

The Empire Strikes Back

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A long time ago in a galaxy far far away... those are words that bring a sense of deep excitement to any who hear them... until recent years, but now it's time to take a trip back to the tales of an evil empire and the brave heroes who rise against them.

Location:

The Galaxy is vast and it is all beholden to the grand battles of the empire and the rebellion, you may begin anywhere in the Star Wars galaxy barring the most secret Imperial or Rebel installations (provided you don't count yourself among their number)

Origin:

What role do you play in this cosmic drama? Things such as sex and age are largely immaterial, what matters is where you choose to find your allies... and enemies.

Rebel

The Empire's constant abuses couldn't be allowed to continue further so you did what many of the disenfranchised and forgotten did, you joined the rebellion. You may not have the equipment or know-how of your rivals but you have a cause, some luck, and a hint of derring-do it's worked out so far.

Imperial Officer

The Empire brought something the galaxy sorely lacked order. You enlisted because you believe (for reasons that are your own) that the cruel policies of the Galactic Empire are necessary to the survival of the galaxy, and you'll crush any Rebel scum who says otherwise.

Hero

What brought you here I wonder? Were you a farmboy looking to make a name for himself? Or something stranger? In any case, you find yourself in an almost

unique position to affect the course of these events, almost as if your own saga is interwoven within them.

Villain

Perhaps you were a hero once, it's been so long now that you have forgotten... now however you are a terrifying force of evil, bent on bringing terror to the galaxy, and you won't rest until all life is bent to your dark will.

Hermit

You are so old now, old and tired. You were once a great teacher of heroes but now you dwell alone in some remote location contemplating your failures, but perhaps there is more to your story, perhaps there is a New Hope.

General Perks:

The Genius Of John Williams [Free]

Say what you will about the Star Wars saga but its music is truly epic, and now you have a mental version of that score that you can play whenever desired, you can play it for yourself or anyone around you you can toggle if they find it odd or not.

The Hollywood Charm [Free]

Let's get this out of the way, shall we? You're attractive Jumper 10/10 on a universal scale.

A Luminous Being [400]

In days to come, it will be revealed that the Force is a consequence of a biological symbiosis, monocellular lifeforms that generate an energy field. This is not that force but the one spoken of in this movie.

You gain access to the energy field generated by all life, this can be used to empower you or to perform feats of power along the lines shown in Empire Strikes Back, in addition, you have a choice to make between the **Dark** and the **Light**, by following the tenants of your path you will grow in power and influence over the Force, if you follow the Dark you will grow stronger by

indulging your dark emotions and the redemption of the light will fall farther from your gaze. The Light is more difficult, less immediately powerful requiring meditation and self-control but as you follow the path to its conclusion you will become immune to corruption.

With the traditional Force, it is possible to balance the Dark and the Light here however they are mutually exclusive, choose your values Jumper only you can make this decision.

Rebel Perks:

Embers Of A New Hope [100]

In the darkest times, the ones who can make a change are the ones who can maintain hope in themselves and others. You are one of those people Jumper you know how to keep yourself motivated even against the darkest of odds and how to spread that to your comrades.

How You Feel About Me [200]

Some people are more guarded than others, they prefer not to reveal their true feelings until it may be too late. This at least won't happen to you if a person loves you they will always be able to find the courage to tell you regardless of how they usually handle such things. This goes the other way around as well as you benefit from the same courage boost when you share your feelings with someone.

General Jumper [400]

You have an uncanny knack for moving up the ranks of any organization you are a part of, within a few years you could be a general! You also benefit from a boost of competence when it actually comes to fulfilling your role.

Imperial Officer Perks:

He Did It! [100]

The Empire is not a forgiving organization and sometimes the only way for you to survive is to throw someone else under the bus, you gain a small amount of

plot armor when doing such a thing as well as the equivalent of 10 years of practice getting out of trouble like this

I Accept Full Responsibility [200]

But maybe you have a bit more integrity than that, I won't judge. If you own up to a mistake you'll find your higher-ups much more forgiving than expected. For an In-Jump example Lord Vader would choke you out for a while after a truly disastrous failure, but as long as it was a genuine mistake done in good faith you will be forgiven.

Admiral Jumper [400]

When you throw a superior officer to Darth Vader who takes their job? Why you of course! When a superior dies you are often the first one considered for the position, you also gain a competence boost so you don't end up sharing their fates.

Hero Perks:

Go To The Dagobah System [100]

Don't you hate it when the fate of the world depends on you going to a place and no one ever bothered to tell you? What? That never happened to you? I'm not surprised considering you have this perk. When you need to be somewhere you will always receive some form of message telling you.

No There Is Another [200]

Knowing everything depends on you can be stressful huh? Well, what if I told you it didn't have to be, now if you royally screw up (or decide you don't want to) saving the world there will always be another person able to do what you should have done in the first place.

A Jedi [400]

Like your father before you, or maybe that was that other guy but you can say it too. You have iron-clad self-control perfectly suited for the rigors of the Jedi code but that's not the only power of this perk. For as long as you hold yourself to a strict code of conduct, and I mean actually *follow it* you will find yourself

growing stronger the whole time, all of your powers enhanced by your dedication to doing the right thing.

Villain Perks:

Pew-per [100]

You are imbued with a deep casual menace, even the sound of your breathing could send a chill down the spine of hardened soldiers, and if you could back up the hype? You could find yourself a symbol of fear across the galaxy and beyond.

You Have Failed Me For The Last Time! [200]

Normally killing your subordinates is a bad thing, not so much for you. The death of a comrade spurs your henchman to greater heights desperate to avoid your wrath, and their replacements are guaranteed to be of at least the same quality as their predecessor.

I Am Your Father [400]

Once per jump you may choose to retroactively become the father (or mother, or otherwise) of any character in your current jump, this does have some benefits beyond the dramatic reveal, however, as you gain the abilities of your new child at a higher level of skill, they will have more raw power and potential than you if only this perk is at play, but you'll be able to teach them a thing or two if you have to fight.

Hermit Perks;

You Seek Jumper [100]

While you may choose to hide away in exile this will ensure that you can always be found if you are needed, whether by a potential student or an old ally someone will be able to find you. This can be toggled if you really don't want to be found

Too Old [200]

People put a lot of restrictions on each other based on things that don't matter, not in the long term. You are now effectively immune to discrimination based on age, race, gender, creed, or preference hopefully you extend the same tolerance in turn.

Do Or Do Not [400]

You are excellent at a 'sink or swim' style of teaching and able to force your students to master their own abilities (or yours) in record time if you give them little instruction beyond goals.

Items: +200 stipend for this section only

All are worth 100 CP unless otherwise noted

Taunton

You have a Taunton a Rebel mount used on Hoth

Ration Sticks

Not very flavorful but these refilling ration sticks will provide all the nutrients you need to survive.

Blaster

A basic model of blaster rifle that fires beams of superheated plasma, the standard weapon of the galaxy

A Little Credit

Money my friend, enough to live comfortably for a year, in future jumps converts to the currency of your starting location.

A Personal Star Fighter

A vehicle capable of interstellar transport of a single person also comes with a blaster in case of trouble

A Lightsaber

You wield the weapon of the Jedi, it is fiat-backed to be able to cut through anything with tougher materials requiring more time and effort to cut.

R2 Unit

A useful droid that speaks in beeps and grunts, it can repair and run your ship as well as being a useful hacker.

Interpreter Droid

A less useful droid that is fluent in language and manners from across whatever your current jump happens to be.

She'll Do Warp 5 Past Lightspeed [300]

A much more powerful ship able to serve as a cargo freighter/smuggling ship, alternatively it could be an Imperial ship of similar size.

Companions:**Import [100]**

You can import a companion with 600 CP to spend

Export [100]

You can export one character as a companion

Drawbacks:

Max of 600 CP from drawbacks

An Offscreen Car Crash [+100]

You will continually get into accidents that will lead to your face getting bruised regardless of durability, it isn't dangerous but highly annoying

Size DOES Matter [+100]

You're short Jumper, very very short, this won't affect your skills at all but it will make it more difficult to get respect

Luke, I Am Your Father [+100]

If the misquote irritated you you're going to hate these next 10 years because every single word anyone says will feel just slightly wrong to you in a way you can't really describe.

Wampa Cave [+200]

You no longer get to pick your starting destination instead you appear in the Wampa Cave hanging upside down, have fun.

No Lightspeed! [+200]

You won't be able to travel faster than the speed of light by any means.

Don't Worry He's 'Armless [+200]

Sorry was that a tasteless joke? Pick a limb you don't have for the duration of this jump, prosthetics are just as effective as otherwise however

Not A Jumper Yet [+400]

Your abilities start out far weaker than they should be and you have to unlock them to their full potential.

Family Issues [+400]

One of your background's family is strongly opposed to your moral code to the point that conflict is inevitable.

Twisted And Evil [+600]

Your moral code is now the opposite of what it once was hope you don't do anything you regret jumper.

Ending Choice:

Stay:

You gain 600 CP to spend anywhere in this document, enjoy your new life jumper.

Move On:

The Chain moves ever onwards pick another jump and go there next.

Go Home:

You're done enjoy retirement