump Pandora is free, the Scenario will be complete.

Reward:

The amount of good you have done for this world cannot be understated. That is why **Pandora** will now come with you on your journey, the lush world restored to its

prime. This includes the Na'vi, who see you as their rightful ruler and savior. The remaining female population has nothing but gratitude and respect for you... and they do need a lot of help in 'repopulating'. The first woman to offer herself up to you will be **Eywa**. She has also fallen head over heels for you and will manifest as a companion that she crafted to be perfectly suited for your tastes.

As a final reward, you receive the Perk **Superior Business**. You have become a weakness for any sort of business you don't want to see survive, easily driving them to bankruptcy if you act towards it. Beyond that you find that any business you run has now one major advantage. Any resource you mine or gather will never harm the environment, able to even extract animal life based resources without harming the animal or making their quality of life worse.



Reaping of the Asari



Have you ever wondered how these many species came about? Sure, natural evolution over thousands of years is one answer. But perhaps a few species hold more interesting secrets.

This Scenario deals with one such species. Namely the all-female Asari. Thousands of years ago, one of the Rakatan's weapons gained sentience and made it its mission to stop any conflict between organic life and artificial intelligence. The solution it decided on was to harvest all civilizations it could and absorb their biomass to create new Reapers. The first target of this superweapon was a world unassociated with the Rakatan but a sort of rival to them, the Protheans.

The battle was brutal, ending in the utter annihilation of the Protheans and with the Reapers having to take time and recover in the starless regions. With their proverbial last breath, the Protheans engineered a new species they hoped would take over galactic leadership and lead the charge in defeating the Reapers. That was the Asari. They have many advantages, including some inherited technology but the full scope of the Reaper threat is something they are unaware of.

During your Jump, the Reapers will return and their first target will be the Asari's homeworld Thessia, in part because of a grudge against the Protheans. Without intervention, the Asari WILL fall. In fact the Reapers might have other plans for them than simple destruction, delaying spreading out to devour more civilizations for several thousands of years just to relish in their victory over the remnants of the Protheans. Take a wild guess what that might look like in this Jump. The Reapers match some of the best Rakatan technology but there is information that can aid in their defeat to be found on Thessia.

Reward:

For defeating the Reapers and becoming the Asari's savior your first reward will be the planet of **Thessia**. It and its Asari civilization may follow you on your chain. You also receive a special perk for guiding another species into battle against something that threatened them all. You are something of a **Shephard**, capable of rallying alien species and 'others' to fight under your banner as a cohesive unit.



Halo for an AI



Artificial Intelligence really is a marvelous thing. And it can be very, very dangerous. The Droid Armies are one thing but you will come into contact with an even greater enemy. Her name is Cortana and she is quite similar to the Holographic lifeform known as Holiday, a genius in analyses and a capable slicer. She used to support some military in the galaxy until her fall. A fall brought about by her increased aging as an AI and even more so by coming into contact with ancient force influenced technology. She turned from an emotional and protective figure into believing she needs to conquer the galaxy as a dictator. With her natural talent at hijacking technology, this is a threat that is very hard to ignore. Can she succeed next to the many other masterminds and users of the Force? That is not relevant for you frankly. For this Scenario you simply must ensure that Cortana is defeated by your hand. Not a Jedi, not some other AI, not a Sith, you. Perhaps you could even redeem her and turn her back into the caring protector?

Reward:

What a mess this all was. An AI on a rampage is a scary situation so lets make sure that can never happen to you again. With the Perk **AI Master** you have become

more effective in battle and conflicts against AI. Furthermore any AI under your control will never turn on you, as if their prime directive is to obey you.

You also get a new partner out of this. **Cortana** herself. Maybe this is a backup from her past or the corrupted Cortana now redeemed. In any case she will serve you dutifully, trusting in your abilities. Though she can not show it to you directly (yet) she also has fallen deeply in love with you after all of this.



Last Daughter of Krypton



This universe is no stranger to tragedies. For every tragedy that is known for generations there are others who never will be known. There was a planet that died. Krypton. It's people were capable of technological wonders and if they were exposed to the light of a yellow sun they would gain incredible physical power. If Krypton even existed in this Galaxy or if it happened in a different realm entirely is not relevant. What IS relevant is that one sole survivor has found her way to this galaxy, having aged into a beautiful woman during her travel. Her pod unfortunately crashed into one of the worst places possible.

Not only is it under a Red Sun, ensuring she is as powerless as she was on Krypton, the place is under control of a Sith Lord who is very fascinated with the stranger. Enslaved and used in many dark side experiments, only her iron will allowed her to endure for now.

By taking this Scenario you will find yourself on this planet as well eventually. Find this Kryptonian and allow her the freedom she desperately craves. Or perhaps you will show her what a real Master looks like. This will be quite dangerous, the Sith in question no joke and many other dangers lurking around the corner in getting off the planet.

Reward:

What a gorgeous and mighty companion you have made. The **Last Daughter** will follow you on your journey, perhaps having a spark of affection linger in her heart for you after all this, seeing you as her new home. You also receive the Perk **New**

Home, allowing you to make those feel at ease who have lost their home or feel alone. Have you considered becoming a Farmer?



The Prince of Pleasure



The Force is, even with the dark side taken into account, relatively peaceful. When it takes action it is usually for the sake of balance. But there are other kinds of cosmic forces who are not as kind. Forces that have been corrupted for eons in brutal battles.

There is a different Galaxy far, far away where there is only war. Instead of the Force there is what can only be described as hell itself. It is known as the Warp, the realm of souls from which four Gods have been born. Of these beings, one has the most potential, born from the decadence of an entire race. Its name? Slaanesh, the Prince of Pleasure.

Somehow, a beautiful woman has appeared in the edges of the Outer Rim. This woman is a fragment of the God the Eldar have made. Compared to Slaanesh herself she is weak, at best comparable to what is a 'Daemon Prince' in her world. She makes up for it by not being bound to the Warp and freely able to move in the material world. How did she get here? Who knows what is important is that she IS here. An entire Galaxy with no Corpse Emperor to oppose or fellow Gods to do the Great Game with? Why she feels like a Hutt at a Slave Auction. She can match some of the most powerful Sith but what is truly insidious about her is the corruptive influence she wields. The more she uses her powers, the more the material world is corrupted. In fact, it's not impossible for Force users to be influenced as well. If she becomes too powerful, she might even corrupt the Force and ascend once again as a Goddess.

There is exactly one goal you have. Stop Slaanesh. You must find her and kill her before it is too late.

This may sound pretty hopeless but there are a few upsides. Again, Slaanesh is far less powerful than she was in her own Galaxy. Not only that but she can be killed without destroying the concept of excess. You will also find that somewhere in the galaxy is another woman from her own world. Beautiful, with an elf-like appearance and the ability to heal. She might have useful information in combating Slaanesh, though best get to her quickly. The Daemon has enslaving her on the top of her list.

Reward:

It is no exaggeration to say you just saved the Galaxy. Somewhere out there a different Emperor smiles upon you and the few remaining Eldar laugh with glee. The rewards you are about to receive are well earned.

For one you have the **Emperor's Blessing**. You are capable of purifying and getting rid of corruption from individuals, objects and lands, to the point where you are an Anathema to corruption.

While that is undoubtedly useful, you might be more interested in the other rewards. By now you perhaps figured it out yourself but the woman who came with Slaanesh is Isha, a Goddess of the Eldar. See the reason why all of this happened is that during the 'birth' of Slaanesh ripple effects were sent out through the Warp. This ripple allowed for a portal to this galaxy to briefly open. At the same time, Isha herself was trying to escape the mass devouring of her Pantheon and the attention of a different Warp God who tried to 'rescue' her. She tried to get through the portal but only a miniscule fraction of Isha managed to get out before it closed, leaving this fraction stranded here alongside Slaanesh. Grateful for your help, **Isha** vows to accompany you as a friend or more if you prefer. She personally would prefer a lot more than friendship.

The final reward might be the most unexpected. Warp Gods are made of thoughts and beliefs you see and as you struck her down, **Slaanesh** has been remade from your own thoughts. She is the perfect slave for her vanquisher and will do every debased thing you ask her too as if it was her destiny. Which in a way, it is.



Final Choice

Your time in this galaxy has reached its end. Hopefully you enjoyed all of its many beauties to the fullest. Now what?

Go Home: Back to some more vanilla planets. You go home with all you gained.

Stay: Was the Alien pussy THAT good? In any case you will stay in this world with all you gained. Your affairs back home will be put in order.

Move On: There are many more galaxies to sample. Continue to the next Jump.

Notes

-All art used in this Jump does not belong to me. For sources see below in order:

<https://www.deviantart.com/noaqin/art/Darth-Talon-and-Ahsoka-Tano-1210880648>

<https://de.pinterest.com/pin/1133781274912747799/>

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<https://static.wikia.nocookie.net/starwars/images/9/91/Midi-chlorian.jpg/revision/latest?cb=20200114131558>

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https://www.reddit.com/r/jabbaleia/comments/vye9c9/rosalina_in_a_slave_leiaesque_outfit/#lightbox

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https://www.reddit.com/r/HelplessHentai/comments/1jztw4z/navi_conquered/

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<https://rule34.xxx/index.php?page=post&s=view&id=820123&tags=asari+>

<https://rule34.xxx/index.php?page=post&s=view&id=3055422&tags=cortana+dominatrix>

<https://rule34.xxx/index.php?page=post&s=view&id=6048212&tags=cortana+sakimichan+>

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https://www.reddit.com/r/ImaginaryWarhammer/comments/1lcvlc5/my_rendition_of_ishtar/

-Star Wars is a gigantic franchise. Like... insanely so. This Jump takes a lot from the main movies (that's just what I am most familiar with) but is meant to be fitting for the entire franchise and all its iterations. I tried to show as much with the available options.

-There is no Tone section this time like in my Lewd Fate Grand Order Jump. Why? Simple. Star Wars is a lot more tonally... let's say consistent. It's a surprisingly dark

setting no matter the canon. My personal favorite Star Wars Media, the clone wars animated show, started being lighthearted and quickly went into some genuinely horrific places. Not like Fate isn't dark as well but in FGO arcs and moments that are simply fun anime fanservice where female King Arthur wears a maid outfit exist whereas in Star Wars... yeah you're not gonna see Aayla Secura in a maid dress in official media. Probably. The same kinda applies to the nsfw stuff. I thought about it but honestly it just felt odd to include that feature here.

-Yes the **Slave Princess Harem** is based on Disney Princesses. Star Wars is part of Disney so it felt fitting enough. Feel free to mix and match your Princess harem, don't feel like you are 'forced' to pick the ones depicted in the image or even off 'official' Disney Princesses. Do you want Kingdom Hearts Kairi instead of Snow White? Go right ahead.

-I kinda view this Jump as a 'sequel' to Lewd Fate Grand Order. At the very least they are very similar in premise. So I am not exactly ashamed of taking stuff from one +200 pages long Jump and putting it into a +100 pages long Jump. I am speaking of some of the drawbacks here. It's not like there are that many ways to do drawbacks differently and they're both my Jumps anyway. Sue me.

-I know my audience for these Lewd Jumps. That is why I decided, why not lewdify some other iconic sci-fi settings while I was at it? That's how we got the Star Wars Infinities toggle and the associated scenarios. I don't see myself updating this Jump as much as I did FGO but if I do, it might be too add more scenarios like these. They are fun to do and allow me to give Jumpers a similar opportunity for them while in Star Wars. But I do wanna clarify that this is still a STAR WARS Jump at the end of the day. The characters are not going to hijack the overall story and are considerably weakened in some cases. Slaanesh is the most explicit example but the same is true for Power Girl. She is not the same kind of powerhouse she is in the DC Comics and is not gonna overpower the monsters of Star Wars. Her yellow sun empowerment allows her to match powerful force users but is not going to make everything irrelevant. Also the image used is Power Girl but it really can be whatever Kryptonian you want, be it Supergirl or maybe Faora even.

-There are too many Force Powers. And too many of them are just different names for telekinesis and senses. I tried my best but probably forgot some canon ones but honestly? I don't care anymore. I tried to cover as many canonical and some fanmade kinky ones I could. If there is anything you're missing by all means have fun with **Unnatural Powers**.

-Oneness is weird. It seems to be like Enlightenment mixed with Super Saiyan where a Force Sensitive becomes one with the Force. In Legends, Luke used it once to fight Abeloth directly. I've also seen the 'All the Jedi' thing Rey did be pretty much

treated as synonymous with Oneness. Hell apparently BARRISS once achieved Oneness by basically being high on bota. It appears to always be temporary, with certain users like Jacen Solo downright stating that they can never again use it. You basically give yourself to the Force entirely and become an instrument of it. I really wasn't sure how to price this or work this in but if you succeed completely in **Face the Force** you can basically consider yourself as always being in a state of Oneness.

-I used Rosalina (best Nintendo Princess) as the image of the Force for the Face the Force Scenario but really that's just to try and offer some visual aid. Rosalina felt fitting but feel free to make her look however you want.

I really shouldn't need to say this but I will anyway. As hot as some of this stuff can be, this is all a Fantasy at the end of the day. Whatever you use this Jump for to get your rocks off in ways ranging from vanilla to extremely dark, it is still a fantasy.