By:RegretMotor256

Welcome to the Star Wars galaxy, Jumper. Odds are you have been here before, but probably not like this. This story doesn't follow the great battles of galactic armadas, or the struggles between vast cosmic powers, rather, this story will follow those forgotten regular people who gave everything in the hopes to change the galaxy for the better. This time period is one of cloak and dagger, of terrible things done in the name of a higher goal, and of the rise of heroes.

Take this **[1000 CP]**, Jumper, you'll need it.

Backgrounds

You can change your form to any non force-sensitive species seen in star wars for **[50 CP]**
Your age and gender can be anything you choose.

[Free] Drop In: You're a completely unknown factor, jumper, with no history or memories holding you back. A trait many would find useful in this era of the galaxy.

[Free] Axis: Welcome to the rebellion, jumper. Or, rather, what could be the start of one. You are an operative fighting for lofty goals, whether it be to restore a democracy, or something wildly different is up for you to decide.

[100 CP] Senator: The Galactic Senate is not what it used to be.. Even still, you represent a planet of your choosing and what power is still delegated to the senate is not something to scoff at.

[100 CP] ISB Agent: You know where the *real* power lies, and have begun the struggle towards attaining it. You now work for the Imperial Security Bureau in a starter position. Your time here as an agent in the coming years will certainly be busy, if nothing else.

Location

The year is currently 5 BBY

You may choose where you start freely, or gain 100 CP and roll 1d8 for one of these locations.

1. **ISB Headquarters, Coruscant:** Well, if you're not ISB, you might want to leave ASAP. This is where the Imperial Security Bureau administers their anti insurgent operations from the core worlds to the outer rim.

2. **Ferrix:** You start in a mining town on the planet of Ferrix. At the moment, Imperial authority in this little slice of space is minimal, but such freedom is about to be a distant memory, unless you decide to change something.

3. **Niamos:** Well, there are certainly worse places to be, Jumper. This planet is called Naimos, a tropical paradise world where many a felon has escaped in order to lead a new life.

4. **Aldhani:** Welcome to Aldhani, a naturally beautiful planet home to the Dhanis, or at least it *was* home to the Dhanis until the Empire came in and forced the Dhanis to relocate. With their most sacred site currently being the home of an imperial military installation

5. **Segra Milo:** It would be unfortunate to have imperial loyalties on this planet, Jumper, considering the fact that it is currently home to the Guerrilla fighter Saw Gerrera.

6. **Morlana One:** Home to a major imperial security contractor, this planet is run by corporations and most types of entertainment can be found here. If you go to a certain bar, you might be able to meet a man asking questions about his sister.

7. **Narkina 5:** What an unfortunate place to be stuck. You are currently inside of the maximum security prison tasked with producing various materials for the Empire. Hopefully they don't just throw you in with the rest of the prisoners.

8. **Free Choice:** Lucky you! Choose anywhere in the galaxy, including places not on this list to be your starting location.

General Perks:

All perks are 50% off for their origin, with 100 CP perks being free, unless stated otherwise.

[100 CP] Galactic Standard: You may now at your discretion designate a language at the start of any jump you are in. This language will be spoken, and indeed *can* be spoken by any sentient society in the jump regardless of if they should have the ability to speak it or not. Defaults to English.

[100 CP] Good Shot: You are a very good shot, able to place bolts on a moving target easily while in the middle of a firefight.

[200 CP] Tactician: You have the ability to lead a small group of fighters or pull off heists with relative ease. You are not necessarily on the level of Grand Admiral Thrawn, but you could give most imperial officers a run for their money.

[200 CP] Excellent Liar: In this era of the galaxy, keeping secrets can mean life or death, so having this skill can be absolutely necessary. You are a master at covering tracks, and keeping things quiet, as well as keeping track of all your lies. Additionally, supernatural attempts to glean the truth will always fail or come back with a lie, should you desire.

[400 CP] Tonal Shift: Star Wars is usually known for being a little more upbeat than this, so if you want, this perk can shift the tone of a setting in minor ways, in any direction you want. It won't make it any more or less dangerous, Vader will still kill you if you aren't on his level, but the setting will be a little less gloomy, or you could tone up the grimdark if you want, you masochist.

Drop In:

[100 CP] Mercenary: You have a knack for making under the table deals, fencing stolen items, and finding work related to less legitimate means of making money.

[200 CP] Pilot: You are one hell of a pilot, capable of flying most aircraft or starships on your first try, and being good enough at it to outmaneuver far more agile craft.

[400 CP] ONE WAY OUT!: No matter what prison your enemies hold you in, you will be able to find a critical flaw that will allow you and your fellow prisoners to escape. On top of that, chanting a slogan to fire people up after one of your speeches can quite easily incite a several hundred man riot against those that seek to hold you and your fellows down.

[600 CP] Plot Armor: You have incredible luck, like, we're talking blaster bolts missing you constantly, and then being able to narrowly fly through a meteor shower type luck, but be careful, while it is incredible luck, if you abuse it, it will not hold out forever.

Axis Perks:

[100 CP] Artifact Seller: You are an excellent salesman, with years of business experience backing you up, and you are able to keep a business running smoothly with ease.

[200 CP] Sacrifice: You have the ability to temporarily turn off your morality and look at a problem with complete rationality, being able to make hard choices with total clarity in the name of a goal, no matter how painful the choice might be.

[400 CP] Double Life: How are you finding the time for this? You are able to maintain two extremely time consuming jobs/projects/lives with ease, able to put either on hold for a good amount of time without minor things affecting either.

[600 CP] Spark of the Rebellion: You are a master of regime change, able to plan a coup or revolution years into the future and accounting for many variables, and capable of getting resources and powerful people to back you. Additionally, your coup d'etats or rebellions tend to be highly difficult to put down. The larger or more authoritarian the government you are acting against is, the more likely it will be for their countermeasures to backfire.

Senator Perks:

[100 CP] High Society: You intuitively know how to blend in and adopt any foreign high society's expectations or cultures as if you knew them from birth.

[200 CP] Governance: You have the ability to make a nation run relatively smoothly. Don't think this alone will lead your country into a golden age, but it will help with the day to day running of a nation.

[400 CP] Art of The Deal: So long as someone is a little sympathetic towards you or your ideology, you can make a far more amicable deal with them than you realistically should be able to. For example, making a deal with a banker that could be a very risky venture should be simple and beneficial so long as your ideals match up sufficiently.

[600 CP] Social Engineering: You are one of the greatest orators to grace the galaxy in a generation, able to give even Emperor Palpatine a run for his money. With just a day or so you could convince someone in a one on one conversation to see things your way, however this effect diminishes the more people you try and spread your message to. It would take a few days or so of get-togethers to convince some friends of your ideas, while shifting the political views of a governmental body like that of the Imperial Senate could take years.

ISB Agent Perks:

[100 CP] Devil in the Details: The greatest enemy of the Rebellion… *bureaucracy* but really, it just might be. You can spot small discrepancies in resource or financial reports and can find suspicious details and clues as if they were the most obvious things in the world.

[200 CP] Imperial Intimidation: You can, at will, turn on a sort of aura of intimidation which will scale to the power you hold over the person you are using it on. For example trying to use this on Wullf Yularen will yield little, while using it on a prisoner whose life is in your hands will be highly effective.

[400 CP] Climbing the Ranks: Like many of the best officers of the Galactic Empire, you have the supernatural ability to climb ranks at a blistering speed, with your superiors recognizing your talents over your peers and rivals. Be careful though, this is a great way to make enemies in the ISB.

[600 CP] Anti Rebellion Savant: Like Lieutenant Meero, you have an uncanny knack for quickly coming up with new and innovative ideas on how to best suppress resistance or other unacceptable behavior within any group, from a bunch of lazy subordinates to an empire, with utmost efficiency. Personally deal with a town, and you will have made a model citizen of each resident in record time.

Companions

Companions can be given additional CP at a rate of 1:2 CP

[50 CP] Import Companions: You may import up to **8** companions you may have for **50 CP** per companion, with each companion gaining **400 CP** to spend on themselves

[Free] Recruit A Companion: So long as it is not anyone overly powerful like Darth Vader, Obi wan or Palpatine, you may bring anyone from this jump along with you if you can convince them to tag along.

[200 CP] Anyone: You choose anyone from this jump, including the likes of Vader, and they will be assured by jump fiat to have a good impression of you and be willing to come along by the end of the jump.

[100 CP] Droid: A droid of any canon model you choose, has designated you as their owner and has developed very little personality up to this point, but will develop one to your preferences should you so choose.

[100 CP] [Free Drop In] Mercenary: This soldier of fortune found you interesting and decided to tag along for a while, and while years of combat may have made them slightly jaded, they are still surprisingly easy going with a cool head in most situations to boot. Comes with **Good Shot**, **Pilot**, and **Mercenary Freebies**

[100 CP] [Free Axis] Guerilla Contact: This contact of yours has been fighting a guerilla war for well over a decade now, with the experience to back it up. With a gruff and harsh personality, they value loyalty above all else, and as such, you have found a stalwart friend to the end in these trying times. Comes with **Good Shot**, **Tactician**, and **Sacrifice**.

[100 CP] [Free Senator] Political Ally: This senator has taken a keen interest in you and your efforts, and is willing to lend their political power and aid to you. With a stereotypical snobby high class attitude but a heart genuinely in the right place, they could make a great ally for the future. Comes with **Governance** and the **Senate Freebies**

[100 CP] [Free ISB Agent] Lieutenant: One of many officers looking to climb the ranks in their organization, this cold calculating individual has grown a soft spot for you, and is willing to help you out by pulling some strings. Comes with **ISB Agent Freebies** and **Imperial Intimidation**.

General Items:

-All items are 50% off for their origin, with 100 CP items being free, unless stated otherwise.
-**You Receive [300 CP] for items only**

[50 CP] Collateral: Taking the form of a kyber crystal necklace, this piece of jewelry makes for an excellent piece of collateral, being worth no less than 50,000 credits. Respawns every 10 years, or with a new jump, whichever comes first.

[**100 CP] Wardrobe:** You now own a copy of every set of clothes seen on the show, from the robes of an esteemed senator to the jumpsuit of a lowly inmate, and much more. For an extra **50 CP**, armor of standard or lower quality as seen on the show will be added.

[200 CP] Trusty Blaster: A holdout blaster pistol of your choosing, it never seems to need to reload, hits far harder than it has any right to, and always finds itself back with you should you drop it in a fight.

[200 CP] Specialized Armor: You are now the proud owner of a special set of advanced armor! Pressurized and capable of withstanding multiple blaster rounds, this suit also can act as life support if you are in critical condition. The armor can have its aesthetics changed to your liking, but defaults to the look of Saw Gerrera's armor.

[300 CP] Informants: These are 3 incredibly loyal followers that, at the start of every jump, may be implanted into an organization of your choosing to feed information back to you. They have the Excellent Liar perk. If they are found out and killed, they will respawn by the next jump.

[400 CP] Wealth of Aldhani: You now have in your possession 80,000,000 Imperial credits, the same amount that Cassian Andor and his crew managed to get away with on Aldhani. This is a frankly ludicrous amount of money for any one person, Jumper, considering an Imperial Star Destroyer is worth 150,000,000 credits.

[600 CP] Military Installation: Similar to the base on Aldhani, this stronghold is home to a squadron of fighters and their hangars, several gun emplacements, a command center, housing, and lastly 4 squads of standard military troops set to guard the facility. These can either be Rebel, Imperial, or non-affiliated forces depending on what you want. The facility comes with its accompanying support staff and can be placed anywhere you please.

Drop In Items:

[100 CP] Supplies: You now have a replenishing stockpile of supplies and survival gear that is large enough for 7 people to last in the wilderness in perpetuity without struggling for survival.

[200 CP] Mission Contact: You now have a contact you interact with through a datapad that will present you with several missions based on your current skill level. Every mission you are given is guaranteed to be possible, will not conflict with your motives or morals, and you will be paid for each one completed relative to its difficulty.

[400 CP] Hideout: You now have a residence of decent quality that is highly difficult to impossible for authorities to detect unless you do something crazy, like get caught stealing massive amounts of credits from a military installation. But you wouldn't do that, would you?

[600 CP] Infiltration Team: A group of highly specialized infiltrators numbering 7 in total, these followers each have a weaker version of the plot armor perk, and can be guaranteed to have a successful mission once a year, so long as it is logically possible.

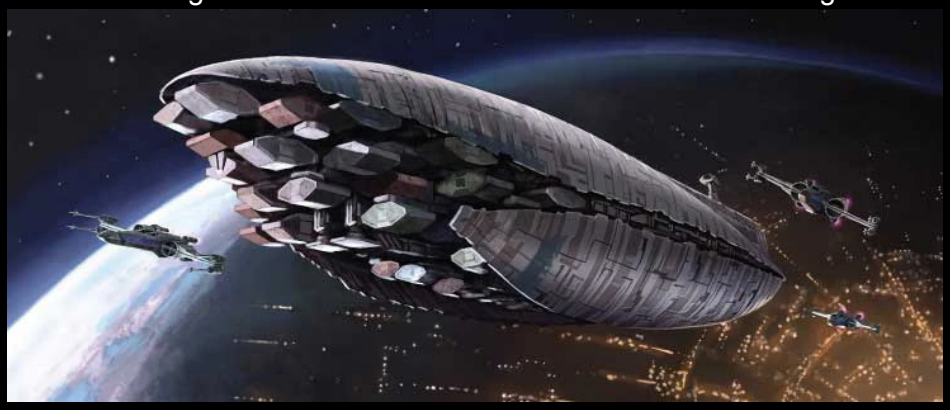
Axis Items:

[100 CP] Disguise: Somehow this quick to put on disguise will convince anyone that sees you that you are a completely different person than who you actually are. It will disguise you well enough that a mugshot will supernaturally not match up to you in a suspicious person's eyes.

[200 CP] Business Front: This business front is the perfect place to hide your more illegal activities, with authorities completely disregarding its existence unless they are specifically looking for you or if you want them to find you. As an added bonus, it also tends to make a good amount of money for you.

[400 CP] Fondor Haulcraft: While a rather unassuming luxury transport at first glance, this transport has been heavily modified to evade would-be captors, with systems including but not limited to an advanced sensors countermeasure system, tractor beam destroying flechettes, advanced laser turrets, and much more.

[600 CP] Guerilla Force: You have control of a small guerilla force consisting of a GR-75 Transport, 4 X-Wings, and 9 Squads worth of troops with their support staff. This force has a set of particularly impressive skills, being their mastery of hit and run tactics and in taking on superior forces and coming out with minimal losses. The GR-75 and X-Wings come fully staffed.



Senator Items:

[100 CP] Credits: Money is power and you sure are powerful. You have credits across several different accounts amounting to around 400,000. For reference, an X-Wing costs around 150,000 credits.

[200 CP] Chauffeur: Whenever you request it, a luxurious Coruscanti style hover car will appear and take you to a desired location, so long as it could actually reach it. If you are in a combat situation, the driver will still appear, just don't expect him to keep his cool while driving through a warzone, he is still a civilian, afterall.

[400 CP] Blockade Runner: This CR-90 Corvette is your official ship to be used for diplomatic missions, and thus can move freely throughout the galaxy without being stopped unless you are caught red handed doing something illegal. Comes fully staffed.

[600] [Free to Senator] Imperial Senate Seat: This item gives you control of a senatorial seat representing a system of your choice. In future jumps, this will give you an automatic major governmental role in a country of your choosing. Senators have it for free, but must pay if they wish to keep it outside of this Jump. May be purchased once.

[800 CP] Your own Planet: The planet you represent is actually under your direct rule as well, and will follow you to other jumps. The people will begin and will tend to stay loyal, but will not stay that way if you abuse the population.

ISB Agent Items:

[100 CP] Torture Device: A new interrogation method developed by the empire, capable of breaking some of the most strong of wills. Defaults to the one used on Bix Kaleen.

[200 CP] Guards: This pair of Death Trooper bodyguards can be summoned to your side in an instant and dismissed just as quickly. Each is fully armed, armored, and trained to defend you. These troopers represent some of the best the Empire has to offer. Respawns Daily.

[400 CP] Arrestor-Class Cruiser: A patrol vessel designed to capture rebels and pirates alike, this ship is equipped with an advanced set of tractor beams capable of holding almost anything smaller than it from escaping to hyperspace. Its armament includes 12 light laser cannons, and a complement of 8 Tie Fighters. Comes fully staffed.

[600 CP] Narkina 5 Prison: A state of the art prison made up of 7 floors, each with 7 rooms, each with 7 groups, each made up of 7 prisoners. This facility has floors that, should the prisoner not stay on program, are capable of causing anything from excruciating pain to instant death, and is staffed by 84 guards. You may place this prison on any planet so long as there is a body of water large enough to house it.

[800 CP] The ISB: You are now the head of one of the most powerful bureaucratic systems in the galaxy, the ISB, with massive political influence and immense resources at your disposal, along with extrajudicial authority rarely seen elsewhere. In future Jumps, you may import this organization into a state of your choosing. May be purchased once.

Drawbacks:

[0 CP] Continuity Toggle: If you have been to this galaxy before, you may import any changes you have made up until this point. This may also be used to use either Canon or EU continuities.

[100 CP] Longer Stay: You may choose to stay here an additional 10 years every time you take this drawback.

[100 CP] Arranged Marriage: Like the ancient traditions of Chandrila, you have been forced into an arranged marriage with someone who couldn't care less about you. The marriage is one you can't divorce yourself from and have no means of ridding yourself of during your time here. Any romantic relationship outside of one with your spouse, with their knowledge or not, will have severe repercussions as well.

[100 CP] 800,000 Missing Credits: You are currently missing two times the amount of credits as the esteemed senator Mon Mothma, and the Empire and banks will start to take measures against you if you can't take care of it fast. You must get this money via means outside of money gotten through CP in this jump or others.

[200] What Is My Sacrifice?: You have an unrelenting drive to see a goal to the end, going so far as to burn away your own humanity. Willing to commit atrocities and sacrifice everything you hold value in if it means this goal is achieved.

[200 CP] I Can't Swim: You lose any ability you once had when it comes to swimming, and panic when in a large body of water unsupported.

[200 CP] Vendetta: It appears you crossed the wrong person, Jumper. This man will search for you no matter where you hide, and will not stop until he has found you. He is incredibly resourceful. intelligent, and maybe worst of all, lucky. Should he die, another will take his place obsessively seeking revenge. Still, he's just a mortal man, what's the worst he could do?

[200 CP] Broken: It appears you were one of the subjects used by the good Dr. Gorst for his new interrogation method, and it has left you broken. Though extensive therapy can aid in your recovery, for the time being, you're just not all there.

[300 CP] Resistance: The people of the galaxy seem to be rallied against your ideals. If you're an Imperial, Rebel sympathies will be harder to snuff out. If you're a Rebel, Imperial sentiment is

at an all time high with little change in sight. It doesn't mean it is impossible to sway people, it will just be far harder.

[400 CP] Wanted: The ISB wants you dead badly. What did you even do!? Regardless, you are now up there with Andor and Luthen Rael, or rather, Axis, on the ISB's most wanted list, and they will not relent until they have you buried 6 feet under.

[200/400/500 CP] Powerless: You either have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible.

[600 CP] Worst Case Scenario: If you're a Rebel, the Empire has just hunted down the last Jedi, and has finally gotten rid of both Saw Gerrera and all dissidents within the Senate, and now only you remain. If you're an Imperial, the Rebel Alliance, now known as the New Republic, is at the height of its power, with the Empire completely fractured into warlord states reduced to fighting amongst themselves over the ashes of the Empire while the New Republic picks them off one by one.

[600/800 CP] ONE WAY OUT: On program, Jumper! Welcome to the prison complex upon Narkina 5! Here is where you will stay in perpetuity until you either manage to escape or die.You are stripped of all items and perks to just your Body-Mod until you manage to escape, though if it's any consolation you managed to hold onto one one-up of your choice if you had one. For an additional **200 CP**, that too is taken away, along with any of your pre-existing memories of the prison. Good Luck!

Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

The Aldhani Raid **[Drop-In or Axis Exclusive]**

Your starting location has been set to Aldhani. Luthen Rael has chosen you over another candidate to act as the newest member of a rebel group planning a raid. Your job is the same one that Cassian Andor would have had during the heist. That being impersonating an Imperial Army guard, infiltrating the base, piloting the getaway freighter, and general redundancy. You will arrive at the camp with the rest of the crew and will be given two days to memorize the plan. Assuming the heist is successful, you will be given two choices in rewards:

Hero of the Rebellion: You can choose to honor the deal, and hand the money off to the rebellion, with the satisfaction of pulling off the greatest heist in recent galactic history. For this, no matter what facility you are trying to break into, you will be able to find a critical flaw, and exploit it effectively. Heists planned by you are more likely to succeed without any issues. Additionally, once a month, you may call for backup from an ace rebel fighter squadron that will appear just as quickly as they disappear when the job is done.

Take the Credits: Or, you can choose to split the money with Arvel Skeen, resulting in however much money you managed to steal, divided by 2. There are an estimated 400,000,000 credits in that vault. Additionally, once a year, you may call in a favor from a bounty hunter to take out a target, with it never being traced back to you. Superhuman targets are rarely able to be killed by this bounty hunter, but anything else is assured to die.

An Alliance to Restore the Republic: **[Senator Exclusive]**

There have been talks recently of dissolving the Imperial Senate. This will be the death of democracy within the galaxy. Your objective is to either change the system from within through a great deal of political maneuvering, or to kickstart a rebellion large enough to overthrow the Galactic Empire. Neither path will be easier said than done. Depending on how you managed to restore democracy, your reward will be as follows.

Home One: If you choose the warpath, you will gain Home One, the capital ship of the rebel fleet, fully crewed by followers, and with a full complement of 3 squadrons.

Political Mastermind: If you chose a political solution, you now have a skill with political manipulation on par with Palpatine. Pushing through policies, making power plays, and bending political structures to your will is all now child's play.

There Will Be No Rebellion: [ISB Agent Exclusive]

Congratulations on your entry to the Imperial Security Bureau, Lieutenant Jumper. Your job in this scenario is simple. Hunt down rebellious groups within the Galactic Empire, and snuff them out before they become a problem. Should be easy, right? Assuming no major organized rebellion is allowed to form under your watch during your stay, the Emperor has rewarded you with one of the following:

Classified Plans: You now have access to a database with every Imperial document and blueprint up to the fall of the Empire accessible through this datapad. Unfortunately it seems the Emperor has expunged any documents or blueprints to any superweapons, but still, this is an incredibly powerful resource at your disposal.

Imperial Projects: Once a year, you may call upon the Imperial engineering corps to construct a facility of either your design or one of your choosing. Resources need not be provided, as anything needed to make the facility will materialize out thin air. So long as the Empire could feasibly get this facility built in a month, it will be built within the month. Projects that can not be finished in this time may instead be put on hold until the next time you can use this perk.

Ending:

You've made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay in this galaxy far, far, away if you like. Hopefully you changed it for the better.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: This galaxy has a lot to offer, but imagine what else is waiting for you out there! You can choose to move on to the next adventure, as always.

Notes:

-If you buy an alternate species, you can only be around the strength of a Wookiee or less. Being a Twi'lek is fine, but a Celestial is off the table. In other words, if the species you want got in a fight with a Wookiee, and you would reasonably bet on your species winning, it cannot be chosen.

-Post-Jump, your species becomes an alt-form if you bought it.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Unless otherwise stated, followers respawn monthly.

-Any followers lost will respawn at the start of the next jump or until 10 years have passed.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be moved into your warehouse or placed in a location of your choice post-jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-If you bought a planet, it can be customizable to a degree, from culture to language, but it cannot be more economically or militarily powerful than a core world.

-You can purchase everything multiple times unless otherwise stated.

-Companions may not be purchased twice.

-The droid customization can be of any type of canon model you choose within reason. An R2 unit or a Droideka would be fine, but some of the crazier droids from legends like the HK models or the Abominor are off the table.

-All Drawbacks may only be taken once.

-How much you manage to steal from the Aldhani raid is completely up to you, but if you want to leave it to chance, use a random number generator.

-**Classified Plans** will give access to ships like the Eclipse and Tie Defender projects, but not the Death Star, as an example. A general rule of thumb is, if it can blow up a planet in one shot, it is not part of the database.

-Thank you to all those who gave advice and suggestions. I appreciate the help in making my first jump better than anything I could have done on my own. -Regretmotor256.