

A long time ago, in a galaxy far, far away...

STAR WARS

X-WING

<https://brorlandi.github.io/StarWarsIntroCreator/#!/AL01YN43mB3HcGwtXUvc>

It is a time of great upheaval throughout the galaxy. With the Galactic Empire in disarray, and the Rebel Alliance emerging as a power, planets switch sides in the galaxy spanning conflict daily.

Between the surging Alliance led by MON MOTHMA, and the fracturing Empire led by YSANNE ISARD, former Imperial officers are often taking their fleets and becoming Warlords, none more formidable than the dreaded WARLORD ZSINJ.

During all this, out on the galactic periphery, the loyal officers of the Empire begin to look inwards...

Origin

Roll 1d8+16 for Age, or pay 50CP to choose Age

Independent

-Whether an independent trader, a mercenary, or a member of an isolated world, you are not initially part of this great galactic struggle. Whether you become so is up to you. This can also be a simple Drop-In option for those who choose.

Rebel

-Fed up with the authoritarian policies of the Empire, you set out to tear down the old order and bring about freedom by enlisting in the Rebellion. Years of hard work led to you becoming an officer, and your career as a fighter pilot.

Imperial

-Seeing the rebels as a group of anarchistic fools, you joined the Imperial Academy to help end them once and for all. Graduating shortly before the fall of the Emperor, you were swept up and rapidly promoted in the chaos.

Pirate

-War is good for business, and business is *good*. After all, on the outer rim, nobody cares how many freighters goods fell off, so long as they're still usable. Acting as a free agent or a privateer is a guaranteed way of making what's theirs, yours.

Race

Roll 1d8+16 for Age, or pay 50CP to choose Age and Sex

Human (Free)

-The standard for the galaxy. The galactic empire holds humanity to be inherently superior to all other life, and looks down on all others. Near-human species receive discrimination, but much less than the clearly alien in the Empire.

Twilek (Free)

-A near-human race from the strange world of Ryloth, which is locked in a perpetual dawn, the Twileks are a common species throughout the galaxy as merchants and warriors. Physiologically, they differ from humans having a pair of "lekku", which store fats and some extra brain matter.

Bothan (Free)

-A race of furred politicians, they love a good argument, and being on the winning side. Bothans are noted in the Rebellion for having obtained the location of the second Death Star.

Sullustan (Free)

-A wide-headed, near human race noted for exceptional directional sense and low light vision. The most famous Sullustan is Nien Nunb, who was a pilot on the Millennium Falcon during the Battle of Endor.

Duros (Free)

A reptilian species from the highly polluted world of Duro, they are a species of natural pilots. Occasionally confused with their distant cousins, the Nemoidians, the Duros are very adventurous, and get a bit miffed if compared to their number-crunching family.

Devaronian (Free)

A near-human species from a highly mountainous world, Devaronians have a high degree of sexual dimorphism. While males were more aggressive, carnivorous, with a pair of horns and reddish skin, females were docile, herbivorous, and covered in thick white fur instead of horns. Male Devaronians take great pride in their horns, often gilding them with gold leaf for fashion purposes.

Manumitted Droid (Free)

-Sometimes, rarely, a droid owner does something odd. They set the droid free. Droid programming isn't set for that, usually being reset to factory standards after every few years, but with the freedom comes personality. This has led to a strange batch of beings with full sapient rights, in all shapes. From MSE-droids that were upgraded far beyond original specification all the way to Trade Federation

remnants. Protocol, medical, astromech, even some of the lesser battle or tactical droids.

Ithorian (25)

-Pacifistic herbivores, the Ithorians are commonly found as explorers and ecological surveyors throughout the galaxy. Those with overly-aggressive tendencies are usually banished from their homeworld, though aggression in and of itself is not always enough. Their uniquely hammer-shaped heads make them extremely distinct, and the twin mouths they have are capable of creating an extremely loud noise, capable of deafening concussive screech.

Mon Calamari/Quarren (25)

-Two of several species native to the world of Dac, these aquatic humanoids are most comfortable in damp environments, and are capable of breathing underwater. Mon Calamari are known for being relatively peaceful and artistic, while the Quarren are known as an individualistic and proud, almost xenophobic species.

Chiss (25)

-Hailing from the Unknown Regions, this near-human species with blue skin and glowing red eyes is noted for maturing at a younger age than most humans. Culturally, they are militant, but will usually not attack until they have been attacked first, and are a highly private people. Their eyes do provide a modicum of darkvision, though not enough to see in pitch black environs.

Barabel (50)

-A predatory, reptilian species from Barab-I. Barabels often take up positions as bounty hunters due to their nature, and their thick scales provide significant protection, preventing stun bolts from affecting them. Their ancient history has a tale of when they met the Jedi, and it has affected them all to the point of near-reverence for any knights they come across. It is highly rude to apologize to them, and will often aggravate whatever situation.

Wookie (50)

-Arboreal giants from Kashyyk, the Wookies are renowned or reviled galaxy-wide after the actions of Chewbacca for the Rebellion. With immense strength, a great degree of technical skill, and a set of retractable dewclaws for climbing, a Wookie is a boon companion. Saving their life will often result in a life-debt, with them becoming an ally for you and your descendants until they have died.

Miraluka (50)

-Yet another near-human species common to the galaxy, the Miraluka are an extremely rare sight throughout the galaxy. While they lack eyes, they have an innate connection to The Force that allows them to perceive the world around them as though they did. Darkness is no foe to this species, and they can perceive organic beings and droids alike. While they have this connection, it does not necessarily make them Jedi or Sith material.

Exotic Races (50)

-You may choose any race that is unlisted, but is known to have enlisted into the Republic or Imperial forces.

Timeline

The jump begins five years after the battle of Yavin 4, a period fraught with portent.

Below are a list of some significant events in the next twenty years.

5 ABY

-It has been a year since the destruction of the second Death Star. Ysanne Isard has taken over the Empire as its regent, the Rebellion is swiftly gaining worlds to its cause, and the first warlords are taking their place in the galaxy.

7 ABY

-Fall of Coruscant to the Rebellion, which forms the New Republic. Ysanne Isard enacts a coup on Thyferra, establishes her new capitol there, and is eventually defeated by the end of the year.

8 ABY

-Warlord Zsinj defeated, Grand Admiral Thrawn returns from the galactic periphery to retake the Empire.

9 ABY

-Rogue Squadron is attacked by a vastly overwhelming force, and believed dead. They re-emerge after destroying a clone of Ysanne Isard, while Isard herself dies in Lusankya, killed by Republic Intelligence. The last of the Lusankya prisoners are found and freed.

10 ABY

-Emperor Palpatine returns in a cloned body, and retakes Coruscant for the Empire.

11 ABY

-Final defeat of Emperor Palpatine. Luke Skywalker founds the Jedi Praxeum on Yavin 4. The Maw Installation is discovered by Han Solo during an escape from Kessel, and Admiral Natasi Daala steps forth to reclaim the Empire.

12 ABY

-Admirals Daala and Gilad Pellaeon unify the fractured Empire into the Imperial Remnant.

13 ABY

-Adumar is discovered by the New Republic.

16 ABY

-The Yevetha are discovered, marking the beginning of the Black Fleet Crisis.

17 ABY

-End of the Black Fleet Crisis, with a resounding Yevetha defeat resulting in the death of their head of state, and thousands of Imperial prisoners effect a takeover of their ships, vanishing into the unknown.

19 ABY

-Following the end of a short lived conspiracy to imitate Admiral Thrawn, the Imperial Remnant and the New Republic sign a treaty, effecting the end of the Galactic Civil War.

25 ABY

-A frightening species has emerged from the galactic periphery. With bio-technology capable of competing with the most advanced starships, a fanatical hatred of machinery, and a belief in self mutilation, the Yuuzhan-Vong are one of the most frightening species to have appeared to most of the galaxy. In one of their first major action, they will crash a moon into the planet of Sernpidal, killing Chewbacca and millions of others. They are noted as being completely blank in The Force, neither capable of using it, nor being directly affected by it, and hate the Jedi more than any others.

Normally this war would last until 29 ABY, a shockingly short time frame for this extragalactic conflict.

Location (Roll 1d8 or pay 50CP to Choose)

Coruscant (1)

-The capital and administration center of the Galactic Empire, it is a world that is one giant city, spanning in levels of metals and duracrete all the way to the bedrock. While the authorities of the planet have attempted to rename it "Imperial Center", the updated name has never stuck.

Commenor (2)

-A thriving world known for its brandy, Commenor serves as a trade hub for everyone. Independent of both the Empire and the Rebellion, the world still did allow for an Imperial base previously, and currently has a Rebel base on the moon of Folor.

Imperial Flagship (3)

-Whether it is the Iron Fist of Warlord Zsinj, an Executor-class super star destroyer, or the Chimaera, home to Grand Admiral Thrawn, you have wound up on the flagship of one of the many Imperial factions in this time frame. Whether you're here as a soldier, an ally, or a prisoner depends on who you are.

Thyferra (4)

-The homeworld of the Vratix, Thyferra is an incredibly valuable world. It is the only planet where Bacta, the near-miraculous healing fluid, is produced. Thyferra's politics are straining between the bacta manufacturers and the Empire.

Agamar (5)

-A prime agriworld, oyah! Low population, and low esteem to the rest of the galaxy, but consequently little noticed by outsiders.

Adumar (6)

-An outlier in the galaxy, Adumar has gone to war with itself often enough that it has actually lost the secret of hyperdrive, until recently. In a few years they will begin putting out feelers to the Empire and the nascent New Republic. A highly dramatic culture, where honor duels and skulking in the night are the norm.

Kessel (7)

-A desolate, horrible world. Home of the galaxy's only Spice mines, and dangerous to mine, Kessel is manned by prisoners. Rebel, Imperial, Pirate, doesn't matter who, they all wind up as slave labor here.

N'zoth (8)

-This brutal, arid world is the home of the Yevetha, a cruel and merciless race that were former slaves of the Empire. Following the destruction of the Death Star, they effected a rebellion and enslaved all the Imperials they did not outright kill, and used their technology to begin plotting a takeover of the Galaxy.

Skills

Piloting (Free/250/500)

-Four levels to this perk, price is not cumulative for each level.

--Free: You have the knowledge necessary for basic flight in most ships, as many have a common control scheme, and can at least fly from one place to another without crashing.

--250: You're a natural, you can fly through space keeping track of multiple enemies or obstacles, and even fly through medium density asteroid fields.

--500: Only a handful of people in the Galaxy can truly be referred to as great, and you're one of them. An ace combatant, incredible at pushing whatever craft you're in to the edge of its flight envelope, you handle freighters as though they were fighters, and in a fighter you'll seem as though you're in two places at once.

Navigator (100, Free Independent)

-You've got one of those rare talents in astrogation. Through long hours and little tricks you've picked up, you've determined how to cut significant amounts of distance off your trips both interstellar and on the ground, saving valuable fuel and time.

Soft Targets (100, Free Rebel)

-Fighting against fortresses is for people with men to spare. You're adept in the fighting on unfavorable terms, but where you excel is in attacking the places without horrifyingly large defense spending, bleeding them of men and materiel in smaller, spread out blows.

Emperor's Hammer (100, Free Imperial)

-You're used to overwhelming firepower, and it shows. You are capable of using your men and equipment for effect, doing away with subtlety and instead smashing through the problem directly with a single, decisive strike.

Ambush (100, Free Pirate)

-Through rigorous analysis of trade corridors and ground transport, you have effectively determined the best location for entrapment of vessels and personnel on the move.

Demolitions (200, Discount Rebel)

-Chemical explosives, EMP, and even torpedoes are your purview. You are skilled in the setting and disarmament of charges, and have an instinctive knowledge where the most likely places for such would be. Additionally, you have the knack for improvised explosives, able to create low to mid-grade explosives from mundane materials.

Marksmanship (200, Discount Imperial)

-Laser fire is your domain. With the abilities of some of the best shooters of the galaxy, you can fire off even snap shots with deadly accuracy, whether it is through a rifle on a hill miles away, or a brace of pistols you have strapped to you.

Melee (200)

-As nice as it is to shoot someone, sometimes you have to get down in the dirt like the rest of us peons. You can choose to be a generalist, comfortable with using your hands or weapons, or to specialize into a specific style of weapon or barehanded combat to the point of mastery.

Trader (200, Discount Independent)

-The Art of the Deal, that's your purview. Buying, selling, haggling over the best price has left you with a keen sense for what anything is worth, allowing you to get needed items faster, cheaper, or in better condition than would otherwise be done.

Con Man (200, Discount Pirate)

-There's a sucker born every minute, and you're just the man to greet him. Disguises, logic puzzles, acting, and more are your purview, leading people to trust you who have never met you before, right before you separate them from their belongings.

Academy Training (250, Discount Rebel and Imperial)

-You were accepted into the Academy, and trained in leadership, tactics, and logistics. Numerous great leaders on both sides, have graduated from these hallowed halls.

Contacts (250, Discount Independent and Pirate)

-Whether you are trying to find information, move some "found" merchandise, hire new workers, or obtain shelter from the authorities, you always know a guy, or at least know how to find a guy.

Doctor (300, Discount Rebel)

-A medical professional, you have the knowledge of both field medicine and surgery, allowing you to save the lives of those around you. Just remember, all medicines ARE poisons.

Engineer (300, Discount Independent)

-Through either trade schools or years of on the job training, you have extensive repair and construction skills. Repairing starfighters, speeders, or even just fixing the holoprojector, if it has a problem, you're the man for the job.

Detective (300, Discount Imperial)

-Criminals and enemy fleets do things for a single reason. Because they think they can get away with their actions. Intelligence work, analysis, and raid planning are your forte.

Programmer (300, Discount Pirate)

-Computer systems and their integrity is vital to the war effort. You are skilled in the creation and modification of computer programs, leading to efficiency increases, new information analysis, and, of course, sabotage and information theft.

Solo Operator (400, Discount Independent)

Your combat specialty lies in single ship tactics. You're capable of mentally tracking multiple targets through space, so that you may evade and hunt them down on an individual basis.

Unit Cohesion (400, Discount Rebel)

-You and your friends have an almost instinctive knowledge of what the other is going to do. This has led to massive increases in effectiveness, getting the job done in the most efficient manner.

Swarm Tactics (400, Discount Imperial)

-The way of the Empire is to fight with a numerical advantage at all times, leading to strategies that are adapted to such. You are adept at maintaining a steady stream of attacks from all sides, allowing for rapid whittling away of opponents, who cannot keep track of the vectors of every attack.

Interrogation (400, Discount Pirate)

-Through the use of force, guile, chemicals, or just plain scary looks, you are adept at getting people to talk to you. No secret is hidden from you once a prisoner is at your tender mercies.

Items

Weapons

DL-18 Blaster Pistol (25)

-A light, short ranged weapon that was easily modifiable. While not nearly as powerful as its heavier cousin, it is capable of firing 500 shots before losing power.

DL-44 Heavy Blaster Pistol (50)

-Favored amongst smugglers, crooks, and scoundrels of all kinds, the DL-44 is a marvel of compact weapons engineering. While only capable of 50 shots, the much more powerful blast is capable of shearing through most personal armor.

E-11 Blaster (100)

-The standard rifle used by Imperial Stormtroopers. With both stun and kill settings, it's usable for policing, capture, and some riot control if you wish to avoid loss of life. Each power pack allows it to shoot up to 500 shots, and it has a collapsible stock.

T-21 Light Repeating Blaster (100, Free Marksman)

-One of the heavier rifles used by standard troopers, this weapon is common across the galaxy on every side. Capable of punching through most infantry armor and shields, and some light vehicle armor. 40 shots per power pack, and a tripod if you wish to set up prior to firing.

BlasTech E-11s Rifle (100)

-A six shot blaster rifle commonly used by Imperial snipers and scouts. Incredibly long ranged and hard hitting.

Vibroblade (50)

-These hand weapons come in a variety of sizes, from a holdout knife to a proper sword. Vibrating at ultrasonic frequencies, these tools cut through many materials most mundane blades cannot.

-Cortosis Alloy: For 25 CP the blade is made of an energy-resistant cortosis alloy, enabling it to stop several lightsaber blows before breaking.

Adumari Blastsword (100, Free Melee)

-An unusual weapon developed by Adumari duelists, this sword contains a blaster assembly in its spine, culminating in a tip that fires on contact.

-Cortosis Alloy: For 25 CP the blade is made of an energy-resistant cortosis alloy, enabling it to stop several lightsaber blows before breaking.

Stun Grenade (50)

-A cache of grenades ranging from flashbangs to energy stunners, these are useful for when you need to stop someone without harming them, or the environment around them.

Clothing and Armor

Cortosis Weave (50)

-Being rare and brittle, pure cortosis is both expensive and hard to use. But its energy damping properties are unparalleled. Providing a measure of protection against blasters, lightsabers, disruptors, and more, so long as it's energy based weaponry you will have at least some protection. This upgrade can be applied to any set of clothing or armor, including those from out of jump, applied to a single set per purchase.

Everyday Wear (Free)

-A weeks worth of clothing appropriate to where you're from. It could be poor world would be fond of rough spun tunics and robes, a rich techno-world enjoying synthetic e-clothing, or even Adumar's love of cowls, cloaks, and all that is high drama.

Flight Suit (Free)

-Depending on your origin, this varies greatly. From highly comfortable civilian clothing meant for working in, to the semi-armored life support gear of a TIE Pilot. Two sets.

Armored Clothing (25)

-While not enough to stop a dedicated attack, it's capable of absorbing low powered blaster bolts, and somewhat blade resistant, all while looking very stylish and trim.

Duraplast Shield (25)

-A well balanced medium shield weighing between 2-4 kilos, depending on your preferred shape, made of blaster-hardened materials.

Body Armor (25)

-While not all-encompassing, this set of armor covers most of the torso, leaving plenty of room for flexibility, and even comes with a few inbuilt pouches for carrying items.

Surplus Armor (50)

-The previous generations of armor. Whether it's a full set of Clone Wars era armor, or a hodgepodge of others, this armor isn't quite up to the standards of modern armor sets. It covers substantially more than a chestplate, but isn't quite up to modern military blasters.

Stormtrooper Armor (100)

-When a person thinks of The Empire, this is what pops into his mind. This form of armor is uniform and intimidating to most, resistant to blasters and slugthrowers, and even contains some basic environmental capabilities for harsh environs.

Heavy Armor (200)

-Incredibly hardened, and also incredibly heavy. Full body, completely proof against medium grade weaponry, and even some heavy or light vehicle grade weapons.

Electronics and Software

Power Packs (Free)

-Ten standard power packs, usable with most, if not all, forms of weaponry, shielding, or even just normal electronics. They can plug into outlets and specialized quick-chargers. Please do not throw them in fires.

Communications Gear (50)

-Transmitters, receivers, encryption matrices and decoders, and the tools for interfacing with computers of all sorts.

Forging Kit (50, Free Con Man/Programmer)

-A set of chip programmers, card printers, and interfaces to create false identities, ship registrations, personal and financial documents, and access passes.

Datapad (50)

-The most common form of data storage, datapads are available in a variety of types, with 2D or 3D projection, communications, and even some basic games.

Terminal (50, Free Programmer)

-A much more robust form of data processor, these take can be integrated into ships, made into larger tablets, or simply portable folding computers.

Medicine and Chemicals

Medkit (50)

-A collection of small bacta-bandages, burn treatment creams, tourniquets, and other easily used materials for a quick fix.

Field Surgeon's Kit (100, Free Doctor)

-Surgical tools, smelling salts, trauma kits, antibiotics, laser scalpel, bacta sprays and containers, splints, and numerous other tools of medicine. If it doesn't require a full surgical room, it can be found in one of these kits.

Bacta Container (100)

-A hermetically sealed canister of two liters of incredibly valuable bacta. This near miraculous healing medicine acts as anti-infection, coagulant, and tissue stimulant to nearly every species known. This medicine can take months of recovery and turn it into days. While it can be diluted in order to allow it to cover more, it will also be less effective. This particular container is made of the most potent variety, which is never exported off Thyferra, and is an order of magnitude more effective than the stuff usually seen.

Bacta Tank (600)

-A large, full body immersion tank with electro-stimulators and an in-built medical assistance droid intelligence, capable of healing all wounds that did not remove the limbs in question. The tank is full of normal quality bacta.

Skirtopanol (25, 60 doses)

-A truth serum used by the empire that is extremely effective. Caution: Use of this on a person who has been taking Lotiramine will cause them to enter a toxic shock, and kill them.

Lotiramine (25, 60 doses)

-Both medicine and tool, lotiramine is used to stave off degenerative diseases such as blastonecrosis. It also reacts poorly with most truth serums, neutralizing the weaker ones, but creating highly toxic chemicals with many of the stronger ones.

Kessel Spice (100, 8 doses)

-Light sensitive, semicrystalline material found in the deep mines of Kessel. Secreted and spun by energy-spiders as webbing, it has found a use in humanoids when ingested as a stimulant, hallucinogen, and short lived mild telepathic boost, allowing minor bits of mind reading, or at least what seems like mind reading to the user.

Tools and Misc.

Credits (50, 1 free all, 3 free Trader)

-A collection of three thousand credits in Republic or Imperial denominations.

Commodities Exchange License (50, Free Trader)

-Permits, connections, and an account with the larger galactic markets, all so you can obtain and import goods and services without hassle from the authorities.

Disguise Kit (50, Free Con Man)

-A collection of makeup, temporary dermal tattoos, false skin, hair dyes, and clothing allowing you to impersonate dozens, if not hundreds of individuals with the right skill.

Detonation Materiel (100, Free Demolitions)

-Triggers, blasting caps, detonation cord, explosives, and the tools for assembling and defusing them.

Heavy Toolkit (100, Free Engineer)

-Larger or more precise than simple house tools, this kit contains the necessary workings for starship and vehicle repair or facilities construction.

Surveyor and Forensics Kit (100, Free Detective)

-A set of tools for materials collection, short tandem repeat genetic analysis, materials science, and similar functions. This allows for a competent person to determine where something was made, who someone was, where they've been, or even what kind of soil they've been walking on recently.

Speeder (100)

A land vehicle that floats above the ground on repulsors, the speeder is typical for transportation without leaving the planet, and some are modified to carry weaponry.

MSE-Series GP Droids (25)

-A general purpose droid. Though not terribly smart, these droids are often used as messengers, for sanitation, detection and security, or other purposes only limited by the user's creativity. Comes in a set of two, and in wheeled, treaded, or magnetic track varieties.

Starships

Z-95 Headhunter (100, Discount Independent)

-A classic of galactic engineering, the Headhunter is still often used by police forces and mercenaries. While outdated, the inspiration for the X-Wing still packs a punch, boasting a pair of twin-linked laser cannons and twin concussion missile launchers.

-Class 2 Hyperdrive

-Standard Shielding

BTL-A4 Y-Wing (100, Discount Rebel)

-Workhorse of the Alliance fighter command, the Y-Wing has acted as both starfighter and bomber. Equipped with a set of twin laser cannons, option for either 20 proton bombs or 10 torpedoes, and a gunner's turret with an ion cannon, this fighter is still highly used by the alliance, despite its slow speed in comparison to other fighters.

-Class 1 Hyperdrive

-Standard Shielding

TIE Starfighter (100, Discount Imperial)

-Often described as the only thing more common than Hydrogen in the universe, the Seinar Fleet Systems TIE Fighter is cheap to make and easy to operate. While it is only armed with a pair of laser cannons, its speed and maneuverability exceed that of the X-Wing, and can be easily repaired.

-Class 2 Hyperdrive

Rihkxyrk Assault Ship (100, Discount Pirate)

-Infamous on the outer rim, the Rihkxyrk was used by the horrifying criminal organization, "The Black Sun". With the organization crumbling, these fighters have begun to make their way to others. Slower than the average fighter, it makes up for this disadvantage by being well armored. Its weaponry is a trio of heavy laser cannons, and a concussion missile launcher.

-Class 2 Hyperdrive
Unshielded

R-41 Starchaser (100)

-A multirole fighter that fits the concept of such exactly. It neither excels, nor is particularly deficient in any category. Primarily used by the Rebellion, the Starchaser was easily found as it was outdated, but cheap. Armed with a pair of laser cannons, two ion cannons, and a concussion missile launcher with two missiles, it can be used for any mission you don't have a dedicated craft for.

-Class 2 Hyperdrive
-Standard Shielding

Blade-32 (200, Discount Independent)

-The Tarrvik-on-Kallan Blade-32 was designed on Adumar as a sturdy atmospheric craft initially, that many have been upgraded to for space flight. Though it lacks shielding, its construction makes it comparable in durability to the Y-Wing fighter, and The Blade comes with forward and aft facing dual laser cannons, and a pair of concussion missile launchers with sixteen missiles. Admittedly, having this fighter in the wider galaxy before 13 ABY will make you a bit of an oddity.

-Class 2 Hyperdrive
-Unshielded

T-65 X-Wing (200, Discount Rebel)

-So beloved by the rebels that it may as well be their symbol, the Incom designed starfighter came to them as the result of a corporate theft of both the prototype and the plans. Armed with four laser cannons capable of twin or quad-link, and a pair of proton torpedo launchers.

-Class 1 Hyperdrive
-Standard Shielding

TIE/sa Bomber (200, Discount Imperial)

-A heavier, slower TIE model, the TIE Bomber acts as a heavy weapons platform. Outfitted with one of three loadouts typically. An anti-capital proton torpedo craft with eight shots, an anti-starfighter role with sixteen concussion missiles, or as a ground assault bomber using sixteen proton bombs.

-Class 2 Hyperdrive
-Standard Shielding

Fell off a Freighter (100, Pirates Only)

-What a staggeringly unfortunate accident for the shipping company! Fighters aren't cheap, you know? Oh well, I guess you'll just have to take this 200 CP or less Starfighter you found and "Keep" it for them until they come back for it.

TIE/IN Interceptor (200)

-The Empire's single most maneuverable ship, this ship is even capable of outrunning an A-Wing. Though it is only armed with a quartet of wingtip mounted laser cannons, the speed of this ship is enough to prevent most ships from mounting any kind of effective defensive measures.

-Class 1 Hyperdrive

-Standard Shielding

RZ-1 A-Wing (300, Discount Independent)

-Made from a modified stunt ship, the A-Wing is an incredibly fast and maneuverable ship. Normally armed with a two concussion missile launchers and pair of laser cannons capable of shooting in a 60 degree arc from the craft, this model has been modified to shoot in a 360 degree arc.

-Class 1 Hyperdrive

-Standard Shielding

A/SF-01 B-Wing (300, Discount Rebel)

-Designed by an elite Verpine team and Admiral Ackbar himself, the B-Wing is an anti-capital ship fighter. Armed with twelve proton torpedoes, three ion cannons, and a choice of a trio of linked laser cannons or two autoblasters and a heavy laser cannon, this ship is a dangerous craft that punches far above its weight.

-Class 1 Hyperdrive

-Standard Shielding

TIE/D Defender (300, Discount Imperial)

-The pinnacle of Imperial fighter engineering, the Defender was designed to counter the qualitative advantage that led to lower casualties among Rebel fighters. Though more expensive than the typical Imperial commander would enjoy, the Defender made up for its cost with incredible performance, boasting speeds comparable to an X-Wing with much higher armaments. Comes equipped with a pair of ion cannons, a quartet of laser cannons, two multipurpose launchers with magazines of four concussion missiles or three proton torpedoes, and advanced shielding.

-Class 2 Hyperdrive

-Standard Shielding

Ugly Starfighter (300, Discount Pirate)

-A strange looking cobbled together craft, these strange bits of engineering vary from being an anti-gestalt to something more effective than the ships they were made from. Take double the undiscounted CP cost of this, and spend it on equipment from the Parts section to build it.

GAT-12 Skipray Blastboat (400)

-A heavy starfighter with large quantity of weaponry, the Skipray is the smallest craft commonly used by the Empire that is hyperdrive capable. Equipped with everything from ion cannons to proton torpedoes, this four man ship is an excellent fighter-bomber, and is extremely durable.

-Class 2 Hyperdrive

-Advanced Shielding

HWK-290 Light Freighter (600, Discount Independent)

-An "unarmed" freighter produced shortly before the Clone Wars, the HWK-290 was designed for upscale merchants and diplomats, leaving a very comfortable interior with a great deal of cargo space.

-Class 1 Hyperdrive

-Advanced

-Something that is absolutely not an autoblaster on the dorsal plating.

YT-1930 Light Freighter (600, Discount Rebel)

-Transport on a budget, the YT-1930 was a redesign of the ever popular YT-1300. While it isn't well armed with only a pair of lasercannons (Turbolaser? What turbolaser? That's a hypercomm antenna.), the cargo space and room to move are often considered nice perks for any kind of long trip, and the ship is easily upgradable.

-Class 2 Hyperdrive, backup Class 12

-Standard Shielding

Lambda T-4a Shuttlecraft (600, Discount Imperial)

-A heavily shielded cargo and troop ship, the Lambda is a hallmark of Imperial engineering, serving roles as both military and political use. With five laser cannons and a backup class 10 hyperdrive, this ship comes very well defended stock, but is subsequently much harder to modify aftermarket.

-Class 1 Hyperdrive, backup Class 10 Hyperdrive

-Standard Shielding

Barloz Medium Freighter (600, Discount Pirate)

-One of the older freighters, predating the YT-series of freighters popular today, the Barloz-class was extremely popular for its time, and just as easily upgraded as its successors. Normally armed with only a single laser cannon stock, this one has already been modified from the previous owner you "acquired" it from to have a pair of ion cannons and a turbolaser.

-Class 2 Hyperdrive

-Standard Shielding

Y-8 Mining Vessel (600)

- Heavily shielded asteroid miners, many of these ships have been purchased or seized by other individuals and turned into gunships. This particular model was equipped with a pair of turbolasers and a trio of autoblasters.
- Class 3 Hyperdrive
- Mil-Spec Shielding
- Heavy Armor

GR-75 Medium Transport (800)

- Manufactured by Gallofree Yards Incorporated, this transport was instrumental in the Rebellion's flight from Hoth. This model has been retrofitted, allowing it to carry a trio of starfighters if you don't load in most of the cargo pods it would normally have. While relatively light on defenses, it does have a quartet of laser cannons and an ion cannon.
- Class 2 Hyperdrive
- Advanced Shielding
- Very large

Starship Parts

Engines

Improved Hyperdrive (50/200)

- Increase your speed, by upgrading to a Mark 1, or a Mark 0.5. The lower the number, the faster your ship is in hyperspace, able to turn a multi-week long trek across the galaxy into a few days, or even hours if you have the right course. Caution: entering a gravity well in hyperspace will cause the ship to revert back into realspace.

Koensayr Engine (25)

- The engine manufacturers for the Y-Wing fighter/bomber, this very reliable machine will get you where you need to go, with plenty of gas, at a relatively sedate pace.

Ion Engine (50)

- Most commonly used in pairs on TIE Fighters, the ion engine works through charging particles and expelling them out the rear, providing a high degree of thrust relative to their size.

Novaldex Engine (100)

- The Novaldex corporation prides itself in the speed and maneuverability of its engines, though not necessarily its fuel economy. These engines are also very sensitive, with slight changes leading to much larger outputs than expected normally. The A-Wing has been built around a pair of these.

Weapons

Laser Cannon (25)

-The standard for starfighters, this cannon will make short work of unshielded vehicles or ground personnel. Comes in a set of two twin linked lasers.

Autoblaster (25)

-A fast firing weapons system, the autoblaster puts out a significant amount of fire in a short time, at the expense of being less accurate than standard cannons.

Heavy Laser Cannon (50)

-With larger capacitors and improved systems, the heavy laser is simply a boosted up version of the standard cannon, with a similar fire rate for a 50% increase in firepower.

Bomb Bay (75)

-Storage and launcher for Proton Bombs, devastating anti-ground weaponry.

Typically holds 10 bombs at a time.

-Increase capacity by five for 25 CP

Concussion Missile Launcher (75)

-Excellent anti-starfighter weaponry, the concussion missile is fast and maneuverable. Launchers hold 6 missiles each.

-Increase capacity by two for 25 CP

Proton Torpedo Launcher (75)

-Consisting of both launcher and a standard magazine of three torpedoes, the proton torpedo is the standard in starfighter level anti-capital ship weaponry, enabling them to harm ships much larger than themselves.

-Increase capacity by one for 25 CP

Ion Cannon (50)

-Ion cannons are standard capture weaponry throughout the galaxy. By polarizing and firing ion bolts, the ion cannon disrupts ships systems, temporarily weakening shielding or disabling systems.

Turbolaser (100)

-A large, capital ship grade cannon, the Turbolaser takes a comparatively longer time to charge without better power plants, but packs a much harder punch than standard laser cannons. Each purchase gets a single laser, either mounted as part of a turret, or strapped onto the ship solo.

Defenses

Standard Shield Generator (50)

-While almost every ship has some form of particle shielding against micrometeorites and the like, unless you're expecting anything more they will often be unequipped with shields capable of standing up to prolonged attacks.

Advanced Shield Generator (100)

-Typically used in more expensive or ships that are expected to deal with hazards along the way, this brings up shields from to that of some asteroid miners.

Mil-Spec Shield Generator (200)

-Some of the hardiest shields present. While it would be preferable to have shields of this caliber on every vessel, the cost of their construction usually prohibits this from anything but capital ships or very wealthy systems.

Heavy Armor (100)

-Increased struts, stronger alloys, thicker plating, and numerous other advances in engineering in order to better your chances of survival. While it slows your craft down somewhat, it does increase the beating it can take unshielded.

Ablative Armor (100)

-Through the use of armor laminates and layers of weaker materials, you have armor designed to take a hit and go away. While not as durable as heavier armor plating, it is significantly lighter, and can still take serious amounts of damage.

Other Equipment

Communications Array (Free)

-The basics for communicating amongst your forces in-system. Excellent for short range, it does suffer from lag the further out you get, reaching minutes once you get to other planets, and hours should you be at the edge of the systems.

Signals Equipment (50)

-Acting both as transmission intercept and jamming in short range, this is as useful for E-warfare as it is for covert surveillance.

Hypercomm (50)

-A specialized communications antenna composed of thousands of kilometers of wound wire, meant to pick up on hyperwave signals. This provides for discreet encrypted signal reception and production within several light years.

Holonet Array (50)

-Allows access to the galactic holonet, granting long ranged visual and auditory communications as long as you were within range of the network.

Gunner's Seat (50)

-Increasing the size of the cockpit, this allows for a flight officer in the back to operate secondary equipment or turrets that would normally simply fire forwards. Each purchase installs a single extra seating area or berthing, limited 1 for Starfighters.

Astromech Plug (50)

-By allowing an astromech droid to interface with your ship, you can effect some basic repairs during flight, and allows for more known hyperspace routes to be stored in the navigational computer.

Hidden Cargo Compartment (50)

-Through the use of sensor resistant composites and a lot of hard work in rerouting components, you now have a small section for storing materials that will almost never be found.

Tractor Beam (75)

-A multipurpose device for towing and moving materials, whether you are capturing the enemy, or rescuing downed craft and personnel, the tractor beam allows for options normally not feasible both in and out of combat.

Power Converter (Free on all ships)

-Providing enough power to support all systems, the converter is standard fare on any ship. It gives you just enough to power a few extra features, but too many will cause even your normal equipment to charge slowly.

Large Converter (100)

-While most ships have converters large enough to power their standard equipment, sometimes replacing the power plant with a larger one is beneficial for the more "enterprising" pilots. Additional energy reserves can be used to increase shield and weapons power, or power more subsystems.

Experimental (Items so rare they may as well be unique in the Galaxy, limited ONE of any one item)

Metal-Crystal Phase Shifter (300)

-An experimental weapon, this prototype was found in a bombed out Imperial laboratory. While not as directly damaging as a blaster, the MCPS is not blocked by conventional shielding, and acts to disrupt the bonds in the hulls of starships, breaking them through the ship's own movement.

Gravity Well Generator (300)

-Capable of producing a hyperspace-cancelling gravity well, this piece of equipment is most commonly found on Interdictor-class Star Destroyers. While the ones found on Star Destroyers are capable of producing mass shadows on a scale similar to that of a planet, this one is limited, only preventing and stopping hyperspace in an area the size of a moon.

Companions

Named companions will be with you through the jump, though must be convinced to stay with you afterwards.

Wingman (50)

-A fellow pilot you met in Flight School, having followed the same origin as you. They comes with a basic 100 CP starfighter, basic piloting skills, and 100 CP.

Rival (100)

-Whether they were a constant thorn in your side whom you gained a respect for, or the friend who spurred you to further and further heights, this person is highly skilled. Comes with a 200 CP fighter and 200 CP.

Protocol Droid (100)

-Human/Cyborg relations droids, meant for ease in communications between man, machine, and other species. These droids often act as diplomats, shopkeepers, or assistants to brokers of all sorts. Comes with 300 CP of Skills.

R-Series Astromech Droid (100)

-A dedicated starship repair droid, capable of interfacing with and repairing systems on nearly any starship. Installing one into a starfighter increases its capabilities, allowing for in-flight repair, increased computational power, and higher navigational efficiency. Comes with 300 CP of Skills.

Rogue (150)

-A member of Wedge Antilles elite squadron, these men are the finest fighter pilots the Rebellion has to offer. They come with their own X-Wing or A-Wing, 300 CP of Perks and Skills, and your choice of race.

Wraith (150)

-The back alley fighters of the flying world, these pilots act primarily ground insurgent and saboteurs, and as pilots second. Each comes with an X-Wing or TIE Interceptor, 300 CP of Perks and Skills, and your choice of race.

121st Squadron Pilot (150)

-The best of the best in the Empire, highly skilled in mass combat tactics. Each one pilots a TIE Interceptor and 300 CP of Perks and Skills. Is human by default.

Talon Karrde (300, Discount Independent)

-A smuggler and information dealer, Karrde's organization specializes in keeping a low profile. He prefers to stay out of the war if at all possible, going so far as to not sell information to either side just to make sure he gains the ire of neither side. Karrde comes with his own modified transport ship, the Wild Karrde.

Wedge Antilles (300, Discount Rebel)

-The galaxy's finest pilot. With a kill count numbering in the hundreds, two Death Star runs, and years of experience as a unit commander and leader, and teacher of dozens of pilots, he is a force to be reckoned with both in space and on the ground. He comes with his own X-Wing, and can act in capacity both as a leader or a follower.

Baron Soontir Fel (300, Discount Imperial)

-Brother in law to Wedge Antilles, and a man considered by many to be the equal of him, he is a leader of long standing in the Empire, though he disappeared into obscurity not long after the death of the Emperor. Fel was heavily invested in the Defender series of TIE, and has brought one into service with him.

Skahtul (300, Discount Pirate)

-A member of the reptilian Barabel species, Skahtul is noted for having nearly captured and kept Luke Skywalker for a significant period of time. Experienced in tracking and incredibly strong and intimidating, she uses a Barloz freighter for transport.

Import (Free/400)

-Bring up to eight companions into the fold. Free import nets you the same origin as you and 300 CP. 400 CP gives the companions a race and origin of their choice and 800 CP to spend on themselves, not to be used for companions.

Drawbacks (Max of two, or 600 CP)

Yub-Yub Commander (+100)

-None of your subordinates or peers takes you seriously. While this occasionally results in an overall higher morale, pranks and insubordination occasionally happen at a particularly poor time, distracting you at the worst moments.

Personal Chemistry (+100)

-Quite literally in fact. Your body chemistry is a little bit different than the norms for your race. Not enough to harm you, but just enough to cause slight irritation in those you spend a lot of skin contact with. Having a relationship with a significant other will be that much more difficult.

Tracking Devices (+100)

-It seems like whenever you make port, someone manages to plant a tracking device on your ship. Pirates, rival traders, or privateers on both sides of the war often seek you out to claim you for bounties or to stop you from helping their enemies.

Prosthetic (+100)

-An accident happened years ago, destroying part of your body. A hand, an eye, even a leg, it could have been anything. Unfortunately there was some nerve damage involved, leading to it being less functional than normal, and glitching at inappropriate times. While it initially is highly visible, if you decide to purchase higher-grade prosthetics it will cover up the damage, and even reduce the rate of accidents. The problem is, those kinds of prosthetics cost tens of thousands of credits.

Rival (+200)

-A dedicated enemy, assigned by his superiors to find and destroy you. He's studied your tactics and is your equal in piloting, you will have to be on your toes to avoid him.

Logistical Difficulties (+200)

-Due to persistent communications errors, it is harder for you to come across spare parts, fuel, munitions, and even food. Even going to the private market to purchase most of these instead of your supply chain may not work, due to the scarcity and demand of everything.

Trouble Magnet (+200)

-The universe is conspiring against you. Jobs take you close to high piracy areas, raids on convoys are more guarded, and you are highly likely to be put in as the first wave in a conflict.

Lusankya (+300)

-You wake up in the middle of a cavern, surrounded by dozens of others men working as hard labor. And you can't remember who you are. You have been condemned to the Lusankya prison camp, where Ysanne Isard keeps prisoners of all origins to prevent their knowledge and experience from being used against her, so that she may eventually brainwash them into time-delayed assassins or self-immolating terrorists. You start at 5 ABY, regardless of your rolled year, and remain until the end of what your normal ten year period would be.

Bacta Allergy (+300)

-You were exposed to a deliberately contaminated batch of Bacta, and have developed an allergy to the near-miraculous substance. Exposure to more than the smallest bit will cause severe pain and possible death. This makes an inability to use the fluid for any medical purposes. This drawback may be taken twice, but you will also develop Blastonecrosis, a deadly disease whose wasting effects can only be mitigated by regular doses of Lotiramine.

Invongison (+600)

-A threat from beyond the galaxy is coming. A race of sadistic, technology hating fanatics known as the Vuuzhan Vong will begin invading in 25 ABY, and you will be locked into this universe until the end of this massive genocidal war, assuming you survive where so many trillions die.