

Knights of the Old Republic



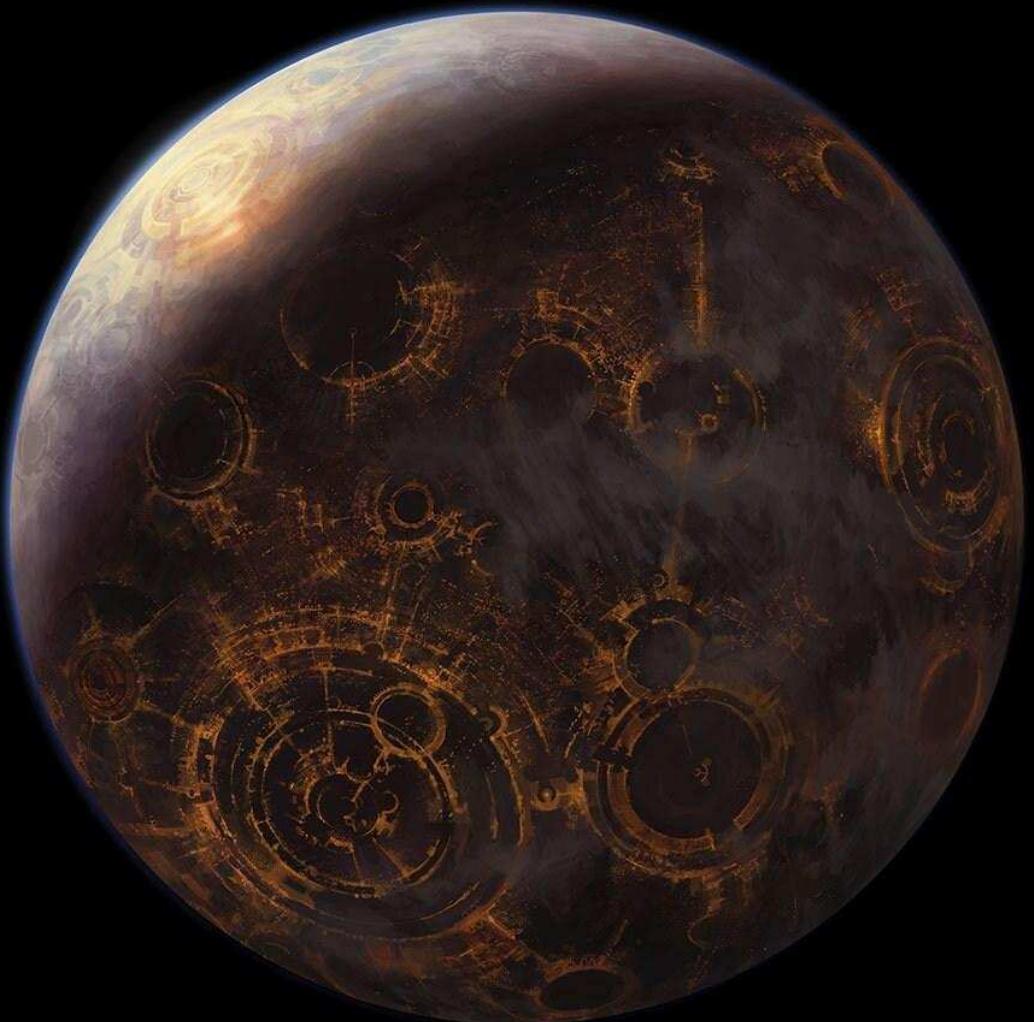
Version 1.1 by SpazzWave

It is four thousand years before the battle of Yavin 4 and the rise of the Galactic Empire. The Sith, who once thought vanquished, have returned as an empire fighting against the republic for control of the galaxy. Soon, the Endar Spire cruise carrying Jedi Knight Bastila Shan and an amnesiac Darth Revan will be attacked by Darth Malak and his soldiers.

Alternatively, you can choose to enter 5 years after these events, in a galaxy where the Jedi Order is now scattered and in ruins after an attack by the Sith, leaving the Republic defenseless. Either way, take these **1000 CP points** and have a good trip.

Locations

You can choose any location for free.



Endar Spire / Start of the First Game

The Endar Spire is a republic cruiser caught between a battle against the Sith Empire above the orbit of the planet Taris. You start as a Republic Soldier right next to a functional escape pod pointing right at Taris.

Taris

Taris is a sharply divided ecumenopolis. The rich live in the Upper City, while the Lower City is run by swoop gangs. The lowest levels of Taris are overrun by terrible monsters called rakghouls. To make matters worse, the Sith have seized control and imposed a planet-wide quarantine. You start at an abandoned apartment you've been living in.

Dantooine

Dantooine is a peaceful, beautiful world located in the Raioballo sector of the outer rim. It is known for its agriculture, rivers and rich flora and fauna. The Jedi Order has an enclave there. You start at a little home inside the main settlement.

Tatooine

Tatooine is a desert planet in the Tatoo system full of vicious animals and natives. It is inhabited by poor locals who farm moisture for a living, big game hunters and Sand People. You start at a little home inside Anchorhead.

Kashyyyk

Kashyyyk is a lush, mid-rim planet known for their gigantic trees that reach hundreds of meters. The Wookiees of Kashyyyk make their home high among the wroshyr branches. You start with a small room at the Czerka outpost.

Manaan

Manaan is an aquatic planet in the Pyrshak system. It is home to the Selkath, an amphibious species. The planet is completely covered in water and is the only known source of the medicinal substance Kolto in the galaxy. You can start with a small room in either the Republic or the Sith Empire embassies.

Korriban

Korriban is a desert, dangerous planet located in the Horuset System. It is the original homeworld of the Sith species and it is a sacred place for the Sith Empire, housing the tombs of ancient dark lords of the Sith. You start with a small room at the outpost next to the Sith Academy.

Peragus Mining Station/ Start of the Second Game

The Peragus Mining Facility is the only supplier of shipping-grade engine fuel to the Kwymar sector. The facility has recently been sabotaged by a HK-50 hunting the Jedi Exile. You start right next to Atton Rand

Telos IV

Telos IV, often called simply Telos, is the fourth world within the Telos system, located in the Outer Rim's Kwymar sector. Situated on the strategically important Hydian Way hyperlane, on the edge of Galactic Republic-controlled space, the Telosian military and economic power bases are considered vital to the survival of the Republic. You start with a small apartment at the Citadel Station.

Nar Shaddaa

Nar Shaddaa was the largest moon of Nal Hutta, located within the Y'Toub system of Hutt Space on the borderline between the Mid Rim and Outer Rim Territories. More commonly known as the Smugglers' Moon, Nar Shadda is a filthy ecumenopolis filled with pollution and crime. You start with a small apartment at one of the many levels of the planet.

Onderon

Onderon is a special world where dense jungles meet sprawling cities carved from ancient stone. Its capital, Iziz, towers over the surrounding forests with fortified walls and grand architecture. You start with a small home in the capital.

Dantooine

This Dantooine isn't the same you know. The attack of the Sith Empire destroyed the Jedi Enclave and the main outpost on the planet, though now the survivors are rebuilding from the devastation the planet suffered. You start at a small house in the main outpost.

Races



There are thousands of species all across the Star Wars galaxy, and you can choose to be any of them as long as they don't have powerful abilities for **free**. Certain species with powerful abilities like the Gen'dai, Hutt, Sith Purebloods, Anzats or the Abyssins cost 100 CP. No, you cannot buy a Celestial option with this, you fucking nerd.

Origins

Choose one. You will get a discount on the perks of your respective origin.



Soldier

The Soldier is a warrior and a tactician. They thrive in situations where strength and endurance matters. Many start as Republic recruits or mercenary enlistees, but others find themselves drawn to battle wherever conflict rages, from private security contracts to frontier wars.

Scoundrel

The Scoundrel is a survivor. Whether bluffing a customs officer with a straight face, or spinning a story so outrageous it must be true, quick wit is his best weapon. Many start in the criminal underworld, but others simply drift between odd jobs, smuggling runs, and “freelance procurement.”

Scout

The Scout is an explorer, a tracker, and a master of observation. Equipped with keen senses, steady nerves, and the adaptability to survive any environment, many begin as wilderness guides, planetary surveyors, or independent pathfinders, while others drift between exploration contracts, smuggling reconnaissance missions, and freelance intelligence work.

Paths

Choose your path. You will get a discount on the perks of your respective path. Force powers have reduced costs according to your alignment, light side for Jedi or dark side for Sith

Force powers have reduced costs according to your alignment, light side or dark side.



Jedi Weapon Master

Jedi Guardians are warriors who focus on martial ability and physical power. They favor combat, martial arts, and aggressive tactics, relying on the Force to enhance their speed, strength, and endurance. They are the frontline defenders of the Jedi Order.

Jedi Master

Jedi Consulars are seekers of knowledge and wielders of the Force in its purest form. Jedi Consulars focus on diplomacy, insight, and mastery of the Force's deeper mysteries, often preferring to resolve conflicts without drawing a weapon.

Jedi Watchman

Jedi Sentinels favor the mastery of all skills and its synergies with the Force. They are adaptable and excel at investigations, uncovering secrets and hunting enemies of the Jedi Order. They serve as the Order's troubleshooters.

Sith Marauder

Sith Marauders are warriors who channel their anger and hatred into raw, destructive power. Fueled by the Dark Side, they thrive on unleashing assaults and cleaving through their enemies. They leave only destruction in their wake.

Sith Assassin

Sith Assassins are the hidden knives of the Sith. Using stealth and precision strikes they eliminate their targets before they can react. Silent, patient and lethal, the dark side cloaks them from enemies eyes.

Sith Lord

Sith Lords are commanders of the Dark Side whose will bends the galaxy to their vision. Masters of manipulation, strategy, and raw Force power, they dominate allies and enemies alike, shaping events to serve their ambitions. Many Sith Lords are Force users of extreme power, always leaving their mark on the galaxy.



Attributes

These maximized attributes represent the ultimate level of natural ability a Star Wars humanoid can have. Each option costs 200 CP. You have one discount here.

[Strength]

Your physical power exceeds most mortals. You can lift heavy machinery, smash plasteel doors, and deliver powerful blows in melee combat. You could fistfight a Wookie.

[Dexterity]

Your reflexes and agility are exceptional. You dodge blaster fire, perform precise acrobatics, and strike accurately in combat. You are noticeably faster than most opponents and react to incoming attacks before they fully register.

[Endurance]

Your endurance and resilience are formidable. You recover from injuries and fatigue faster than normal, resist poisons and harsh conditions, and can keep fighting after taking serious damage. You can survive harsh climates unaided and fight despite crippling injuries.

[Intelligence]

You learn quickly, understand complex systems, and excel at problem-solving. Technical tasks are extremely easy for you and you rapidly learn new languages.

[Wisdom]

You have heightened awareness, intuition and are capable of easily detecting lies and intentions. You are highly attuned to the force and can sense nearby dangers and hidden threats. If you are a Force user, your Force powers have increased efficiency.

[Charisma]

Your presence and personality are compelling. People are more likely to listen to you, follow orders, or be persuaded by your arguments. You can sway small groups and people are naturally drawn to you.

Skills

Each skill costs 100 CP. You may choose four skills for free, receiving a skill boost to it as well as making it easier to improve and learn anything related to it. A second purchase increases your skill level to the maximum possible for a human.

[Computer Use]

Computer Use allows you to slice terminals using disposable logic rams called computer spikes. You can interact with standard computer systems, open doors, access logs, disable alarms, turrets or explode a terminal.

Master Computer User: You can hack high-level military systems, reprogram droids, manipulate turrets IFF and hack multiple things at the same time.

[Demolition]

Demolition allows you to set, recover and safely disarm mines and explosives. You also have the ability to identify and craft mines and grenades.

Master Demolition: You can build high yield grenades and mines. Your explosives can now be remote-detonated and you have an intuition to where to place them for maximum structural damage.

[Stealth]

Stealth allows you to reduce your noise, hide and avoid detection. You can also detect security measures and can intuitively perceive enemy patrol patterns.

Master Stealth: You can evade advanced security measures. You're a ghost, capable of infiltrating the most secure facilities and leaving without a trace.

[Awareness]

Awareness allows you to spot hidden enemies, traps and environmental clues.

Master Awareness: You can spot invisible enemies, secret compartments and ambushes. You can quickly understand terrain, obstacles, battlefields and advantageous positions. You also understand social situations very well.

[Persuade]

Persuade allows you to convince people and handle social situations.

Master Persuade: You can inspire loyalty, obedience or fear in a person. Your arguments are hard to resist and you can defuse even the most heated of situations. People are far more inclined to agree with you, even against their interests.

[Repair]

Repair allows you to fix disabled mechanical devices like droids and create new objects using scrap parts.

Master Repair: You can build advanced weapons, armors and droid upgrades. You can restore anything to brand-new. You can dismantle any object to its constituent parts without any loss and will intuitively learn the schematic of any object, weapon or material you come in contact with.

[Security]

Security allows you to pick electronic locks, bypass magnetic seals, and disable access restrictions.

Master Security: You can disable any lock, mechanical or digital, with extreme speed. You can bypass security systems without triggering alarms and improvise lockpicking methods from scavenging materials.

[Treat Injury]

Treat Injury allows you to treat injuries and stabilize individuals using medcaps. You can also craft medpacs, implants and stimulants, and you will intuitively learn the schematic of any implant, substance or medical material you come in contact with.

Master Treat Injury: You can keep mortally wounded individuals alive long enough to treat them fully. You can perform complex surgeries and install implants without a full medbay. You can craft highly advanced medpacs, implants and stimulants.

Lightsaber Forms

Each option costs 100 CP. You have one option for free.

[Form I] Shii-Cho

The oldest and most basic form, focused on simplicity and fundamentals. This is a defensive style that is ideal when heavily outnumbered.

[Form II] Makashi

A refined, elegant dueling style built for single combat. This was a form developed to fight other Force Users.

[Form III] Soresu

A defensive form designed to survive against overwhelming attacks. This was a form developed by the Jedi specifically to counter blaster weapons.

[Form IV] Ataru

A highly acrobatic, aggressive form emphasizing speed and mobility. This is a form best used against a single opponent and is especially weak against blaster fire.

[Form V] Shien/Djem-so

A form that channels raw power into defensive counters. It is most effective when facing blaster-wielding opponents or when outnumbered and least effective against a single foe.

[Form VI] Niman

A hybrid form that integrates lightsaber combat with Force powers. This is a form strong in all situations, but has no dramatic strengths.

[Form VII] Juyo

A highly aggressive, intense, and risky form. This is a very precarious fighting style that is best used against single powerful opponents.

Perks

[Force Null] +400 CP

What a strange decision to choose. You are not Force-sensitive in this jump nor can use any type of Force power. Any power you bought here will be disabled during the duration of the Jump. Additionally, any Lightsaber that you try to use will slide from your hands.

[Intuition] Free

You will intuitively know if you have changed the opinion someone has of you. You also know about your force alignment and the force alignment of your allies.

[Soundtrack] Free

You have a mental soundtrack of all KOTOR games in your head. It automatically plays during dramatic moments. Can be toggled off.

[How Can Magic Come from Germs?] Free

You possess a useful amount of midi-chlorians, equal to the amount of an average Jedi or Sith.

[Craft Master] 100 CP

You are able to instantly craft anything you know the recipe or schematic as long as you have all the materials at any type of crafting table. Anything you deconstruct at a crafting table will be deconstructed instantly. Also, any crafting table you use will be connected to any storage of materials you have, including your Warehouse.

[Inventory] 100 CP

You have a pocket space that can store 20 items. These items cannot be bigger than 2 meters in any dimension.

[Force Awareness] 100 CP

You have a highly advanced awareness that makes you sensitive to disturbances in the Force. You can also sense items with force characteristics such as Holocrons and Lightsaber Crystals. This sense can be extended for kilometers.

[Matukai] 100 CP

You learned how to focus your spirit and Force ability into unarmed blows, turning your hands into dangerous weapons. A normal man with this would be able to punch craters into the ground while men with greater strength or greater Force talent might even dent durasteel with their blows.

[Two Weapon Fighting] 100 CP

You have mastered the art of fighting with a weapon in each hand, whether lightsabers, vibroblades, or blaster pistols. You are also ambidextrous.

[Flurry] 100 CP

You have mastered a style of combat that sacrifices defense and accuracy for faster attacks, both with weapons and blasters. Only the bold can use this effectively.

[Blaster Wizard] 100 CP

Either from talent or experience you have great ability in calculating trajectories, angles, distance and timing. Not only does this make you one of the most able sharpshooters in the galaxy, it also helps with interfering with the Jedi ability to deflect your blaster shots.

[Scoundrel's Talent] 100 CP

Whether it's pazaak, sabacc, dejarik, or the countless gambling dens scattered across the Outer Rim, you reign supreme in games of chance. You have a high amount of luck in any type of game, you can read faces and are a superb cheater. This also lets you play Pazaak in your head intuitively, protecting your mind against nosy Jedi.

[Brilliance of a Conqueror] 200 CP

They called Revan many things: a warrior, a conqueror, a savior, a monster. But above all, a master of war. You have that same brilliance. Strategy, tactics and logistics flow to you as natural as breathing. From directing a squad to commanding a fleet across the stars, you anticipate enemy movements and create victories.

[Lightsaber Forger] 100 CP

Lightsaber creation is an art. No two sabers are alike, because no two beings are alike. Only Force-sensitives can create a lightsaber, for it requires attunement to the Force. The process is delicate: crystals must be set with precision, lenses aligned to a fraction of a degree, and the entire assembly bonded through the current of the Force. To those without the Force, the weapon is inert. To the attuned, it is alive. Not only are you a master at lightsaber creation, being able to modify your lightsaber into a double-blade or whip, you are also the owner of a singular gift: the ability to install and attune multiple crystals to a lightsaber, combining their qualities in unique ways. Post-jump this perk affects anything that has a mystical core such as a wand or a staff.

[Je'daii] 200 CP

It is said that in the ancient **Je'daii Order** their philosophy of balance acknowledged that there was always darkness in light, and light in darkness. And so it was impossible to be free of either. You have sought this understanding and taken the first step in a unique path. You have an internal balance that shields your mind from outside influences and all manners of temptation. No emotion can sway your thoughts. Your mind is free.

[Master's Protection] 400 CP

By an application of force bonds you extend any defensive ability you have to your allies. The energy you channel flows outwards, weaving a connection between you and them.

[Hard Work] 400 CP

The history of this galaxy is made by great Force users and their actions. And while you haven't placed your mark in the galaxy, it is good to know that you have the potential to do it in the first place. You have the ability to increase your own potential in the Force and other energies as long as you keep training and using all of your abilities. Someone set on discovering the limits of the Force will grow from a normal man to one of the greatest, if not the greatest, Force users in history.

Soldier Perks

[Weapon Specialist] 100 CP, free for Soldier

You are fully trained in the use of all blaster rifles, pistols, and melee weapons. There's no tool of combat you cannot wield effectively.

[Improvised Weapons] 200 CP

When your blaster stops working, you need to improvise. Good thing you are adept at using your environment and improvising weapons from scraps and other things, such as battlefield debris and trash.

[Heavy Armor Conditioning] 400 CP

You are trained to wear and fight effectively in the heaviest armor issued to soldiers and mercenaries, turning a hindrance into a tactical advantage. Heavy armors you wear have no weight for you nor hinder your movements.

[Power Attack] 600 CP

You are trained in techniques of weapons and blasters that improve your damage beyond what's normal. You know how to use the entirety of your body in a devastating physical attack and how to overcharge your blaster to unleash a concentrated shot, both of them that can knockback a foe if they aren't strong enough to resist.

Scoundrel Perks

[Quick Draw] 100 CP, free for Scoundrel

Your reflexes and training allow you to draw and fire a weapon faster than most can react, giving you a decisive edge in combat. You can draw a weapon in a fraction of a second.

[Scoundrel's Luck] 200 CP

Scoundrels have a knack for getting in trouble, but to compensate, they also possess an incredible instinct for survival. You excel at reading situations and adjusting your tactics. Nothing catches you off guard for long.

[Sneak Attack] 400 CP

You excel at striking from positions of advantage, setting traps, and turning the environment itself into a weapon. After all, ambushes are not luck, just the product of careful planning.

[Critical Attack] 600 CP

You are trained in techniques of weapons and blasters that improve your ability to attack a critical point. You know how to use the right angles and the anatomy of many species and droids to attack their weak spots and cause massive damage. Your attacks can also stun a foe if they aren't strong enough to resist it.

Scout Perks

[Trailblazer] 100 CP, Free for Scout

You have trained your body to move fluidly through any rough environment, scaling walls, leaping rooftops, and navigating obstacles with grace.

[Danger Instinct] 200 CP

Your senses and intuition are finely tuned, allowing you to detect threats before they become imminent. This sixth sense always keeps you one step ahead.

[Cyber Scout] 400 CP

Your body has an extreme adaptability to implants. Your body does not reject implants, they do not require any maintenance and your healing process does not recognize them as foreign. Any process of augmentation or de-augmentation will always succeed no matter the conditions and they will happen 10x as fast. All upgrades you do to implants are flat-backed. Your implants improve themselves if you jump to a universe with a higher tech level.

[Flurry of Attacks] 600 CP

You are trained in techniques of weapons and blasters that increase the speed of your attacks beyond what's common. You have a highly developed proprioception and you know how to effectively train your fingers and wrists to produce fast shots and quick attacks without sacrificing your defense.

Jedi Weapon Master

[Force Leap] 100 CP, free for Weapon Master

You can channel the Force to propel yourself across vast distances with a single bound. You are launched in an almost perfect horizontal angle, projecting all your inertia on a single strike. This lethal attack can change the tide of any combat.

[Defender's Will] 200 CP

Your mastery of the force allows you to endure a prolonged conflict with pure will. You can channel the Force into endurance, fighting for hours without fatigue and resisting the debilitations of your body. Nor pain or fatigue will touch you as long as you have inner strength.

[Boosted Strikes] 400 CP

You learned how to channel the Force through you so it directly improves your attacks. Every strike can be enhanced with greater strength at the cost of your energy. And as the force flows through you your attacks will cut deeper, move faster and hit harder.

[Master of Forms] 600 CP

Through relentless training you have transcended single-style combat. You gain a free purchase of all seven lightsaber forms for free and can switch seamlessly between them with complete mastery: Shii-Cho, Makashi, Soresu, Ataru, Shien, Niman, and Juyo. Each transition flows naturally, and you will instinctively adapt to each situation no matter how complex it becomes.

Jedi Master

[Enlightened Perception] 100 CP, free for Jedi Master

Your awareness has expanded beyond the limits of the physical senses, refined through discipline and meditation. You now perceive with the force, being able to read the tension in a warrior stance or the tremor in a diplomat voice. You can sense a lifeform even if they are concealed by the force.

[Force Affinity] 200 CP

Through deep meditation you learned to strengthen your connection to the Force. The force flows stronger and purer through you, amplifying your recovery to the point you could sustain abilities others would exhaust themselves to maintain.

[Force Harmony] 400 CP

You are a living center of balance. You radiate an aura of calm and serenity that weakens the influence of the dark side around you. Your allies feel their anger dissipate and Sith struggle to maintain control of their powers.

[Telekinetic Mastery] 600 CP

The apex of control is refinement, and you have refined your telekinetic abilities to mastery. You are capable of controlling many things at the same time telekinetically, from lightsabers to objects. Even your smallest gestures can unleash a barrage of projectiles at your enemies.

Jedi Watchman

[Reading the Pulse] 100 CP, free for Jedi Watchman

Through your attunement to the Force, you have developed an instinctive awareness of disturbance, corruption, and the subtle whispers of the Dark Side. Your senses detect the faintest traces of malevolent influence in a person, place, or situation, allowing you to anticipate danger before it manifests..

[Guardian in the Shadows] 200 CP

You are a one-person intelligence agency, being a master of surveillance, infiltration and counterintelligence. You can disappear without a trace and uncover any plot before they hatch. Those plotting in the shadows fear you.

[Phantom Lure] 400 CP

Through subtle manipulations of the Force you can create convincing illusions. Footsteps in the shadows or muffled whispers in the next room, all of them your doing. These illusions can be placed anywhere within nearby range and even force-sensitives will feel a tug of curiosity or suspicion at your illusions.

[Force Bulwark] 600 CP

You have achieved a deep attunement to the Force few can boast of, and this creates a force field that is constantly stabilizing and immunizing your body against any type of negative effect. Your body cannot be moved forcibly or negatively affected by supernatural forces. You cannot be stunned, paralyzed, freezed, blinded, put on fire, or any similar effect.

Sith Marauder

[Fear Aura] 100 CP, Free for Sith Marauder

The Dark Side thrives on fear, and you have become its instrument. Your presence emanates malice, causing fear and terror in the hearts of your enemies. Those who resist will find their resolve eroded and their judgement clouded.

[Channel the Fury] 200 CP

Your anger is a circuit, strengthening your speed as it burns inside you. Every wound, every insult, every failure becomes a fuel inside you. The more your anger grows, the faster you become.

[Dark Side Fortitude] 400 CP

The Dark Side is a crucible, forging away your weakness in exchange for strength. You have learned how to feed on your own suffering, getting stronger the more pain and damage you suffer. Poisons turn into a stimulant, and bleeding turns into stamina.

[Blood Poison] 600 CP

Pain and anger might satisfy you temporarily, but there is nothing greater than the taste of success. Any successful strike against an enemy poisons them with the Dark Side, festering the wound you made. This corruption seeps beyond the flesh, creeping into their spirit and gnawing at their focus.

Sith Assassin

[Predator's Patience] 100 CP, Free for Sith Assassin

The galaxy's greatest hunters know that victory often belongs not to the swiftest, but to the one who waits. You can remain motionless for hours, without mental or bodily fatigue. Through the force, you can read the rhythm of your prey and know the exact moment to strike.

[Mask of Many Faces] 200 CP

The greatest assassins are ready to discard their identities at a moment's time. You have gone even further. You have developed the ability to change your own body, changing your voice, mannerisms and physical appearance. With the Force you can become anyone.

[Perfect Stealth] 400 CP

There is a difference between hiding and vanishing. You can do both. You bend the force around you, masking sound, presence and your killer intent. You can pass within arms reach of a guard without raising suspicion and striking a Jedi without being detected.

[One Strike, One Death] 600 CP

The hardest thing about assassination is that you only have one chance. Every strike must count. When you ambush someone, you focus your spirit and the Force in one single hit, bypassing the defenses of the target. Your enemies will never see the second strike, because they will not survive the first one.

Sith Lord

[Face Mask] 100 CP, free for Sith Lord

You wield lies, half-truths, and misdirection as effortlessly as breathing. You are capable of weave complex schemes, infiltrate groups and turn people against each other.

[Puppet Master] 200 CP

Your deep influence is a scary thing, for you possess the ability to implant deep suggestions in the minds of others. Those affected by it believe they are acting of their own free will.

[Storm of the Sith] 400 CP

After many years of training you achieved something unique: a complete mastery of Force Lightning. No longer do you send uncontrollable surges of energy, as each bolt flies according to your will, stronger, striking multiple targets, and extending to longer ranges.

[Dark Nexus] 600 CP

Your presence has been transmuted by the Dark Side, distorting the very fabric of the Force. Nearby Force-sensitives will find their connections to the Force weaker while yours become stronger. Your aura radiates palpable corruption.

Light Side Force Powers

Light Side users gain three powers below 400 CP for free and one discount per price tier except above 600 CP. Any power you buy with CP will not corrupt your alignment.



[Force Valor] 100 CP

Empowered by your presence, your own attributes and those of your allies increase.

[Stun] 100 CP

With a focused blast of the Force, you slam into the target's mind, shattering its control and leaving stunned and disoriented. If the target resists, he is slowed instead.

[Stun Droid] 100 CP

You use the Force to send a violent surge of energy through a droid, affecting its internal mechanisms. Its systems are disrupted, stunning the droid. If the droid resists, he is slowed instead.

[Force Aura] 200 CP

This power empowers you and your allies, lifting their courage, focus and power.

[Force Barrier] 200 CP

By bending the Force in a lattice you create a powerful barrier that shields you from physical damage.

[Heal] 200 CP

With training one can learn how to draw from the Force and heal the injured. By attuning to its currents, you can heal the wounded, mending injuries and restoring vigor and stamina.

[Inspire Followers] 200 CP

Through the Force you create a current of strength between you and your allies. You inspire bravery, morale and their fortitude and effectiveness are enhanced.

[Revitalize] 300 CP

The Force binds all things, even the fragile line between life and death. With your touch, those that are fallen or are unconscious can have their spark of life reignited. Those dead for more than a day cannot return to life.

[Force Enlightenment] 400 CP

Through study, trial and focus, your essence has become attuned to the Force. Its energies now resonate with your spirit. Your Force powers and abilities can be wielded with less effort.

[Shatterpoint] 600 CP

All things are composed of smaller things, even the Force. Just as a crystal has fractures, a life has turning points, a battle has moments of decisions and the Force has seams. You are capable of seeing these elements, from physical objects to the future itself. In objects you can see its weak points. In people, you can see their old wounds. In fate, you can see when a single action can change everything.

[Force Sever] 600 CP

You have learned a secret technique of the Jedi Order that lets you sever the connection between someone and the Force. Striking at the bond all Force Sensitives share you leave them defenseless and vulnerable forever. This ability can only be used once per day. Post-Jump, this has infinite uses and can be used to affect any supernatural connection with a force field or energy.

Dark Side Force Powers

Dark Side users gain three powers below 400 CP for free and one discount per price tier except above 600 CP. Any power you buy with CP will not corrupt your alignment.



[Fear] 100 CP

The Dark Side of the Force feeds on fear, and you have learned to wield as a weapon. You can emanate an aura that makes even the bravest hesitate or flee before your power. Only the strongest of will can resist this.

[Force Scream] 100 CP

You can unleash a violent wave of Force energy as a scream, damaging your enemies and weakening them.

[Force Lightning] 200 CP

The signature ability among Sith. You channel hatred into pure energized fury, sending soaring bolts of lightning at your enemies.

[Slow] 100 CP

The Dark Side can bend even time itself, or more specifically, the perception of it. You can weigh down the minds of your enemies with the Force, sapping the speed of their bodies and minds.

[Dun Moch] 200 CP

To the Sith, even words can be lethal. A taunt can unravel an enemy mind before their flesh feels the sting of a lightsaber. They call it Dun Moch, an elegant yet vulgar art. Using the force, your words directly attack the spirit of your enemies, eroding them. Only the strongest of will can resist such words.

[Wound] 400 CP

You use the Force to trigger spasms in their lungs, striking the breath of your enemies and wounding them deeply.

[Drain Life] 600 CP

The Dark Side is hunger itself, and with it you learned to feed upon the life force of others. You can drain the life force of your enemies and flow it to yourself, healing you and restoring your stamina.

[Crush] 600 CP

One of the most violent applications of Force abilities, you exert all of your spirit to crush your enemies from all angles, bypassing their defenses.

[Suffering of the Cursed] 800 CP

There is only one truth in life: life is suffering. No one knows how you reach this enlightenment. Maybe it was betrayal, maybe it was long years of battle or maybe it was forced upon you by the Force but the fact is that you have learned to draw strength upon the truth of life and reconstruct your body from death. This is a constant draw upon your will, and the more you die, the more will it draws upon. If you yield, you will die. This ability cannot restore yourself from disintegration.

Neutral Force Powers

You gain three powers below 400 CP for free. You can discount one 400 CP power.



[Mind Trick] 100 CP

The mind is a fragile thing, and through the Force, you have learned to bend it to your will. With a few words and a guiding thought, you can sway the thoughts of others, making them believe whatever you order them.

[Beast Trick] 100 CP

All creatures are bound to the currents of the Force, and you have learned to reach into their minds. With calm words, a gesture, or a subtle flow of energy, you can sway beasts to your will, turning predators into allies.

[Force Telekinesis] 100 CP

Among the first skills taught to any Force User is the ability to manipulate the world around them, pushing and pulling objects and enemies alike.

[Force Jump] 100 CP

Among the first skills taught to any Force user is the ability to jump higher, channeling the Force into your body to leap far beyond mortal limits.

[Throw Lightsaber] 100 CP

Guided by the Force, the wielder hurls the lightsaber through the air with telekinesis to cut his opponent before returning to its wielder hand.

[Force Body] 200 CP

A rare technique, you draw upon your very lifeforce, sacrificing vitality into raw Force energy and feeding other Force powers.

[Breath Control] 200 CP

A rare technique, by sinking deep into the currents of the Force, the user suppresses their body's needs, slowing heartbeat and breath. In this state, the need for air becomes faint, allowing the user to survive when others would die.

[Force Sight] 200 CP

Through the Force the user focuses inside itself and opens a sense beyond sight, perceiving the living currents of energy that binds all things. Walls, darkness and invisibility means little in front of this ability.

[Projectile Deflection] 300 CP

Without a lightsaber, a Force user is vulnerable to projectiles. But through attunement to the Force, they become a living shield. Every blaster bolt, grenade or thrown weapon can be intercepted and deflected with your hands before it can strike. This protective current flows through your hands continuously, leaving you untouchable by projectiles.

[Tutaminis] 400 CP

Plasma and lightning may strike at you, but you are untouched. By wrapping yourself in the currents of the Force you can absorb hostile energies such as fire, plasma, heat and even soundwaves.

[Psychometry] 400 CP

Through the Force you can attune yourself to objects and feel their past. Every object carries a piece of history, revealing events, emotions, and intentions of previous owners. Even the dead cannot hide their past, as attuning to them you can see their final moments.

[Burst of Speed] 400 CP

With the Force, you can shape even your own speed. By channeling the Force into every fiber of your being you can move faster than the eye can follow. Reflexes sharpen, the world comes into slow motion and you become a blur of speed.

[Force Suppression] 400 CP

With the Force, power can be stripped as easily as it can be granted. You learned how to reach inside the Force and affect the connection between the target and its Force abilities he is currently using, disrupting their control.

[Battle Meditation] 800 CP

There is a rare ability in the galaxy called Battle Meditation. It is something that cannot be cultivated, only born with it. And by fate or chance, you have it now. You can connect with an army within the range of 1 AU (150 million kilometers) and perfectly coordinate all of them, no matter the number, with the Force. Each unit will know exactly what the others know and act in perfect harmony, no matter the language or species barrier. For 1000 CP total, this ability improves even further and extends its reach to your enemies' armies, weakening their will, morale and coordination.

Items

You have a 600 CP stipend here. You have eight discounts per 100 CP tier range, six discounts per 200 CP tier range, four per tier 300, four per tier 400 CP and two per 600 CP. Discounted 50 and 100 CP items become free. You can import any items. The items can be bought multiple times. These items will fit you no matter your race. The blasters have infinite ammo. All items restore themselves if destroyed after one day. Order of attribute improvement: massively > greatly > improves. Items that massively improve your attributes are powerful enough to turn a normal sapient into the apex of its species, though not powerful enough to reach the maximum limit of a mortal.

[Pazaak Deck] Free

A small basic set of cards of the galaxy most favorite game. In this era, of course. For 100 CP you get all the cards.

[Dancer Outfit Wardrobe] Free

A wardrobe filled with a collection of outfits most used by slave dancers.

[Box of Tarisian Ale] 50 CP

A box with one of the strongest drinks in the galaxy. One cup is enough to intoxicate the most experienced drinkers who are drinking it for the first time.

[Box of Components] 100 CP

This is a box filled with components for fixing things and creating upgrades for weapons and armor. It refills itself after 30 minutes.

[Box of Chemicals] 100 CP

This is a box filled with components for making drugs, medkits and implants. It refills itself after 30 minutes.

[Box of Mines] 100 CP

This is a box filled with consumer-grade mines for area protection. For 200 CP, they are of every type such as sonic and gas. For 300 CP, they are upgraded to military grade.

[Box of Grenades] 100 CP

This is a box filled with consumer-grade grenades for area damage. For 200 CP, they are of every type such as sonic or plasma. For 300 CP, they are upgraded to military grade.

[Adrenal Strength] 100 CP

A shot of this enhancer provides a temporary boost in the strength of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack. This shot refills itself after use.

[Adrenal Dexterity] 100 CP

A shot of this enhancer provides a temporary boost in the dexterity of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack. This shot refills itself after use.

[Adrenal Constitution] 100 CP

A shot of this enhancer provides a temporary boost in the constitution of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack. This shot refills itself after use.

[Medpac] 100 CP

A medpac contains essential equipment for the treatment of wounds and dermal regenerators. They cannot be used by droids. This refills itself after use.

[Credits Stipend] 100 CP

A stipend of 1.000 credits each month. For 200 CP this number increases to 10.000.

[Bounty Hunters Guild License] 100 CP

This issued license grants you membership in any bounty hunting guild and the authority to claim bounties across the galaxy. Any law enforcement you show this will help you in apprehending your bounty and any bounty hunter who sees this will be open to cooperation.

[Bounty Database] 100 CP

This compact system maintains a record of all bounties currently active throughout the galaxy. It has key details of all of them and can be used to deduce the next possible location of your bounty.

[Kolto Tanks] 200 CP

Kolto tanks are portable, self-contained medical units used to store and dispense Kolto or to be used by patients as chambers for rapid healing. Commonly used by medics, field surgeons, and starship infirmaries, these tanks allow for rapid treatment of injuries and life threatening wounds. They refill themselves after use.

[Star Map] 300 CP

An ancient artefact made by a long dead civilization, this will show you the planetary coordinates and the hyperspace routes around you in a radius of 1.000 light years. It will also locate hidden caches of treasures and lost artifacts, though this option can only be used every one year.

[Beskar Box] 300 CP

This is a box filled with ingots of Mandalorian Iron, one of the strongest and most valuable metals in the galaxy. Refills itself when used.

Spaceships

You can import any ship you have.

TELOS IV
↓NΛDΛ↓ Y



[Ebon Hawk] Free

A legendary modified Dynamic-class freighter. Fast, durable, and equipped with hidden compartments, the Ebon Hawk has served smugglers, heroes, and fugitives alike.

Comes with an advanced hyperdrive, concealed cargo holds, defensive turrets and a fully equipped living quarters.

[Retrofit] 100 CP

Instead of obtaining a new ship, you may import a spaceship that you already own and shoehorn in the technology from this era. The spaceship will have the minimum amount of work done to it while maintaining efficiency and all modifications will maintain the same aesthetics as the ship. This will be achieved by installing a hyperdrive module into its existing FTL systems to give it an alternative FTL mode to switch to, adding on hyperspace scanning and communications to its existing arrays and so on, all while using the ship's power and data infrastructure and adding in auxiliary power generation and computing power if the ship needs it.

[Hammerhead-class Cruiser] 300 CP

The mainstay of the Republic Navy. Not available to private citizens, but obtainable through military service or theft (if you're daring enough). Comes with the highest grade of turbolasers, shields and fighter hangars. This comes with an entire crew and a hangar full of fighters. It is 315 meters long.

[Interdictor-class Cruiser] 400 CP

One of the greatest warships ever made. Highly lethal and the main backbone of the Sith Empire. Comes with the highest grade of turbolasers, shields and fighter hangars. Comes with gravity well projectors capable of pulling ships from hyperspace and halting hyperspace travel. This comes with an entire crew and a hangar full of fighters. It is 600 meters long.

Properties

These properties can be placed anywhere.

[Taris Medlab] 300 CP

The Taris Medlab is a medical building situated in the Upper City of Taris. It serves as both a treatment center for the local population and a cybernetic lab. It has many bacta tanks and implant chairs for cybernetic implantation, as well as automated crafting tables for medicine and implants. Comes with a medical crew.

[Taris Dueling Ring] 300 CP

Once the pride of Taris, the Dueling Ring is an underground combat arena where fighters from across the galaxy test their skill for fame and fortune. Many will seek to fight here and you will be very rich with their wins... or losses. This duelling ring is perfect to test your abilities, as it is indestructible and no one will die in it unless you choose to.

[Telos IV HK-50 Assembly Facility] 300 CP

This HK-50 Factory is a fully automated production facility capable of manufacturing HK-series assassin droids of any quantity. It comes with assembly lines, programming stations, and maintenance bays, allowing for rapid construction of killer robots. All droids coming from this facility are loyal to you.



[Czerka Offices] 300 CP

The Czerka Offices are the administrative heart of one of the galaxy's most important megacorporations. The main offices are filled with corporate halls while the upper floors house executive suites and research data vaults on technologies. You are considered the president of these offices, with your employees following your orders.

[Dantooine Crystal Cave] 300 CP

Hidden deep within the grasslands of Dantooine lies a cavern whose walls shimmer with countless crystals. These crystals are Kyber crystals, of many colors and many formats, humming a serene sound. This cave not only will offer you many of these crystals, but it will also harmonize these crystals with anyone who seeks to use them. Connection with the Force will be amplified inside the cave.

[Peragus II Mining Facility] 600 CP

A near-abandoned mining complex, rich in valuable resources from the Peragus asteroid field and industrial machinery. It will extract billions of tons of fuel and ores native to the Star Wars universe and sell them automatically if you want to. It comes with a crew.

[Nar Shaddaa Crime District] 600 CP

The crime districts of Nar Shaddaa are a labyrinthine vertical maze of neon lights, floating platforms, and towering spires. This district is filled with the deadliest gangs and the most cunning smugglers. This district is filled with many criminal and mercenary networks, and all of them will accept working for you for a price. They also pay a small percentage of tribute to you.

[Dantooine Jedi Enclave] 600 CP

Nestled in the grasslands of Dantooine, this Jedi Enclave is a sanctuary for Force-Sensitives. It has many training halls, libraries, Jedi instructors, holocrons and Padawans. The jedi who fill these halls will accept your orders as long as you are connected to the Light Side.

[Korriban Sith Academy] 600 CP

The red deserts of Korriban hide ancient Sith tombs filled with relics and dark knowledge. And next to them is the Sith Academy. The Academy trains acolytes in combat, manipulation and dark side techniques while weeding out the weak. The academy has many training halls, libraries, Sith instructors, holocrons and Padawans. The Sith will follow your orders if you are stronger than them and connected to the Dark Side.

[Star Forge] 800 CP

The Star Forge is an immense, ancient space station and shipyard, constructed using Rakatan technologies that draw matter directly from a star. It is unmatched by any Republic or Sith shipyard and can rapidly build any type of object or ship in large quantities as long as you feed it the schematics. Jumpers can use any form of supernatural energy to power up the station, including the Light Side. In addition, the supernatural force used to power the station will not have a corrupting effect on its users.



Items / Weapons

Pistols

[Republic Blaster Pistol] Free

A normal, lightweight blaster common to the galaxy.

[Mandalorian Heavy Blaster Pistol] 100 CP

Mandalorians improved upon the standard heavy blaster design, creating a weapon that is superior to the standard design.

[Elite Watchman Blaster] 100 CP

These survival pistols can match the best heavy blaster in performance. Their stun capabilities make them an excellent off-hand weapon.

[Sith Disruptor Pistol] 100 CP

These pistols are illegal in many planetary systems, being regarded as too powerful a weapon to be owned by civilians. Disruptors reduce solid matter to its constituent molecules. Unlike typical blasters, disruptors ignore most types of personal energy shields and personal armor.

[Mandalorian Disintegrator] 200 CP

Not surprisingly, the most deadly disruptor pistol available is of Mandalorian design. Use of this ruthless weapon is a major violation of Republic code, as it ignores personal shields and personal armor.

[Freedom Nadd Blaster] 200 CP

A vile weapon that once belonged to Freedon Nadd, this blaster has killed more Jedi than any lightsaber. This Blaster Pistol flows with the energy of the Dark Side, greatly increasing the amount of damage it does.

Rifles

[Republic Blaster Rifle] Free

Blaster carbine rifles are inelegant, but effective weapons. They are commonly used by unskilled thugs and mercenaries.

[Zabrak Blaster Carbine] 100 CP

The design of the Zabrak Blaster Carbine is too complicated to allow further upgrading. Fortunately, it has little need for additional enhancement.

[Ceremonial Bowcaster] 100 CP

This specialized bowcaster was designed for use in ceremonial hunts. It is capable of an impressive rate of fire even in unskilled hands. Though not suitable for upgrading, few of the weapon's targets would argue that further enhancement is necessary.

[Onderon Repeating Carbine] 200 CP

These weapons were employed by the elite troops of Iziz during the Battle of Onderon. The power of these carbines, combined with their high rate of fire, was believed to play a considerable role in the rout of the Mandalorian forces.

[Mandalorian Heavy Repeater] 200 CP

With this weapon, the Mandalorians again demonstrate a complete lack of subtlety. The only thing better than a big blaster, apparently, is one that shoots faster.

[Charric] 300 CP

The Charric is an immensely powerful disruptor rifle. Exceedingly rare, its origin is believed to be somewhere in the Unknown Regions, though what species created it is unknown. The Charric employs maser beams and easily penetrates most armor and shields.

Melee Weapons

[Short Sword] Free

Disregarded by most modern warriors, a good short sword can still serve well in combat if the user is skilled.

[Tehk'la Blade] 100 CP

This weapon is favored by the Nagai, a species of slender humanoids who appear more dead than alive. Known for their honor and combat skill, the Nagai use these serrated weapons to cripple their opponents. Vibroblades use a cortosis weave to prevent lightsaber sparring damage, allowing traditional swordplay to continue in the time of Jedi and Sith.

[Gand Discharger] 200 CP

The pinnacle of Gand technology, the discharger can both paralyze and slay opponents with ease. These potent items are extremely rare as they are highly coveted by the few Gand who have earned them.

[Shyarn] 200 CP

This primitive looking weapon hails from the Cerean species, who employ it in traditional honor duels. It is crafted with ancient techniques and rare metals. Shyarn are magnetically attracted to each other, often locking together during parries. This strange property results in duels that are amazing and deadly dances of survival. This weapon is extremely light and sharp.

[Sith Tremor Sword] 200 CP

Traced to the Bladeborn, a Sith offshoot dedicated to sword mastery, these cortosis-laced weapons were given to "masterblades" who survived no less than ten lightsaber-wielding warriors in combat.

[Arg'garok Battle Axe] 200 CP

The impressive Arg'garok is the most prized Gamorrean weapon. These huge axes are designed to be wielded by those with a low center of gravity and tremendous strength, making them awkward for most non-Gamorreans to use.

[Freedon Nadd's Double Blade] 200 CP

This blade is rumored to have belonged to the infamous Freedon Nadd. Even if it wasn't used by that Sith lord, it has picked up the taint of the Dark Side from the Dxun moon.

[Freyyr's Double Warblade] 200 CP

Carved upon this mighty warblade is a symbol of the Wookiee chieftain Freyrr. How this weapon found its way off of the Wookiee homeworld of Kashyyyk is unknown. This weapon does extreme damage.

Lightsaber Crystals

[Crystal Color] Free

You can choose this option to choose what the color of your lightsaber is at all times. You can deactivate this to have the original color of the crystal any time.

[Your Lightsaber] Free

This is your lightsaber built with your own hands. It can be short, big or be a double-blade. Double-blades can accept two crystals.

[Crystal, Ruusan] 100 CP

Ruusan crystals come from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aid a Jedi in focusing the Force, lightly increasing their wisdom and force of personality

[Crystal, Nextor] 100 CP

This crystal is mined in the mountains of planet M'haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage on contact with vitals.

[Crystal, Firkrann] 100 CP

This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids.

[Crystal, Phond] 200 CP

The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam that does increased damage.

[Crystal, Bondar] 200 CP

This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on impact, potentially stunning an opponent.

[Crystal, Jenruax] 100 CP

The refined form of Opila, this crystal has been cleansed of all impurities. When used in lightsaber construction it produces a blade of unerring quickness that easily deflects blaster bolts.

[Crystal, Velmorite] 200 CP

Found only on the planet Velmor, these crystals produce a very fine beam that is easy to wield skillfully. This improves your dexterity.

[Crystal, Kasha] 200 CP

This crystal is traditionally used by the Cereans as a meditation tool. When used as a lightsaber crystal, it helps clear the wielder's mind of distractions, even during tense combat. This improves your wisdom.

[Crystal, Stygium] 200 CP

The stygium mineral can be used to create cloaking effects that foil enemy sensors. In its pure crystal form, it is suitable for a lightsaber. This greatly improves your stealth skills.

[Crystal, Damind] 200 CP

Found in the desert world of Daminia, this crystal can be used in lightsaber construction to produce a clearly defined beam of subtly wider width and length. This greatly improves your precision with the blade.

[Crystal, Pontite] 200 CP

Pontite is one of the rarest forms of Adegan crystal. It radiates a powerful aura that cools both skin and tempers. This massively causes cold damage.

[Crystal, Solari] 200 CP

There are many famous lightsaber crystals spoken of in the history of the Jedi Order. An artifact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. This crystal causes massive damage against the Dark Side.

[Barab Ore Ingot] 200 CP

The ore from Barab I actually lies on the planet's surface, meaning it is exposed to high doses of radiation and torrential downpours daily. This ore can be found in concentrated ingots that actually store and magnify the radiation. This massively causes fire damage.

[Ankarres Sapphire] 300 CP

This crystal possesses legendary healing powers and numerous other effects. It is one of the most potent crystals that can be used in lightsaber creation. This crystal improves your dexterity, strength and gives a great level of regeneration.

[Krayt Dragon Pearl] 400 CP

Forged in the belly of a beast, the Krayt Dragon Pearl is one of the rarest and most coveted treasures a Force-sensitive can claim. This perfect crystalline orb is made in the stomach of a Krayt Dragon and only the strongest can kill such a beast and claim it for his lightsaber. This orb massively increases your precision with the lightsaber.

[Crystal, Kaiburr] 400 CP

Perhaps the most powerful crystal that can be used in a lightsaber, the Kaiburr gem bestows insight and fortitude upon its owner. This greatly improves constitution, wisdom and regeneration.

[Crystal, Qixoni] 400 CP

Qixoni crystals were formed on a planet that was destroyed millenia ago when its star went supernova. They are exceedingly rare and also quite powerful. They greatly improve your regeneration of Force energy.

[Crystal, Hurrikaine] 400 CP

The very rare Hurrikaine crystal is best known for its unparalleled beauty. When used in a lightsaber, the dark gemstone creates a devastating beam that can partially penetrate any defenses. This creates an unstoppable disintegration saber not unlike a disruptor weapon.

[The Mantle of the Force] 400 CP

The Mantle of the Force is not an ordinary gem. Forged from pieces found in the ruins of Exar Kun temples, it resonates with the purest currents of the Force. It radically alters the flow of energy that passes through it. When combined with other crystals, the Mantle warps their properties, enhancing them.

In combat, attacks are parried before they arrive, strikes land with incredible precision and Force powers flow with less effort. This massively improves your Force affinity. **Take the [Marked by the Force] for free. If used to multiply another Crystal beyond massively, take [Ancient Artifact] for free.**

[Heart of the Guardian] 400 CP

Though its origins are lost, the Heart of the Guardian is said to have shaped the founding of the Jedi Guardian Order. Jedi whisper that it will appear in the galaxy's darkest hour to bring salvation, while the Sith claim it as a key to ultimate dominion. The Heart takes the form of a brilliantly shaped lightsaber crystal of unknown composition, so enigmatic that some wonder if it is even truly a crystal, as it seems almost alive at times. When near other lightsaber crystals, its resonance enhances their properties threefold. Channeling energy through the Heart produces a beam of unparalleled clarity and color, greatly amplifying the power of its wielder's blade. This massively increases the power of your Lightsaber. **Take the [Marked by the Force] for free. If used to multiply another Crystal beyond massively, take [Ancient Artifact] for free.**

[Bound Crystal] 600 CP

This very rare crystal was born to be used by you, and only you. Its true nature is a mirror, which reflects your current self and power. It grows with you, no matter your level of power, and it improves your attributes according to your Force nature. Its beam can purge either the Light Side or the Dark Side, according to the nature of the owner. In the rare case of a neutral nature, it can purge both. Take the **[Marked by the Force] for free.**

Items / Implants

An implant bought with CP doesn't need maintenance or is rejected by the healing and regeneration of the body. Any upgrades made to the implants are fiat-backed.

[Limb Substitution] Free

For free, you can exchange any limb of yours for a basic cybernetic one. They are unhackable, reliable and have synthetic skin with full sensory range.

[Organ Substitution] Free

For free, you can exchange any organ of yours for a basic cybernetic one. They are unhackable and reliable.

[Enhanced Eyes] 100 CP

These eyes come with infrared, high-definition and ultraviolet systems, letting the user see more than what a normal eye is capable of.

[Cyber Montrals] 100 CP

These synthetic small montrals are structured with sensors made for the purpose of giving the user echolocation and enhanced hearing.

[Multitool Hand] 100 CP

A versatile implant for engineers and operatives, this hand combines a wide range of tools into one, functional, hand. Comes with many mechanical and repairing tools.

[Slicer Data Carrier] 100 CP

This implant integrates a high capacity information storage with a computer, giving the user a digital archive and letting him carry large amounts of information.

[Vacuum Package] 100 CP

This implant integrates various life-supporting systems in the user, making him able to survive vacuum ambients indefinitely. This does nothing for the user needing to breathe, however.

[Hemostasis Implant] 100 CP

This implant integrates directly with the user circulatory system, automatically sealing injuries as they occur and preventing blood loss.

[Math Co-Processor] 100 CP

This advanced co-processor improves the user's mathematical abilities. It also gives the user the utilities of a clock, chronometer and an alarm.

[Magnetic Hand] 100 CP

The user's entire hands are replaced with a magnetic system, letting the user attract any magnetic object to his hands from a long distance. Users frequently use this to imitate Jedi's.

[Harmonic Resonators] 100 CP

A lattice of harmonic nodes embedded in the skull and spine lets the user feel electromagnetic and magnetic fluctuations, letting the user feel electricity and magnetic fields. Some users have religious experiences about how they see the force field that "connects all life".

[Reflex Package] 100 CP

This implant boosts the regular energy impulses of the nervous system, sharpening the performance of dexterous action. Inactive users may suffer the odd lingering twitch.

[Pheromone Package] 100 CP

This implant allows the user to subtly secrete synthetic pheromones that generally stimulate a pleasant behavior response in a wide range of species. This will improve your charisma.

[Cardio Package] 100 CP

This implant micromanages the cardiovascular system, effectively increasing the user's constitution faster and further than hard work and exercise might. This will improve your constitution.

[Strength Package] 100 CP

This implant effectively increases the user's strength without the need for additional muscle mass through a combination of autonomic regulatory center management and small doses of adrenal stimulants. This will improve your strength

[Response Package] 100 CP

This implant boosts the regular energy impulses of the nervous system, sharpening the performance of dexterous action. Inactive users may suffer the odd lingering twitch. This will improve your dexterity.

[Skills Package] 100 CP

This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This will improve your skills.

[Health Package] 100 CP

This advanced implant package employs nano-technology to speed healing. This will improve your constitution and give you regeneration.

[Lornan Implant] 100 CP

This implant regulates electrical current, protecting the user's body from energy surges.

[Retinal Combat Implant] 100 CP

This ocular implant greatly increases visual acuity, allowing the user to better track enemy movement in combat. General awareness will improve as well.

[Bio-Antidote System] 100 CP

This implant maintains an ever-circulating stream of antitoxins in the user, increasing relevant antidotes for specific poisons introduced. Side effects include dry mouth.

[Durability Implant] 100 CP

This implant regulates current through the body, both improving stamina and providing resistance to energy-related attacks.

[Numbness System] 100 CP

By converting all pain into benign brain signals, this implant system greatly increases one's durability. It has no direct negative side effects, as its user is still fully aware of his body's current state of health.

[Borg Exocortex] 200 CP

The latest in neurothread technology, this implant lets the user connect to any computer system with a small, controllable by the user, synthetic fiber cable. This greatly improves the slicer abilities of the user and lets him access digital information with this mind.

[Data Link] 200 CP

Data-links are devices that once connected to a system they transmit information wirelessly. With the use of data-links and a brain implant the user can wirelessly control any technology with his mind. An experienced user will connect his data-links to his spaceship or his droids, giving him a form of machine telepathy between himself and his tech.

[Spaceship Immersion Interface] 200 CP

This implant was made with the purpose of blurring the line between the pilot and the ship. Sensors are perceived as if they were the user's eyes while the ship is controlled as if they were the user's limbs. The user gains an intuitive awareness of flying the ship through space or shooting its guns through a battle.

[Stealth Generator] 200 CP

This implant is an integrated, concealed Stealth Generator, giving the user the ability to become invisible.

[Dual Hemisphere Processor] 200 CP

Advancements in synthetic neural processing pathways permit both of your brain hemispheres to run independently. With this you can think two thoughts at the same time, multitasking with greater efficiency.

[Magnetic Skeleton] 200 CP

An advancement of the magnetic hand, the user's skeleton is entirely replaced by highly powerful magnetic systems controlled by the user's mind, letting the user intuitively attract metallic objects from any part of his body or even scale metallic walls and walk on places without gravity.

[Probability Engine] 200 CP

This microprocessor connected to your frontal lobe gives you the ability to rapidly calculate probabilities in real-time.

[Hyperspace Eyesight] 200 CP

An improvement to the math co-processor, this implant fuses mathematical calculators with navicomputer systems and the optic nerves, turning the user into a living astrogation computer. The user can perceive star charts, navigate with the stars and calculate the most efficient hyperspace routes as fast as a supercomputer, even if they are thousands of years old. Astrogation becomes instinctive.

[High-Frequency Optics] 200 CP

With the ingenious use of sophisticated sensors and a visual-neural overlay the user is capable of seeing through walls. Perfect for reconnaissance.

[Physical Boost Package] 200 CP

This device improves all physical attributes, making it one of the most valuable implants of its type.

[Mental Boost Package] 200 CP

This device improves all mental attributes, making it one of the most valuable implants of its type.

[Power Implant] 200 CP

This improved variant of the Strength Package employs substantially higher doses of stimulants, greatly improving your strength.

[Alacrity Implant] 200 CP

The Alacrity Implant enhances the user's nervous system, significantly improving reaction times. This greatly improves your dexterity.

[Insight Implant] 200 CP

By stimulating less used neural networks in the brain, this implant allows the user to see solutions they may not have otherwise considered. This greatly improves your wisdom.

[Skills Implant] 200 CP

This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This greatly improves your skills.

[Appendage System] 200 CP

This neural-linked implant integrates eight retractable appendages and dexterity cores into your back, giving the user eight new omnidextrous limbs. Constructed from reinforced durasteel and powered by an internal energy core, these limbs provide numerous uses to the creative owner.

[Cortosis Skin] 300 CP

This implant integrates cortosis fibers directly in the dermal layer, protecting the user against lightsaber attacks and energy blasts.

[Repulsorfield Cyberarm] 300 CP

This cybernetic arm uses an ingenious application of repulsorfields to generate immense amounts of inertia, blowing shields and forcefields apart with its immense strength.

[Physical Boost Implant] 300 CP

This device improves all physical attributes, making it one of the most valuable implants of its type. This greatly improves your physical attributes such as strength, dexterity and constitution.

[Mental Boost Implant] 300 CP

This device improves all mental attributes, making it one of the most valuable implants of its type. This greatly improves your mental attributes such as intelligence, wisdom and charisma.

[Reaction System] 300 CP

This system supplants the user's normal nervous system, enhancing it artificially. It allows the impulses to travel faster and farther along the system, improving reaction time, while also improving fine motor control, increasing accuracy. This massively improves your dexterity.

[Skills System] 300 CP

This ingenious device modifies brain chemistry to improve general problem solving and data processing abilities. This massively improves your skills.

[Cardio Power System] 300 CP

This implant increases the cardio-vascular recovery rate and pain tolerance of the wearer, giving them almost supernatural stamina. This massively improves your constitution.

[Bavakar Strength System] 300 CP

This implant stimulates physical performance well beyond the user's norm. The Bavakar Medical Research Labs are at the forefront of developmental cybernetics. This massively improves your strength.

[Physical Boost Package] 400 CP

This device improves all physical attributes, making it one of the most valuable implants of its type. This massively improves all your physical attributes.

[Mental Boost Package] 400 CP

This device improves all mental attributes, making it one of the most valuable of implants of its type. This massively improves all your mental attributes.

Items / Armor

Headgear

[Rakatan Band] 100 CP

This simple device improves the wearer's ability to perceive the reality of their surroundings. The origin behind the item's name is unknown, but rumor has it that these bands were constructed as a defense against an ancient species of alien deceivers, who made absurd claims of dominance concerning their role in the galaxy. It is said this species of lying primitives went so far as to take credit for almost every major event in galactic history since the discovery of the hyperdrive.

[Matukai Meditation Band] 100 CP

This potent device helps shield one's mind from dark thoughts and influences. An improved version of the standard meditation band, this item provides unparalleled protection from the ravaging power of the dark side. It does not protect one from the evil within.

[Bindo's Band] 100 CP

It is unknown whether this simple band was ever owned by the reclusive Jedi, but it is likely that Jolee would have appreciated its ability to help one walk the line between the light and dark sides of the Force.

[Sith Mask] 100 CP

This mask blocks outside mental influence and other sensory noise, allowing the user to focus their abilities inward with no distraction.

[Force Shield] 200 CP

This helmet shields the wearer's mind and body from the Force. It is so potent and successful at its goal that Force sensitives are severely disoriented when they wear it.

[Circlet of Saresh] 200 CP

The wealthy Saresh family of Taris were infamous for their arrogance and cruelty, though many have shown strong Force affinity over the past century. Guun Han Saresh, heir to the fortune, was accepted into the Jedi Order, and to celebrate, his father commissioned the **Circlet of Saresh**. Crafted to ensure only a true servant of the Light could wear it, the circlet guarded against the family's typical pride. Guun Han possessed it when he vanished shortly after the Great Hunt. The Circlet greatly enhances the wearer's wisdom.

[Revan's Mask] 400 CP

Revan was many things. Jedi, conqueror, Sith and hero. His true face is only known to a few, forever shadowed by his mask. After taking a vow to defeat the Mandalorians, he placed this mask upon his face and waged a war no one expected. When he defeated Mandalore, he claimed his mask and broke apart the Mandalorians, forever in disarray until the mask was found. This mask is not only a powerful focus, increasing your Force abilities, but also letting you take on the identity of Revan. Any action you do while wearing this mask will have a mythological presence, resonating far more than it should be possible and creating a lasting impression on the memory of anyone who sees you.

Handgear

[Infiltrator Gloves] 100 CP

These gloves are equipped with an advanced artificial intelligence unit that the wearer can use to tap into nearby computer systems through cables or wireless transmission. The system also stabilizes the wearer's hands for fine detail work.

[Eriadu Strength Amplifier] 100 CP

This device uses micro-bursts of repulsorlift energy to assist actions in combat, giving the appearance that the user is stronger than normal.

[Karakan Gauntlets] 100 CP

These heavy gauntlets, created by the isolationist Karakan, are almost a complete medical computer in themselves. They constantly monitor and adjust the nervous impulses, blood pressure, and tension through the wearers hands. The resulting increase in stability and overall system integrity have many benefits.

[Automation Gloves] 100 CP

A sophisticated computer controls the movements of these gloves. While difficult to become accustomed to, they greatly increase the wearer's precision.

[Jal Shey Meditation Gloves] 200 CP

The Jal Shey uses these gloves during meditation. How they function is unknown, but they seem effective in increasing one's awareness of their surroundings.

[Dominator Gauntlets] 200 CP

A working prototype of a huge technological advancement in power gauntlets, the Dominators give the user unparalleled strength and power.

[Disruption Gloves] 200 CP

These gloves, intended to be used while unarmed, are designed to penetrate enemy shields and defenses.

[Lightning Gloves] 200 CP

High charges of electricity pulse through these gloves when they strike an object, making them powerful in unarmed combat.

Shields

[Telos Mining Shield] Free

When equipped and activated, these safety energy shields project a safety shield around Telos miners, protecting them from temperature extremes, accidental thermal detonations, and laser and plasma burns. The small power source can burn out when repeatedly stressed, requiring replacement of the entire unit.

[Energy Shield] 100 CP

When equipped and activated, these items project an energy shield around the wearer. The small power source can burn out when repeatedly stressed, requiring replacement of the entire unit.

[Verpine Prototype Shield] 200 CP

Though manufactured by the Verpine, these forearm shields are based on highly modified Arkanian designs. They are must-have items for the professional soldier, though they have to be replaced when the maximum number of activations are expended. This greatly protects against energy, sonic, cold and heat damage. This refills itself after one hour if expended.

[Mandalorian Melee Shield] 200 CP

Mandalorians don't fear melee combat, but anything that absorbs physical damage brings them a step closer to victory, and these forearm shields are a favorite. The units are discarded once their maximum number of activations have been expended. This greatly protects against physical damage and refills itself after one hour if expended.

[Mandalorian Power Shield] 300 CP

An improvement by the Mandalorians on their basic forearm shield, this variant proved decisive in several battles with the Republic. The units are discarded once their maximum number of activations have been expended. This massively protects against energy and physical damage and refills itself after one hour if expended.

Belts

[Adrenaline Amplifier] 100 CP

This ingenuously designed belt monitors adrenaline in the wearers' blood stream. When elevated, the device injects a massive dose of additional adrenaline, greatly enhancing reaction time.

[Electrical Capacitance Shield] 100 CP

This shielding device, worn around the waist, absorbs and stores electrical energy directed at the user, which is then released slowly over a period of time, dissipating harmlessly. The manner of release generates vibrations along the inside edge of the shield, giving it the less than complimentary nickname, 'The Tingler'.

[Thermal Shield Generator] 100 CP

This generator forms a magnetic shield around the wearer which, while ineffective against most modern weaponry, does allow for the ablation of directed heat attacks, generally in the form of fire.

[Strength Enhancer] 200 CP

An experimental system that amplifies power signals along the length of the central nervous system, this generator, attached to a belt, provides greater impulses to all muscles, as well as a resistance to all sorts of perturbations of the user's system.

[Hyper Stimulator] 200 CP

This belt endows the wearer with hyper-sensitivity to their surroundings and dynamically improves reflexes and reaction time.

[Jay Shey Belt] 200 CP

This belt is an improvement upon the earlier efforts by the Jal Shey to protect their minds from the dark side. This belt protects you from Force attacks and negative influences.

Stealth Field

[Stealth Field Generator] Free

This device creates a camouflage field that hides the user. Is the most basic version in the market

[Exchange Shadow Caster] 100 CP

This unit was developed by the Exchange as an escape tool for their members on worlds where the authorities outnumber the Exchange population. It refines the Stealth Mode field to better camouflage the user. This item greatly increases the stealth of the user.

[Defel Mimicker] 200 CP

The Defel are a small bipedal species of mammals who hail from the planet Af'El. Because of the bizarre conditions on their homeworld, the Defel naturally appear as vague shadows. This device seeks to duplicate that effect. This item increases your dexterity and massively increases your stealth.

[Echo Belt] 300 CP

The Echo Belt is a top-of-the-line stealth device used by the wealthiest and the deadliest. Not only is it the most advanced stealth field generator ever made, it also improves the user's reflexes. This item greatly increases your dexterity and massively increases your stealth.

Light Armor

[Light Combat Suit] Free

The lightest form of armor available, the light combat suit is very inexpensive and still notably superior to normal civilian garb.

[Mandalorian Combat Suit] 100 CP

Even the basic combat attire of the Mandalorians provides a formidable defense. The mesh of this armor absorbs some of the impact of physical blows despite its light weight.

[Ubese Environmental Suit] 100 CP

Ubese is the name given to a species believed to exist in the Mid Rim. The very few who actually claim to have encountered the Ubese attribute these advanced environmental suits to the enigmatic species. Though less useful against conventional weapons, this suit is ideal defense against blasters, flames, and cryoban grenades.

[Echani Shield Suit] 200 CP

The Echani combined their talents for energy shield design with their armorcrafting skills to develop this innovative combat suit. It provides capable defense that is augmented with a low strength energy shield.

Massassi Ceremonial Armor] 200 CP

Long-term domination by the Sith has erased the memory of the Massassi rituals for which this armor was designed, but it retains its effectiveness on the battlefield regardless. This armor protects your vitals and stops any type of bleeding.

[Ulic Qel Droma's Mesh Suit] 300 CP

After killing his brother during the Exar Kun war, Ulic Qel Droma abandoned this armor and all the trappings of his service to the dark side. It's a powerful, if tainted, item. Gives you extreme resistance to damage for its class.

Medium Armor

[Military Suit] Free

This standard issue suit provides good protection, but can be heavier and more restrictive than some of its counterparts. Even so, many mercenaries swear the tradeoffs are worth it.

[Powered Light Battle Armor] 100 CP

This is an early attempt at power-assisted armor. Dampening fields block the noise of servomotors, unintentionally shielding against external extremes in sonic frequencies as well. This armor improves your strength.

[Verpine Fiber Ultramesh] 200 CP

This Verpine combat suit is the most protective standard medium armor available, surpassing the defensive capabilities of most heavy armor.

[Jamoh Hogra's Battle Armor] 300 CP

Jamoh Hogra was a Zabrak mercenary who feared for his life after a raid on a Sith dreadnaught. He spent a fortune on his personal armor, only to be killed while in the bath. Gives you extreme resistance to damage for its class and it protects your vitals.

Heavy Armor

[Battle Armor] Free

This isn't the heaviest of armor, but it comes close. Designed for heavy militias, it has the protection needed to keep a soldier alive during ranged combat with massive weapons.

[Powered Battle Armor] 100 CP

The micro-hydraulics of this armor provides the operator with both protection and strength enhancement. It is rarely owned by anyone other than professional mercenaries and soldiers. This armor improves your strength.

[Corellian Powersuit] 200 CP

Essentially an improved version of powered battle armor, the powersuit employs a system of servomotors to enhance the wearer's strength. This greatly improves your strength.

[Mandalorian Heavy Armor] 300 CP

This armor is reserved for respected veteran Mandalorians. Immensely sturdy, stabilizers diffuse energy throughout the frame, shielding the wearer from disorienting impacts. Gives you extreme resistance to damage for its class.

[Pure Beskar Armor] 600 CP

Worn only by the most legendary or respected of the Mandalorians, this armor is a heavy set of the most pure beskar iron, an almost indestructible metal. This armor shrugs off blaster shots and even lightsabers, though it does not nullify perfectly kinetic force. Any one who wears this would be a monster on the battlefield.

Robes

[Padawan Robe] Free

Members of the Jedi Order typically wear plain or unassuming garments.

[Gray Jedi Robe] 100 CP

Gray Jedi are those who, though having completed the teachings of the Jedi, operate independently and outside of the Jedi Council. They are typically seen as misguided, though they have not necessarily succumbed to the dark side. This robe improves your regeneration of Force energy.

[Matukai Adept Robe] 200 CP

Matukai adepts are masters at guiding their bodies with the Force. They are capable of astounding physical feats. This robe improves your physical attributes

[Jedi Master Robe] 200 CP

Members of the Order typically wear plain or unassuming garments, but Jedi Masters also know the importance of adequate protection when great challenges must be surmounted. This robe improves your regeneration of Force energy greatly.

[Baran Do Sage Robe] 300 CP

Baran Do Sages are the most elite of their order, able to see into the future, the past, and across the entire galaxy. This robe massively improves your wisdom and resistance against the Force

[Ossus Keeper Robe] 300 CP

The Keepers of the Hall of Knowledge in the Great Jedi Library maintained the protected archives and acted as references to those who desired a more interactive solution to their problems. This robe massively increases your wisdom and intelligence.

[Arca Jeth's Robe] 300 CP

Arca Jeth was a powerful Arkanian Jedi Master who was killed in the Great Sith War. His spirit helped provide guidance to Ulic Qel-Droma. This robe massively increases your regeneration of Force energy.

[Jolee's Robe] 300 CP

Jolee Bindo remained outside of the Jedi Order in his pursuit of knowledge. These powerful, yet unassuming robes were believed to have been owned by him, though his current whereabouts is unknown. This robe massively increases your charisma.

[Darth Malak's Robe] 300 CP

It is believed that Darth Malak, the fallen former apprentice of Darth Revan, once possessed this garment. Malak and Revan are credited with starting the Jedi Civil War, which led to the collapse of the Jedi Order. Gives you regeneration.

[Crado's Robe] 400 CP

Crado was a Jedi who fell to the power of the dark side through the mighty Exar Kun. Crado betrayed his beloved Sylvar and was ultimately obliterated when the Cron Cluster was destroyed. This robe massively improves your strength beyond the level of mortals.

[Nomi's Robe] 400 CP

Nomi displayed incredible affinity for the Force, but only reluctantly pursued Jedi training following the death of her husband, Andur. She became one of the greatest Jedi of the time, training under Master Thon. This robe massively improves your wisdom and regeneration of Force energy.

[Darth Revan's Robe] 400 CP

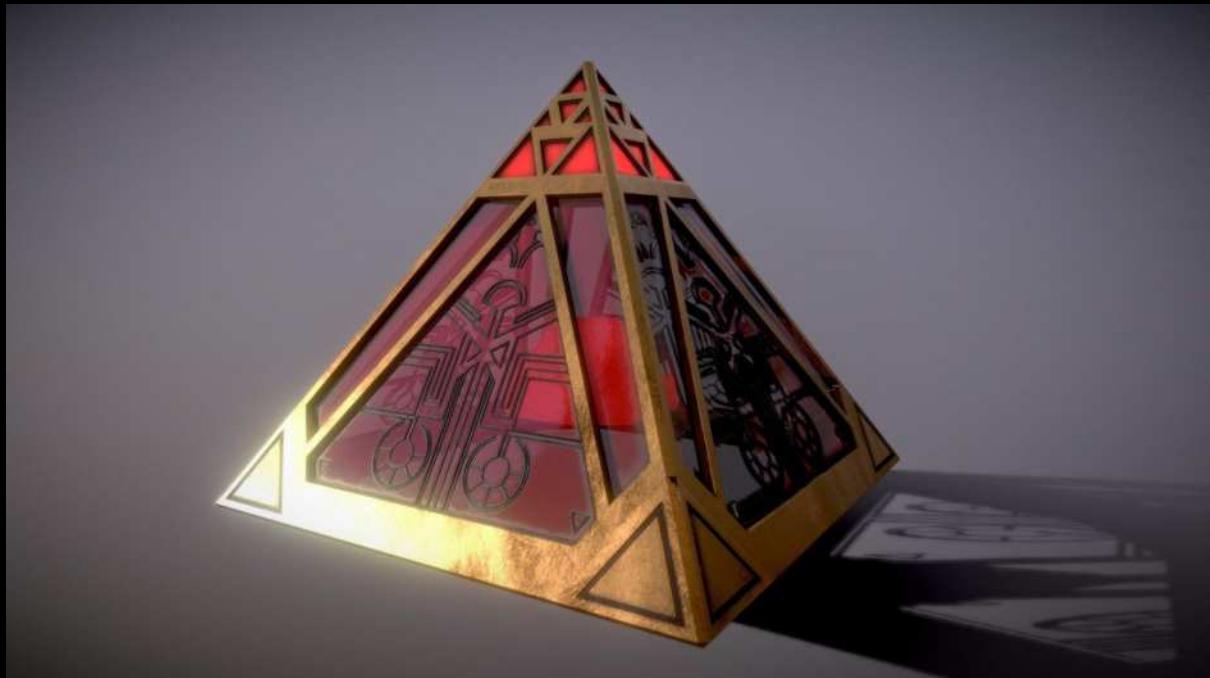
Created by the mystical technology of the Star Forge, these robes focus the dark side energies of the wearer, fueling their power. The Sith Lord Darth Revan was wearing similar robes when captured by the Jedi, who viewed the garments as an abomination and destroyed them. However the Jedi Council, not being familiar with the origins of the robes, were unaware that the Star Forge would be capable of producing an item of such terrible power a second time. This robe massively improves your strength and gives you regeneration

[Star Forge Robe] 400 CP

Created by the mystical technology of the Star Forge, these robes focus the inherent Force abilities of the wearer, fueling their power. Although the Star Forge itself is an artifact of the dark side, these robes were customised using an analysis of the Jedi they were created for, resulting in a powerful light side item that the Jedi can safely use against their enemies without fear of taint or corruption. This robe massively improves your wisdom beyond the level of mortals and your resistance against all dangers.

Holocrons

All holocrons will teach themselves fully to you. Only the knowledge is fiat-backed, not the abilities you learn from them.



[Holocron of Pain] 200 CP

This Holocron hums with raw anguish. It contains the teachings and philosophies of Darth Sion, the Lord of Pain, who turned his suffering into immortality. Within lies the secret of turning pain into power.

[Holocron of Hunger] 200 CP

This holocron emanates emptiness and void. It contains the teachings and philosophies of Darth Nihilus, the Lord of Hunger, who devoured even the Force itself. Within lies the secrets of consuming the life force of others.

[Holocron of Betrayal] 200 CP

This holocron carries a quiet presence, flowing between the Dark Side and the Light side. It contains the teachings and philosophies of Darth Traya, who questioned the will of the Force itself. Within lies comprehension and how to live without the Force.

[Holocron of Cunning] 200 CP

This holocron carries an indomitable presence, containing both the Light Side and the Dark Side. It contains the teachings and philosophies of Revan, a being who walked the paths of both Light and Dark. Within lie his strategies, teachings and knowledge about how to determine your path in the Force.

[Holocron of Potential] 200 CP

This holocron carries a radiant presence of wisdom. It contains the teachings and philosophies of Nomi Sunrider, a powerful Jedi capable of unmatched compassion. Within lies the secrets of battle meditation and on how to sever someone from the Force.

[Holocron of the Ancients] 400 CP

Unlike other holocrons, this one folds inside itself with apathy and disgust, echoing ancient songs. It contains the teachings and philosophies of the Rakata, a once Infinite Empire who conquered the galaxy. Within lies the secrets of their civilization.

Scenarios

Both scenarios can be taken at the same time. Taking a scenario will force your starting time and location to match the scenario. Each scenario run takes 10 years and after one ends you are sent to an alternate timeline to start the other, staying 20 years in total in this jump. Canon companions can be selected from either timeline version or be a merger of both versions after the jump ends

The Legend Reborn



In the orbit above Taris a Jedi battle fleet engages the forces of Darth Malak in a desperate effort to halt his galactic domination. You wake up there in the Endar Spire as a new soldier ready to battle. What you don't know yet is that you are Revan, memory wiped by the Jedi masters with the purpose of helping defeat Malak. You will need to find the five Star Maps to reach the Star Forge and defeat Malak.

Rewards:

Through your adventure, you will find out that despite forgetting your past, what matters is your own choices now and how they make who you are. This reflects now in your new ability to harmonize both the Light Side and the Dark Side of the force, wielding both without conflict between themselves. This ability will work on any powers and abilities you own.

And as reward for defeating Malak, the **Star Forge** is now yours. Its power to fabricate any type of object or ship in large quantities is a dangerous one, but you are the owner of your fate. It is also purged of the Dark Side corruption, accepting any type of supernatural force you have control of.

Echoes of the Force



It's been five years since the actions of Revan at the Star Forge. The Jedi Order has been destroyed and the Republic is on the brink of collapse. Amid the turmoil, the Sith have spread across the galaxy, hunting down and destroying the remaining Jedi Knights. They would have killed you if you weren't rescued by Kreia, a mysterious woman. You will have to discover who is hunting you and what are Kreia's plans.

Rewards:

You have defeated the three Sith Lords who were a risk to the galaxy and have become stronger for it. In your journey, it was revealed to you many secrets, including that you are a **Wound in the Force**. You grow stronger from each enemy you kill, steal a fraction of their power and using it to strengthen yourself in all aspects.

While Kreia hasn't achieved her main goal by manipulating you, she decided you were a spiritual successor to her ideals, and as such she has given you the **Prophecies of a Blind Woman**. These prophecies will show you the most important events of the next 10 years of a Jump without you in it. You will be prepared for whatever paths the future sets for you.

Companions

[Recruit Anyone] Free

Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

[Your Padawan] Free

This plucky padawan is a courageous, intelligent and independent girl who is unafraid to challenge tradition. While she is still young she has an incredible drive to learn whatever you can teach her.

[Your Astrodroid] Free

A small astromech droid designed for slicing, repairs and astrogation. Extremely loyal to you, though it only speaks in binary.

[Your Pet Gizka] Free

This pet gizka is quite a cute guy with big eyes and a mischievous grin. He is extremely loyal, quite energetic and if dead will reappear in the next day as if nothing had happened. Caressing him makes your worries go away.

[Meetra Surik] 100 CP

A former Jedi Knight exiled for disobeying the Council during the Mandalorian Wars, Meetra carries a wound inside herself, one that devours the Force. She is a versatile fighter skilled in combat and Force techniques.

[Revan] 100 CP

Once the savior of the Republic, later its greatest enemy, and finally redeemed hero, Revan is one of the greatest figures to have ever been born in the galaxy. Though memories of his true identity are fractured, his tactical brilliance and deep connection to the Force remain intact. Revan is an exceptional dual-wield user.

[HK-47] 100 CP

A protocol droid in name only, HK-47 is a highly advanced assassination droid specialized in assassination, interrogation and calling organics meatbags. He is lethal with all weapons ever made and his experience spans decades of galactic war and conflict. Truly, a dangerous and unique robot.

[Mission Vao] 100 CP

A young but resourceful street-smart Twi'lek from Taris. Despite her rough upbringing, Mission has a good heart and a fiercely protective bond with her Wookiee friend, Zaalbar.

[Zaalbar] 100 CP

Zaalbar, known to his friends as Big Z, is a towering Wookie warrior. Exiled from Kashyyyk for a crime he refuses to speak of, Zaalbar's loyalty to his friends, especially Mission, is unshakable. His strength, honor and his bowcaster make him a formidable ally.

[Bastila Shan] 100 CP

A gifted Jedi Knight with a talent for Battle Meditation. Proud, disciplined, and headstrong, she is driven by an unspoken desire to prove herself. Despite her seriousness, she is capable of great insight and compassion.

[Kreia] 100 CP

An enigmatic Force-user with her own agenda, Kreia will guide you while challenging your beliefs about the Force and morality. Her wisdom masks a calculating mind. She has a bond with you, sharing any beneficial effect she has right now.

[Atton Rand] 100 CP

A roguish pilot with a hidden, darker past as a Jedi hunter during the Jedi Purge. Witty, sarcastic, and fiercely loyal to you once trust is earned. He is quite a marksman with his blaster pistol.

[Visas Marr] 100 CP

A Force-sensitive assassin once bound to the Sith Lord Darth Nihilus, Visas has been freed and is ready to join your cause. She is completely loyal to your objectives, and has the unique ability of seeing through the Force.

[The Handmaiden] 100 CP

Disciplined and loyal, the Handmaiden is a warrior from the Echani tradition. She served along with her five half-sisters under Jedi Master Atris, but has decided to follow you in your journey. She carries herself with the poise of a rigorous warrior.

[Canderous Ordo] 100 CP

A battle-hardened warrior from Clan Ordo, Canderous lives for the thrill of combat. His pragmatic outlook and wealth of war stories make him an invaluable soldier. With his Blaster rifle he is a dangerous man to face.

[Bao-Dur] 100 CP

A quiet, stoic war veteran, he is a tech specialist and once a follower of the Jedi Exile during the Mandalorian Wars. Brilliant and pragmatic, Bao-dur carries the scar of his choices in the war, including his own arm, which he modified into a repulsorfield weapon, capable of breaking shields and force-fields. He wields his arm as a tool and a reminder of his haunted past.

[Mira] 100 CP

Mira is a pragmatic bounty hunter that is defined by her principles. As a child, Mira was taken by the Mandalorians and raised to be a warrior. When the Mandalorians were crushed at Malachor V, Mira lost everything and decided to be a Bounty Hunter. Unlike most in her trade, Mira refuses to kill her targets. She uses traps, tech, and tranquilizers to capture her prey alive, carving out a name for herself as one of the few bounty hunters with a code.

[G0-T0] 100 CP

A droid crime lord masquerading as a human underworld figure. G0-T0 is not a being of flesh and blood but an advanced droid designed for galactic oversight. Originally created as a government intelligence droid tasked with stabilizing the Republic, G0-T0 was forbidden by his core programming to violate laws yet commanded to do the impossible: preserve a collapsing Republic by any means necessary. To reconcile this contradiction, he created an elaborate loophole, assuming the identity of "Goto," a mysterious and powerful crime lord who operated from the shadows. G0-T0 is a master of planning, optimization and psychology, being the most useful away from combat.

[Jolee Bindo] 100 CP

A self-described grey Jedi who rejects the dogma of the Order, Jolee offers wisdom, humor and a unique perspective on the Force. He is a former Jedi who walked away from both the Jedi Council and the Sith long before the great wars of the Galaxy. He is neither Jedi or Sith, walking his own path.

[Commander] 100 CP

This war hero once fell in the battlefield against the enemies of the Republic, but it resurrected through a top-secret cybernetic experiment. Highly resilient and charismatic, He uses his trusty blaster rifle and an experimental vambrace shield that can fabricate a lethal blade against his foes.

[Little Terentatek] 100 CP

This little guy here is an unusually intelligent Terentatek, one of the most dangerous animals to have ever lived in the galaxy. Product of Sith Alchemy, they were made to hunt and feed on Force users, though this one recognizes you as a master. He will grow in size only if you want to.

[Echani Sisters] 100 CP

The Echani Handmaidens are an elite order of five warriors sworn to protect you with unwavering loyalty. Trained from childhood in Echani unarmed combat, they can read each other without a word. All of them took an oath to live a life of absolute discipline and devotion, and they will follow you in combat, each one bringing her own unique mastery to the battlefield. They count as one companion.

[Mandalorians] 100 CP

Bound by the creed and honed in war, these five Mandalorian warriors answer only to you. Their weapons are deadly, their tactics flawless, and their loyalty absolute. They count as one companion.



Drawbacks

[Alternate Start] +0 CP

Perhaps you want to enter a mod? Or a fanfic? Perhaps you just want to ignore all the plot that was written after the launch of the two games? Have fun.

[Alternate Time] +0CP

Want to start at the Mandalorian Wars? Maybe at the beginning of the Clone Wars? Have fun.

[Credits Are Tight] +100 CP

You start with no credits.

[Jedi Skeptic] +100 CP

You find it harder to persuade Jedi or Sith to trust you. They always instinctively doubt your motives.

[Bounty on Your Head] +100 CP

A minor gang wants you dead, occasionally sending hired guns after you. If destroyed, another one will take its place.

[Droid Magnet] +100 CP

For some reason all the droids you meet here are sexually attracted to you and want to smash some bolts together. You will be constantly catcalled in binary.

[Bantha Poodoo] +100 CP

You constantly smell like Bantha shit and many people will be completely repulsed by you. You can only resolve this by using sealed suits.

[Pet Gizkas] +100 CP

Any ship you enter will be infested by gizkas. I heard they taste like Bantha.

[Chronic Sabacc Loser] +100 CP

You have extremely bad luck at all sorts of games. Any bet you do will end with you losing. If you are travelling with allies they will also get this bad luck.

[Blaster Malfunction] +100 CP

Any blaster you use tends to overheat a lot faster.

[Robe Allergy] +100 CP

You have an extreme allergy to any type of robe.

[Force Monologues] +100 CP

You love to say monologues at the most inconvenient times. If you are a Sith, you will be saying "The Power of the Dark Side" a lot.

[Strict Meditation Regimen] +100 CP

You are obligated to meditate daily. Failure to do so will affect your physical and mental attributes negatively.

[No Powers] +200 CP

Your out-of-jump powers are disabled.

[No Items] +200 CP

Your out-of-jump items are disabled.

[No Warehouse] +200 CP

Your Warehouse is disabled.

[Bright Light] +200 CP

Any Force-sensitive can sense your presence, making stealth impossible against them.

[Longer Stay] +200 CP

You will stay here for another 10 years. You can only select this twice.

[Restricted Arsenal] +200 CP

For the duration of this jump you will only be able to use only one style of weapon such as blaster pistols, blaster rifles, swords, double blades, lightsabers or double lightsabers. This choice is random

[Jawless] +200 CP

A tragic accident has left you without a jaw. Your only option is to use a bulky cybernetic replacement. Many will perceive you as disfigured.

[Tech Jinx] +200 CP

Droids and computers keep malfunctioning around you. It is almost impossible to use a device with this.

[God-Emperor of What?] +200 CP

You are now addicted to Spice for the duration of this Jump.

[Marked by the Force] +200 CP

Both Jedi and Sith can sense your latent potential from a distance, making you a target for good or for worse.

[Jedi Exile] +200 CP, Exclusive to the Light Side

You were expelled from the Order under dishonorable circumstances, and many Jedi will refuse to aid you.

[Hunted by the Exchange] +200 CP

A criminal syndicate, like the Exchange or the Black Sun, has a significant bounty on you, sending skilled assassins and debt collectors.

[The Jedi Code] +200 CP, Exclusive to the Light Side

You are physically and mentally incapable of disobeying the Jedi Code.

[Blindness] +200 CP

You are blind and your only option is to learn how to see with the Force. If you already have this power, it will start greatly impaired and you will need to train it until you can see normally with it.

[Bad Reputation] +200 CP

Your reputation precedes you. For worse.

Merchants charge extra, companions start with low trust, and persuasion attempts are harder.

[Bad Ship Luck] +200 CP

Any ship you buy will constantly suffer malfunctions. Any hyperspace travel you do will go somewhere first before going to your destination, increasing travel time and waste of fuel.

[No Killing Oath] +200 CP, Exclusive to the Light Side

You are prohibited from killing your enemies.

[No Trust] +200 CP, Exclusive to the Dark Side

You've seen enough betrayal to know it's always just around the corner. You trust absolutely no one and this will make it harder for you to find companions in your journey.

[Calo Nord] +400 CP

Calo Nord is hunting you, Jumper, and every time you kill him he will come back six months later with one new thug to help him.

[Planetary Ban] +400 CP

You are banned from entering other planets without disguises or smuggling yourself in.

[Force Scar] +400 CP

You've suffered a devastating Force wound, leaving you fragile and weaker to Force attacks.

[Corrupted by the Dark Side] +400 CP, Exclusive to the Light Side

The Dark Side is constantly tempting you, and you must resist it daily.

[Jedi Master] + 400 CP, Exclusive to the Dark Side

A Jedi Master and his padawan are hunting you, and they will find you no matter where you hide.

[Rakghoul Infection] +400 CP

After a horrible event on the undercity of Taris you have been infected with a mutated strain of the Rakghoul Virus. Every night you turn into an infectious monster who must eat at least 1 kilo of flesh. Anyone scratched by your claws or bite will turn into an uncontrollable monster.

[Force Hunger] 600 CP

You were at the epicenter of a dark, tragic event. Instead of letting it go, you decided to feed on it, turning you into something inhuman. You must kill a person every day in order to feed your hunger, because if not, you will lose parts of yourself until you become something unrecognizable. People are now only prey to you, and you will never know the value of life.

[Sith Oathbreaker] +600 CP, Exclusive to the Dark Side

You once served the Sith and betrayed them, now they want you to pay. High-ranking Sith Lords actively seek your death.

[Enemy of the Republic] +600 CP

You are officially listed as one of the most dangerous outlaws in the galaxy. Republic forces are ordered to arrest or kill you on sight.

[Mandalorian Hunt] +600 CP

During the Mandalorian Wars, you made a powerful enemy among them. Now, an elite Mandalorian hunting party is hunting you across the galaxy, and they know how to fight Force users.

[Slave Collar] +600 CP

You begin in slavery to a powerful Hutt and you need to escape. You have a bomb inside your neck and you will have no access to any item you have bought here, including implants, until you escape.

[Ancient Artifact] +600 CP

You carry an ancient, dangerous artifact that is like a torch in the Force. Sith and Jedi will hunt you for it.

[Dark Side Corruption] +600 CP, Exclusive to the Dark Side

Your body is weakening and your only option is to learn how to transfer your essence to another body. If you do not develop the technique before the end of the Jump, your jump fails. If you already know the technique, you forget it immediately.

[Rise of the Warriors] 600 CP

The drums of war echo across the stars. The Mandalorians have found their long lost Mandalore mask after Revan defeated Mandalore the Ultimate and claimed it to stop the clans from uniting once again. Now, the Mandalorians invade yet again and find an exhausted Republic from past conflicts. Systems are falling, and it's your obligation to lead a counter-offensive and defeat Mandalore the Avenger in single-combat.

Ending



The galaxy will remember you, or forget you, based on the choices you have made. Countless lives have been shaped by your actions. You have either walked the path of light, embraced the dark, or found a balance only few people have ever done.

Stay: Then take these: **500 CP**.

Go Home: Perhaps you miss your home?

Move On: Then go to your next adventure with everything you have achieved here. It is also your choice to take the Force with you, so it can grow in other universes. You will still have your Force abilities either way.

Changelog and Notes

V 1.0 - First Version.

V 1.1 - Many fixes, many changes.

Added the [Lightsaber Forger] Perk, the [Rise of the Warriors] drawback and finally added the Krayt Dragon Pearl, the Heart of the Guardian and the Mantle of the Force crystals. Fused Drain Force and Drain Life into one perk, added Projectile Deflection as a Force power. Added Mandalorians, Bao-Dur, Mira, Zaalbar, G0-T0 and Jolee Bindo as companions. Added Holocrons for Revan and Nomi Sunrider.

Yes, you can import companions you purchased here to give them perks.

Yes, you can use the free options in the skill section to buy skill upgrades to the master level.

Yes, the Jedi and Sith paths are distinct from the origins. You are supposed to choose both an origin and a path.

Yes, hyperspace will work in future jumps despite not having a hyperspace dimension there.

Yes, you can choose to take or not take the Force with you to your next jump.

Yes, you can import items you purchased here into other items.

Yes, a maximized attribute is greater than a 300cp implant.

Yes, the bomb in the [Slave Collar] drawback is fiat-backed to kill you

For [Force Hunger] no droids or animals count as people.

If you buy three implants or items that boost the same attribute only the highest one counts.

Maximized attributes represent a 20 in the ability score.

Order of Improvement: Improves [2+], greatly improves [+4], massively improves [+6], amplifies beyond measure [+8]

The Mantle of the Guardian and the Heart of the Guardian multiplies the properties of any Lightsaber crystal by one order. They will improve a greatly [+4] to massively [+6] and a massively [+6] to beyond measure [+8]