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Everything old is new again

Star Wars

CIVIL WAR! It is 130 years after the destruction of the Death Star at the hands of Luke Skywalker. After the destruction of the NEW REPUBLIC and the third purge of the JEDI ORDER, the GALACTIC EMPIRE of ROAN FEL and their allies in the SITH ORDER assumed command of the galaxy. But the SITH ORDER, led by the treacherous DARTH KRAYT overthrew him, and now rules as the Galactic Emperor. His rule is threatened by the surviving ROAN FEL, the last remnants of the Jedi, and the scattered remains of the GALACTIC ALLIANCE. Will your presence here serve to solidify his empire and bring order to the galaxy, or to end it and resume the republic? Only time will tell, Jumper. And as always,

+1000 CP.

Origins:

Drop-in-free: It's a big galaxy. Plenty of room for someone like you to slip through the cracks. You might be a bounty hunter, a smuggler, or something else entirely – but one thing's for sure, there's plenty of room for nobodies like you to make a difference. **Roll 20+1d8 for age.**

Stormtrooper-100 CP: Troopers like you have been running around the galaxy ever since the clone wars – but till now, you haven't had to make too many decisions. With the civil war on, you'll soon have to choose whether you're going to be loyal to the Sith Empire or Roan Fel's insurrection. **Roll 16+1d8 for age.**

Spy-100 CP: Star destroyers and armies of Stormtroopers can get things done, but there are more than a few jobs that require a far more subtle touch. You've become something of an expert in the art of intelligence-gathering and clandestine action, and few things are beyond your knowledge. Roll **25+1d8 for age.**

Moff-150 CP: Soldiers and Saboteurs may be talented, but true power lies with you. As a Moff, you are charged with the governance of a certain amount of imperial assets. Through careful political maneuvering and posturing, you will likely be able to make this new civil war very useful for your own ends. **Roll 30+2d8 for age.**

Force Sensitivity:

The following origins have free access to the powers of the universal, living force. How these powers are used is up to you.

Imperial Knight-100 CP: You follow the living force, embodied by the true emperor – Roan Fel. You are not a Jedi, but your mandate is nonetheless to serve the light side of the force and its supreme vehicle, the Empire. And so long as one of you draws breath, the Empire and its Knights will endure and reign supreme in the galaxy. **Roll 20+1d8 for age.**

Jedi-100 CP: Your order is as old as old can be. Taking orders from no master but the force, you bring harmony and peace wherever you go. Even if it is dangerous for Jedi these days, it has often been so, and such will never prevent you from protecting the innocent. **Roll 17+1d8 for age.**

Sith lord-150 CP: Peace is a lie, there is only Passion. At long last, the Sith have become the rulers of the galaxy once more. Under Darth Krayt, the rule of two first put in place by Darth Bane has been abolished, and there is room for all who would break the chains of weakness within the One Sith. **Roll 20+3d8 for age.**

Force-sensitives gain free training in the basic techniques of lightsaber combat, all others must pay 50 CP for such training.

Locations

Roll 1d8 for location or pay 50 CP to choose freely.

1-Ossus: The old home of the Jedi order since the destruction of the temple at Yavin 4 100 years ago, this place has been sacked twice over by the forces of the Sith and then by the Scavengers. But the temple itself still stands, and possesses quite a few secrets for the curious…

2-Coruscant: This planet has been the center of political power for countless millennia. The Old Republic, Palpatine's empire, the New republic… and now, the empire of the Sith. It is not the same as it once was, with its durasteel canyons struggling to coexist with the flora and fauna introduced by the invading Yuzhan Vong nearly 100 years ago.

3-Bastion: Since the battle at Endor, this world has been fortified a hundred times over in an effort to protect it from any and all efforts to take it by the new republic or any other enemies of the empire. It has been staffed with forces loyal to the Empire's ideals, which will serve Roan Fel quite well when he comes here in an effort to make it his own.

4-The Wheel: For 200 years, this space station has served as a port of call for all sorts of scum – Gamblers, mercenaries, and more. Its new leadership has strictly kept it as a weapon and violence-free zone, making this den of villains paradoxically one of the safest places in the modern galaxy.

5-Korriban: This world has been the home of the Sith since the beginning of their order. It is strong in the dark side of the force, and it is where the former Jedi, Darth Krayt, came to resurrect the order after it nearly came to extinction.

6-Dac: During the reign of the empire, this place served as a home for many rebellious sorts. And with the rise of the new empire, the populace of this world is no more obedient than it once was. Even

though they make ships for the Sith Empire, they will eventually rebel to a degree that their populace will be ordered exterminated.

7-Lego: You're in one of the safest places in the galaxy. This idyllic world has few inhabitants – except for those of "Rawk's nest", a safe haven lead by one of the last living Skywalkers – though he has long ago abandoned the usage of the force.

8-Free choice: It seems the force is with you – you may choose any planet in the Star Wars galaxy to begin your journey. Just remember that no matter where you go, destiny will find you.

Species

Human-Free: By far the most common race in the galaxy, you should hopefully be adequately familiar with what this option entails.

Twi'Lek-Free: A common species throughout the galaxy, you'll find yourself far more colorful than the average human in skin tone if not in anything else. Be warned, though – your kind are a favorite target for slavers and other nefarious individuals.

Chagrian-Free: Your kind has served as advisors to the various governments of the galaxy for so long as there have been such governments. You have a deference toward authority and a strong tendency to dislike those who upset it.

Mon Calamari-50 CP: Ever since the first empire, your people have proven themselves to be the idealistic rebels that the galaxy needs them to be – and you are no exception. You find yourself far more idealistic and devoted than most others could ever hope to be. As a side bonus, you also gain the ability to breathe water.

Zeltron-50 CP: Your species happens to be one of the most sought-after in the galaxy – you look nearly identical to a standard human, but have several unique talents. Among them are the ability to create an empathetic bond with nearly anything, sensing its emotions and imposing your own to a limited extent. Be careful how extensively you use this, though, as you'll find yourself developing deep emotional ties to a great many individuals if you should use it too often.

Chiss -100 CP: Your kind stand alone at the pinnacle of strength. Aside from enhanced cold survival and night vision, you manage to be clinically detached from every situation in the way that could make you a peerless strategist or scientist, always managing to see the scenarios you find yourself in through an objective and emotion-free lens.

Other-150 CP: There are plenty of species in the galaxy – you may choose to be any roughly humanoid species that you desire to be.

Perks:

All discounts are 50% off, 100 CP perks and items are free for associated origins.

Drop-in discounted:

Roguish Charm-100 CP: It would seem there are very few ladies in all the galaxy that can keep their hands off of you. Your refusal to play by the rules has lead you to become quite charming among anyone who'll give you the time of day. And those that don't – Imperials, Alliance, Jedi – will be more inclined to handwave your pursuits away as just something you do. Of course, that has its limits – you can't expect a Jedi to ignore murder – but they'd look right past some good old-fashioned smuggling or bounty hunting.

Lost and Found-200 CP: It's a big galaxy, and it's pretty easy to get lost in it – without purpose, meaning, or anyone to help you get back on your feet. Thankfully, you have your ways of finding gainful applications for your skills, no matter where you are. What's more, you can find ways to put your knowledge or skills to work for just about anyone that you meet – which might be enough to keep them from throwing you out an airlock for knowing too much. Of course, just because they'll give you one chance doesn't mean they'll give you more than that – and some folks are hard to stop working for, so be careful out there.

Force Ghosts-400 CP: Ugh. Honestly, there's an argument for making this a drawback. You will, through various points in your jumpchain journey, be accosted by the spiritual forms of important figures in your… heritage, or past, or whatever you're most attached to. These spectres can come and go as they please, giving you all sorts of visions and dreams. Often times, they will impart some sort of advice upon you, relevant to your current position and suggestive of outside knowledge (though never exactly telling you what it is they know, the bastards) – of course, whether you take it is totally on you. Figures from other jumps that have no ties to the force as you understand it are fair game so long as they are spiritually in tune with whatever comes closest to it. As soon as you move on to a new jump, living figures from you're the one you're leaving behind will also be able to manifest.

Two weeks later-600 CP: It seems you're fast on the uptake, pateesa. You can manage to quickly learn at least the basics of nearly any skill there is out there, and you can very quickly relearn anything you've forgotten – give it a couple weeks of practice, and you'll be doing things you haven't done in years just as well as you ever have. In general, you learn far faster than most could ever hope to.

Stormtrooper discounted:

All discounts are 50% off. 100 CP items and perks are free for the origin in question.

Band of Brothers-100 CP: You and your fellow troopers share a bond on the battlefield – you're out there in the shit without any of that special force shit, any super special weaponry, or any other thing that someone in your position ought to have. And as such, you command a certain respect from your fellow soldiers that very few others could get – this won't get you to get their total loyalty, but you will earn the trust of any sort of frontline soldier quite quickly – and far faster than most.

Specialized Training-200 CP: Standard armor and blaster is good, but it'll only get you so far, noob. If you want to survive longer than a few hours, you'll need some new toys, and you'll need to know how to use them. With this perk, you'll have all the specialized training you could ask for – heavy weaponry, walker piloting, the works. Any one-man imperial vehicle or equipment accessible to the common Stormtrooper is something you know how to use. And with little time and training, you'll be able to quickly figure out the usage of specialized equipment in any other universe.

Put me down for a Month -400 CP: It's not that everyone in your squad wants you dead, it's that they really don't expect you to last that long. I mean, most noobs don't. Good for you, you plan on sticking around – and making it through the meat grinder and surviving obstacle after obstacle is just something you do. Whether it's due to luck or the force, you'll find yourself lasting a lot longer than anyone could be rationally expected to in your position, and making it out alright will be a lot easier for you.

Sithslayer-600 CP: If it bleeds, you can kill it. You have a knack for taking on foes far outside of what would be considered your range. Whether you get it done by trickery, distraction, or luck, you can count on having at least decent odds for even the most powerful of foes. Just be careful not to take it too far – there's only so much that lady luck can do for you.

Spy discounted:

Discrete-100 CP: The majority of people in this galaxy have no idea how to get anything done in it. It would seem that holding a weapon makes one utterly inept when it comes to anything approaching subtlety. Fortunately for you, you know how to avoid such pitfalls – you have a penchant for making sure not to reveal too much to anyone, and keeping your true affairs secretive while gathering information. It'll be far beyond the average individual to determine your intentions before you decide to act openly – though once you do, this no longer applies.

Perceptive-200 CP: A few ships being where they shouldn't, a peculiar turn of phrase – these can be the surface signs of truly threatening possibilities. Luck for you, you have an eye for the details of whatever situation you might be in. And whenever something is abnormal in a notable way, you can usually figure out that something's out of place, and what's causing it. There are exceptions, of course – some things might be hidden too well for even you. But even for those instances, you may find that you need only to stumble upon the smallest part to make the whole scheme reveal itself.

Triple life-400 CP: It takes a talented individual to be in two places at once, act as two different people at once, and to do so for an extended period of time convincingly. Fortunately, you happen to be such an individual. You can construct and maintain a multitude of convincing aliases, and you'll find it easy not only to switch between the various personas you construct, but also to keep them all separate – it'll be quite simple to keep accounts and actions taken under one name away from those taken under another, and only the most talented of investigators would be able to discover ties between your different identities.

Master Infiltrator-600 CP: There are countless strongholds in this galaxy – places built by men with too much money and too little sense. Fortunately for you, putting together plans to break into them is as easy as waking up in the morning. Of course, these plans may require resources you don't yet have access to, or the help of individuals that are hard to persuade. But if you can get access to these things, your infiltration schemes usually go off without a hitch – even when your knowledge on what to expect is… limited. Of course, there are individuals out there, in this universe and others, who might know you're coming and would be able to adequately prepare…

Moff discounted:

Formalities-100 CP: There are so many social formalities and norms for anyone in your position. Luckily for you, you happen to know them all. Navigating high society and upper-level political matters is as easy for you as breathing, and you nearly always manage to give off a highly authoritative impression while you do so. Few individuals would ever mistake you for someone easily manipulated or taken advantage of… unless, of course, you should happen to give them reason to through your actions.

Finger on the Pulse-200 CP: There are so many hidden forces in the galaxy that it can often be all but impossible to determine what will happen next. Whether it's the rise of the Sith or the survival of the Jedi, history shows that very few have truly anticipate what will occur before it does. You just happen to be one of those individuals. In any given situation, you have a feel for the inherent power dynamics and who's most likely to come out on top in a struggle. You will find it child's play to use this to align yourself with rising powers.

Connections upon Connections-400 CP: You have ears in every corner of the galaxy, agents in every system, and countless ways of getting what you want – or so it must seem to your enemies. For every situation that you find yourself in, you can usually find at least one relevant asset to throw at your problems. Be it an assassin to aid in political maneuvering, a bounty hunter to track someone down, or a spy to track their every move – you know someone who can get the job done. Of course, these contacts might rarely work for free… and depending on what you want them to get done, their odds of success may vary.

Master strategist-600 CP: From Thrawn to the Vong, the Empire has been known as the home of the greatest strategists the galaxy has to offer – and now you number among them. Whether it comes to setting ambushes, outright assaults, or suppressing rebellious populations once and for all, you have a way of knowing your enemies' weaknesses – and exploiting them. Be careful, of course, that you do not presume too much weakness where it does not truly exist – many great commanders before you have shown the consequences of excessive pride when meeting their matches.

Imperial Knight discounted:

Reliable-100 CP: You are the first and last line of defense – the hand of the emperor, the will of the force. Now, in the darkest days of the true empire, you shall be called upon more than ever – for your superiors know of your dependability, and you shall be their first choice for nearly any sort of mission that you are known to be competent in. And in general, you give off the sense that you are a reliable and dependable individual, putting others at ease when their safety is in your hands.

Always prepared-200 CP: You very rarely have good feelings about things. And when things inevitably go sideways, you're almost always prepared. Whether that means smuggling a lightsaber onto a station that usually doesn't allow weapons, or planting three sets of explosives instead of one, you rarely if ever get caught by surprise, and usually have what you need to salvage any situation that goes terribly wrong.

I'm going to give you both a medal-400 CP: Loyalty, as you've so often demonstrated, is not the same thing as obedience. Whether it's bending the rules or disobeying explicit and direct orders, you usually find a way to weasel out of direct negative consequences of insubordination, taking a slap on the wrist at the absolute worst. Or course, this has its limits – and those limits lie on the line between loyal disobedience and total treachery.

My vow is to the force-600 CP: You've sworn your oaths to the emperor, to be sure, but your ultimate loyalty is to the living force and the betterment of all beings. And if the emperor were to turn to shadows, your duty would be to strike him down. Indeed, you find yourself strongly empowered when fighting for noble causes larger than yourself or any individual, and few are they who could stand against you when you take such selfless action.

Jedi discounted:

Sagely air-100 CP: It takes a long time and much practice to truly come into harmony with the living force. And as much as you wish it didn't, sometimes it can act as a divide between you and your fellow sentients. With this perk, they will be more conscious of that divide – but they will also come to respect you for it. You will, in general, be able to appear as every bit the sagely monk that the jedi are famed for being. Of course, living up to the impression you give off is another matter entirely – and one that's entirely up to you.

Diplomat-200 CP: Before the Jedi were generals and warriors, they were peacemakers and ambassadors. You have kept that tradition alive, and honed the arts of diplomacy and negotiation – you are quite skilled in bringing parties together, and finding a diplomatic solution that can serve all their ends. Of course, there are some that are too irrational or aggressive to conceive of negotiation as a solution, and swaying them will be far more difficult.

Remembered -400 CP: The old Jedi made many friends in many places – and were often remembered for their actions. You'll find that anyone who has been positively impacted by an order that you are a part of, or even whose ancestors experienced a large positive impact from such an order will far more readily aid you in any manner you require, and shall require an extreme injury to truly turn against you.

The Redeemer -600 CP: You've seen far too many individuals fall out of being in balance with the force during your time. Whether they misinterpret the meaning of justice, try to cut themselves off from the force, or just turn outright to darkness – it never ends well. Which is why you're here – you can quite easily tell when someone is headed down a path that will bring exclusively suffering to themselves and others, and you are uniquely capable of steering them off of that path. Of course, this has varying difficulty based on who you attempt to redeem – individuals that are a long way down their paths into darkness may only respond with more hatred, and those that have a good distance from you may be skeptical of your intentions.

Sith Lord discounted:

Dark presence-100 CP: Strength causes fear among lesser individuals. And it is right that they should be afraid. Where you go, you bring terror with you – your presence a dark omen for what will happen if they do not obey your every directive. Individuals will be instinctually inclined to follow your orders to the letter, and cower in terror as they address you. Of course, there are those that are strong-willed enough to resist, but nearly everyone you meet can only put up a show at doing so – with a chill in their heart that they desperately hide.

Loremaster-200 CP: This is a galaxy of dark secrets, and things lurking in the shadows that the rabble would not dare to know – if they could. However, you happen to be quite talented at uncovering and understanding old and especially forbidden lore. Deciphering the precise meaning of ancient texts and applying them to your own ends is simplicity itself, as is recalling any such lore that may be applicable to your current situation.

Master of Betrayal-400 CP: The ways of the Sith are treacherous. Despite Darth Krayt's best efforts to end the rule of two and make the Sith a truly unified order, betrayal still remains the tool by which countless Sith lords have come to power. And yet you are alone as a master of the art. While others might ineffectually betray all around them, you know how to wait until the opportune moment. And where weaklings might not even notice the knife as it passes through their flesh, you can nearly always detect and subvert efforts at your own betrayal. Very few are they that could outdo you in this art.

Powered by Hatred-600 CP: The true strength of the Sith is their refusal to live in chains of the soul, as the Jedi do. You embrace all the power, all the strength that the Jedi refuse to. And your strength comes from hatred – the stronger the hatred you have for any individual or thing, the stronger you shall be against them. There are, naturally, limits to this effect – but there are few individuals in the multiverse that could survive meeting them.

Items:

Drop-in discounted:

Rogue Getup-100 CP: The stuff you see people wearing in this galaxy can be pretty hilarious. Whether it's a Jedi wearing their bathrobe, or a Sith wearing two strips of black leather. Which is why you choose to dress like a normal sentient – a normal sentient with room for many weapons, that is. Your garb has quite a few holsters and secret compartments built into it, and it generally makes you look unassuming – getting too much attention has never been a mistake you make.

Death Sticks-200 CP: Ah great, this stuff. The drug of choice for lower-level trash for the past several centuries. But why improve on perfection? You get 1,000 doses, which will replenish weekly, and the formula (but not the tools) to make more. It can come in either a liquid form (injection and drink spiking both work) or a powdered form. Just be careful if you plan on using this stuff yourself – it might make all the colors look prettier, but each one takes years off your life. But if you plan on selling it, you'll make good money - the user quickly builds up an addiction and a tolerance to smaller doses.

Ancient Astromech-400 CP: Jesus, this thing is karking ancient! This astromech dates back to the opening days of the clone wars – before the empire, the Vong, or any of that fun. It's picked up a lot along the way – whoever its old owner was must've loved the damn thing, because it's got every modification you could think of. Booster jets, electro-arms, even an umbrella! You can count on this droid to hack into just about anything, and to have good information about nearly anything you come across – how did it avoid the mid-wipes?

Smuggler's Ship-600 CP: Starfighters, battleships – none of those are worth as much as a good smuggling vessel. This ship is the apex of the art – armed heavily enough to take down a good amount of starfighters, hyperdrive that can spin up in less than a minute, and a hold that can fit dozens of tons of whatever you want. And best of all, it's totally unassuming – all those lethal parts are packed into the chassis of an old freighter, the kind that wouldn't get a second glance on the landing pad. And the ship's transponder codes can be changed at a moment's notice, meaning that only those who have personal experience with your ship and could get up close would be in any way able to pick it out from any other.

The Wheel-800 CP: This place has been the home for scoundrels and rogues since before the first empire. It's got everything that a scumbag like yourself could ever ask for – Casinos, bars, and open markets where anything and anyone can be found. Its current owner maintains the rule of no weapons, but now that you're in charge, you can set whatever rules you want. Post-jump, it will manifest in any location you desire. In settings where FTL is common, it will come to be a hub for illicit commerce where nearly any goods and services can be found… subject to your own rules, of course.

Stormtrooper discounted:

Stormtrooper gear-100 CP: Troopers have been going to the front lines in this gear for so long as there have been troopers. The body armor can stand a few blasts from standard equipment, but it'll fold to nearly anything else. The blaster can kill most unarmored targets, though it might take a couple hits to put down something with some real gear on. All told, there's not much to say about this kit.

Heavy weaponry-200 CP: Now this is where the fun begins. You receive an assortment of heavy weaponry – from a rapid-fire turret blaster to a shoulder-mounted heavy blaster capable of putting holes in damn near any sort of heavy armor you'll come across. You also receive manuals on their usage, and enough ammo for one extended engagement. Ammo will replenish weekly, as will the weapons if lost or destroyed.

Defensive gear-400 CP: Sometimes you just need to take things to the next level. That's why you have these – a set of 4 stationary turrets, controlled by a droid mind, which can lay down heavy fire on anything in a long range. What's more, you get a set of about 100 land mines, capable of taking down nearly any armored individual you'll find here, or perhaps some light walkers. As above, you receive manuals on their usage, and they replenish weekly if lost or destroyed.

Ardent-class fast frigate-600 CP: Well, it's no star destroyer, that's for sure. Her hull, shielding, and size could never match up. But she's got enough fighters and cannons to back up a ground assault and turn the tide in any situation where you might find yourself extremely deadlocked. What's more, she'll serve you well when it comes to ferrying troops – she may be only capable of ferrying a single batallion of 200 troopers at a time, but she'll get you across the galaxy and on the ground faster than any other ship of her tonnage. At the beginning of subsequent jumps, it will spawn in at whatever location you desire, with its crew and trooper complement.

The Old Legion-800 CP: The more things change, the more they stay the same. This stormtrooper legion has been carried over from the days of the first empire – whether you're now commanding the 501st, the 407th, or any other stormtrooper division, you now stand as the effective commander of about 8000 frontline stormtroopers. They're battle-hardened, and led by competent officers. They also come with a full complement of light and heavy walkers, as well as all sorts of heavy weaponry and artillery. Post-jump, you can summon them into any location you so please – however, the original members of the legion will only respawn with the change to a new jump, and you cannot take natives of other settings with you by recruiting them into this legion. If you choose to create new equipment for them, you'll have to manage its storage.

Spy discounted:

Disguise kit-100 CP: You'll get nowhere as a spy if your enemies know what you look like. Luckily, you have this kit to keep them guessing. It consists of several advanced gels, designed to recolor the hair and skin in an extremely convincing manner, which can only be washed out by very specific chemical formulas – which you, of course possess. You also get a free beam projector capable of modifying your eye color as you see fit. What's more, the disguises you create with this kit are, generally speaking, quite convincing – it would take a very on-guard individual to even think of you as having a false appearance.

Micro-Ampule-200 CP: Sometimes, things need a delicate touch. Sometimes, you need to know that you have leverage over whoever it is you have interest in. Which is why you have this – a small capsule that can be inserted, undetected, into nearly any sentient. They won't notice a thing – but at any time, you can release its fatal nerve toxin, capable of killing any roughly human-sized organism. You get 5 ampules to start with, which are replenished weekly after their usage.

Spy bugs-400 CP: This is a set of about 3 dozen Yuzhan Vong bugs – priceless on the black market, but somehow worth even more in your hands. In the war with the Vong, these bugs were well-known for their ability to get into just about anywhere, staying unseen in the shadows and prying their way into unseen passages. You've managed to fix them up so that they take commands from a transmitter that you control, and you've installed modifications that allow them to spy on just about anyone and anything. What's more, any of them can self-destruct with about the force of a hand grenade on command. And lastly, they can block the force from coming near you, preventing a Jedi or Sith from reading your thoughts or sensing your presence.

Command Override Limpet Droid-600 CP: Now here's a toy you can have some fun with. An advanced imperial limpet, designed to attach to and take control over enemy ships. It can take over any ship of reasonable size – anything up to a small frigate, really, though you could modify it or use many of them to control larger ships – and do whatever you want them to do. You could easily use this to split up a negotiation, or to turn a battle in your favor! The pilots inside are all but helpless unless they destroy their ships, and the AI on the droids can execute many advanced maneuvers. Of course, the droids can only effect the computer-governed functions, so any manual loading is right out. Once done, the droids detach and self-destruct, leaving not a trace of your activities. You get 6 of them, which replenish weekly upon the end of their usage.

Moff of intelligence-800 CP: You've had a long, successful career. And thanks to that, you've managed to take the place of Nyna Calixte as the head of Imperial intelligence. This affords you access to an incredible number of Imperial agents and networks, not to mention the personal trust (insofar as such a thing can exist) of the ruling Sith. Of course, if you should choose to defect to Roan Fel, then this would all still apply. In future jumps, you shall find yourself easily and naturally coming to a position of extreme, if not supreme authority in the intelligence services of whatever organization you find yourself devoting your time to.

Moff discounted:

Uniform-100 CP: Distinguished individuals such as yourself have been set apart from the common rabble for so long as the Empire has existed by the officer's uniform. In your case, you will find that it projects an aura of authority to anyone that you interact with, as well as being constantly updated – the Rank insignia plaque will maintain itself and update in response to any promotion you may receive, no matter what organization you may find yourself a part of. Furthermore, the code cylinders will provide you access to any area that you would be authorized to enter, even if the organization you are a part of has no incorporation of them as a device.

Communications System-200 CP: You're going to need to keep in touch with quite a few individuals in quite a few places if you mean to keep your power. This communications system will allow you to just that – it appears as a totally normal conference table, with seats ready for about 12 individuals. Its uniqueness lies in how it can act as a galaxy-wide communications system. Any individual possessing one of the 12 receivers to come with the device can project a holographic version of themselves into one of the table's chairs, and participate fully in whatever discussions may be had, without any communications lag or disruption. And as an added bonus, no power in the galaxy or any other will be capable of jamming or otherwise hindering its transmissions.

Nune-Class Shuttle-400 CP: This has become the shuttle of choice for the vast majority of Imperial high-ups. It is capable of transporting about 35 individuals in relative comfort, and 250 tons of cargo. It can get you nearly anywhere you need to go at good speed with its class 1 hyperdrive, and you'll find its armaments to be what you need and more – It happens to be armed with 4 regular laser cannons, as well as a single turbolaser of the type usually found on heavy warships. What's more, it will be registered as authorized to enter all Imperial space and installations. Post-jump, this will apply to any space-faring civilizations you encounter, though those with a keen distrust for unfamiliar-looking ships may see through your ruses. All told, there are few ships in its class that could ever hope to outclass it.

Sith Trooper escort-600 CP: It would seem the Sith have quite a bit of use for you, and have decided to give you quite the gift – samples of Darth Krayt's new project to create a breed of soldier strong in the force, fused with cybernetic enhancements, and trained from birth to be totally loyal. These nigh-mindless, fanatically devoted abominations make for incredible troops, capable of holding their own against Jedi knights. You gain 6 of them for usage as personal bodyguards. Should they be destroyed, they will respawn in about a week.

The Imperious-800 CP: This is the crowning achievement of Darth Krayt's empire. The intended successor to the Pellaeon-class battleship, this new battleship was constructed at the Mon Calamari shipyards of Dac in 137 ABY – But you get it ahead of time. It was an unusual departure from the Kuat ship-builders that most Imperial warships were built by – especially unusual, given that the Mon Calamari were fierce allies of the Rebel alliance in all its forms, and never stood as allies to the empire. Either way, the finished product is glorious – incorporating many traditions of starship design, it can take the firepower of entire fleets, and it can outgun anything else in space with its vast array of Turbolasers, Ion Cannons, and Gravity mines. It also possesses a full complement of TIE predators and bombers, shuttles and equipment for ground assaults, as well as its crew and 3000 troopers. At the beginning of subsequent jumps, it will spawn in space anywhere you so desire.

Imperial Knight discounted:

Imperial armor-100 CP: Crafted by a master of the Imperial Knights, this armor was designed to protect the emperor's greatest servants. The crimson armor over your vital organs and limbs will serve to protect you from most infantry-level weaponry such as blaster bolts, though focused fire will bring down even you. Wearing these robes will, in general, make you give off the impression of a hardened soldier to anyone that gives you a glance.

Pure Cortosis Gauntlet-200 CP: You and yours will need to stand against quite a few individuals wielding lightsabers. You, unlike, they, will be uniquely prepared – your right vambrace has been fashioned out of a material known as Cortosis, designed specifically for the neutralization of enemy lightsabers. Any lightsaber that passes through it will be useless for a period of about three minutes. For the majority of Jedi and Sith that you'll meet, this is a death sentence – but to make this even more attractive, it will work just as well on any similar energy melee weapon.

Sigma-Class long range shuttle-400 CP: This shuttlecraft is designed to ferry the greatest servants of the Emperor wherever they may need to go in the galaxy. Capable of supporting 10 passengers in a high level of luxury, it has a cargo bay large enough to support 30 tons of cargo and three TIE predators, which are included with the shuttle itself. While it is lightly armed, it is one of the fastest shuttlecraft in the galaxy, and can go halfway across the galaxy without stopping for fuel.

Explosive charges-600 CP: The enemies of the rightful emperor are many and powerful, making it acceptable, if not honorable, to resort to underhanded tactics such as sabotage and trickery. These charges are the epitome of such tactics – They are powerful enough to take down a capital ship from the inside, and are nearly impossible to detect once armed. If used on ground-based targets, you'll find that they can level some of the most durable facilities in the galaxy. What's more, they can be set to activate in highly customizable ways – whether based on distance from their point of arming, or the activation of certain subsystems. You get 3 sets of charges which replenish weekly if used, as well as the instructions to use them.

The Imperial Palace-800 CP: This is the most fortified location in the galaxy – the capitol of the imperial remnant ever since the conclusion of the galactic civil war. Its fortifications are sufficient to break entire fleets – the primary reason that Darth Krayt never attempted an outright assault. Aside from its vast arrays of turbolasers and nigh-impenetrable shield generators, it also serves as a worthy headquarters for the Remnants of the true empire. It has berths for ships of nearly any size, and room for enough bureaucrats to rule the galaxy. It also has the training areas and armories for the imperial knights, as well as the personal quarters befitting the Emperor himself. Post-jump, it will manifest in an area of your choosing, with a droid crew dedicated to its maintenance and a fully armed garrison for its defense.

Jedi discounted:

Jedi Robes-100 CP: These have been the standard garb of the Jedi order for thousands of years. Plain, brown, and unassuming, they will serve you well in allowing you to go unseen throughout the galaxy. They contain room enough to store various items, naturally including a lightsaber hook on the belt. Should you choose to engage with others while wearing them, you will give off the impression of a learned sage, with advice worthy of heeding.

Jedi Holocron-200 CP: The Jedi have become scattered and lost many times throughout the millennia, making devices such as these necessary to maintain an unbroken chain of knowledge from the past to the present. This holocron stores the sum total of all the knowledge of an ancient Jedi master of your choice, from any period before the rise of Palpatine's empire. It can project their image as a hologram, capable of interacting with any individual who addresses it, and mentoring them in the ways of the Jedi. Alternatively, you can store yourself upon it to impart your own knowledge upon any who may seek it, although the holocron version of yourself will be nothing more than an imitation, rather than a real sentient being.

X-83 TwinTail starfighter-400 CP: Ever since the old republic, the Jedi have always attempted to keep their own varieties of starfighters. This is a continuation of that tradition – the latest in Starfighter tech, nearly exclusively used by the new Jedi order. It has the shields of a much larger vessel, such as a frigate, allowing it to chew through TIE predators. Its weaponry is comparable to a standard X-Wing, with 4 laser cannons and proton torpedoes. Its true specialty is its maneuverability – it can weave and dodge like few other fighters in the galaxy. Lastly, it eschews the astromech slot that most fighters of the era have, replacing it with a built-in astromech intelligence that can develop a personality and even sentience if not regularly mind-wiped.

Terraforming technology-600 CP: Kol Skywalker came up with a brilliant idea a few years back – redeem the Vong in the eyes of the galaxy and repair war-torn worlds using their terraforming technology to breathe life back into the charred wastes that their wars had left in their wake. Had it not been for the Sith, it would have worked. And now, you have the technology to fulfill this vision – though it would take some time and a considerable amount of resources, you could bring nearly any world far closer to the lush garden worlds of the Vong. Simple repairs such as placing a thin atmosphere on a dead moon would take a few years, but fully converting a world such as Mustafar into a paradise would take decades of constant effort, if not longer.

The Hidden Temple-800 CP: This place has served the Jedi order well during the latest effort to purge them from the galaxy. It contains numerous areas for training, meditation, and study – in fact, it is nearly as large as the old temple on Coruscant. Its greatest strength, however, is the way in which it is composed of old starships, capable of taking off and evacuating should the need arise. Post-jump, it will be placed in any location of your choosing, and will have a decent number of Yuzhan Vong attendants living nearby dedicated to maintaining it. They will not leave the temple's area, nor will they do much in general besides defend it from attack and maintain it.

Sith Lord discounted:

Sith Apparel-100 CP: The one Sith wear a variety of apparel. This set may contain any such sort that you desire – whether that means a dark, shadowy cloak that conceals your true nature except for up close, a set of spiky armor capable of deflecting some blaster bolts, or something more... revealing, you will find that it has a unique way of striking fear in the hearts of those that see you in it.

Specialty Lightsaber-200 CP: A lightsaber is a powerful weapon. But a standard lightsaber might not be enough to take down some opponents. For those, you have come into the possession of a specially-made lightsaber – one of any variety shown in the Star Wars: Legacy series. Whether you carry on the tradition of double-sided lightsabers, or choose to have a lightstave with greater range and leverage, you shall likely find yourself far deadlier than you otherwise would have been. Note that this functions as an upgrade to the lightsaber you already own, and you must already have one to attain this.

Vong slave seeds-400 CP: The Yuzhan Vong left behind many interesting things in their galactic conquest. One of them is this parasite – when an individual is infected by it, that individual becomes far more receptive to telepathic and mental commands. However, it slowly grows, encasing and eventually entombing their victims in coral plates, and finally reducing them to the level of mindless, aggressive beasts – suitable for little more than rampages. The version you possess has been modified by the One Sith's finest scientists, allowing for it to grow dramatically when exposed to force lightning, making its sufferers endure extreme pain. You get 5 sets, which replenish weekly if used or destroyed.

Genetic Blueprints-600 CP: The Sith are masters of the art of death. These are the notes and schematics of Darth Maladi, the premier Plaguecrafter of the Sith. If you were to create the plague described within these notes to its exact specifications, you would find it capable of destroying life across entire planets. Of course, to do so, you will need to be a master geneticist, and considerable time and resources will be required to make these efforts bear fruit. But once they have, you shall be the master of death in all realms you enter.

Sith Temple-800 CP: The conquest of Coruscant would not have been complete without the destruction of the last memory of the Jedi Order – their grand temple. And so, it was destroyed, and in its place, this was erected – A great ziggurat, reaching to the sky. It contains everything that the One Sith require for their headquarters, with training areas replete with combat droids, laboratories, stasis chambers, and far more. Assaulting it would be suicidal for all but the strongest of forces. Indeed, it is just as grand as the Jedi Temple on Coruscant ever was, if not more so. Post-jump, it shall spawn in whatever location you so desire, with maintenance and defense droids keeping it operating at optimal capacity.

Undiscounted:

Credits-50 CP: You've come into the possession of the healthy sum of a few thousand credits. It's enough to last you a few months in the galaxy, or one good night at a casino.

Companions

Companion import-50 CP: You may import companions with 400 CP to spend on perks and items. They will receive a free origin. You are limited to 8 companions imported by this method.

Canon characters-100/200 CP: You can take any canon character from this period with you on your travels as a companion. You will receive a 50% discount if their origin roughly matches your own. Force-sensitive characters are 200 CP, non-force sensitives characters are 100 CP.

Force Powers

Only Sith, Imperial Knights, and Jedi can make purchases here. Others may purchase here, and may be considered force sensitive, after paying a **200 CP** surcharge, though Drop-ins need pay only **100 CP**. You are able to learn these powers outside of this section, but purchases here grant you a high degree of competence, equivalent to years of training.

Starting Powers-0 CP: Basic Force powers that come natural to every Force user. (Telepathy, Telekinesis, Force empathy, Force speed, Farsight, Force stealth, Force sight and Mind trick.)

Lightsaber and training-0 CP: This weapon has been the tool of choice for Sith and Jedi alike for thousands of years. You have attained a lightsaber of your own, and enough training to be competent in its basic techniques. Imperial knights and Sith are bound to choose white and red lightsabers, respectively. Jedi may choose any other color of their choosing, force-sensitive versions of other origins may choose whatever color they desire.

Lightsaber specialist-50/100 CP: There's always room to improve in your training with a lightsaber. Always some new technique to discover, always some new form to master. The most well-known of these are the usages of dual lightsabers, curved-hilt lightsabers, and double-bladed lightsabers. For 50 CP, you may take any one of these, or become more competent (on the level of a standard Jedi Knight) with normal lightsaber techniques. For 100 CP, you can gain about a year's worth of training in all of these options.

Force Perception-100 CP: Being as in tune with the force as you are, you can use it to understand nearly any system you come across. Looking into the bodies of your opponents and allies, you might be able to see their weaknesses and injuries, and use this knowledge to heal them... or to end them. This also extends to mechanical systems, which you can find the weaknesses of – though larger systems will require far more effort and time.

Animal control-100 CP: There are many creatures out there which an individual in tune with the force can bond with – some of them being extremely dangerous. This will allow you to create an empathetic bond with nearly any living thing, making them obey your commands so long as they are within reason. At its highest levels, you could even command a small army of extremely powerful creatures with this ability.

Force shielding-100 CP: Sometimes, all the speed in the galaxy won't be enough to get you to safety in time. When that happens, you'll be able to protect yourself with this ability – the projection of a spherical shield around yourself that can take most explosions and energy attacks. Keep in mind that it has its limits – it'll protect you from a decent-sized bomb, but orbital bombardment would break it instantly.

Force Healing-200 CP: The ultimate usage of the force is to heal – that is why you are so capable of looking into individuals, determining what ails them, and healing them. Some mortal injuries may be beyond your ability to mend, but in time you will be capable of fixing up anything that has so much as a pulse. This should be combined with Force Perception for healing on the level of Cade Skywalker.

Force Lightning-200 CP: Unlimited power is within your hands – at the mere thought of it, lightning will streak out from your hands and severely injure any who stand in your path. Though this can be blocked with a lightsaber or a strong will in the force, you will find that few individuals are capable of doing so. Light-sided individuals get a weaker version of this power, and only those with strong hatreds in their hearts can unlock its true potential.

Drawbacks

600 CP drawback cap.

+0 CP- At last we have become Star Wars Legacy: This will most likely be the last chance you have to intervene in this galaxy far, far away, jumper. As such, you may note that all the changes from prior jumps in this universe carry over and are reflected here, though the broad structure of the galaxy's politics will be roughly the same.

+50 CP-Distrusted: You're too much of a wild card, jumper. So much so that it seems very few people actually trust you enough to let you take the initiative in any way. They'll always be trying to track you, to order you around, or do something to put shackles on you. Given time, though, you may be able to earn their trust.

+50 CP-Ow the edge!: It seems that you happen to be quite the rebel, Jumper. You act in such a way as to aggravate authority figures and the people close to you pretty much as often as you possibly can, including when they're trying to help you. Acting like a normal person, rather than someone with developmental issues, is something you'll find quite difficult.

+100 CP- To Hell with the Galaxy: You're somewhat allergic to responsibility. You don't want anyone to rely on you, so why the hell do the Jedi and the Sith and all the rest of the galaxy keep trying to drag you into things? You're always being forced to solve someone else's problems, and you'll end up hating every second of it.

+100 CP-Anger management issues: Why the hell does this universe just have to keep making you angry? Either way, you happen to be quite angry at nearly everyone and everything, leading you to make quite a few rash decisions – possibly putting you at the mercy of those with leveler heads.

+200 CP-You wanna buy some death sticks: That wasn't a question, it was a statement of fact. Because you do wanna buy some death sticks, and you always will. For the duration of your time here, you will have an addiction to the substance that no other drug can sate. Stop taking it and you'll suffer severe withdrawal symptoms, which will take an abnormally long time to abate. The purchased death sticks for drop-ins have no effect on you.

+200 CP-Always paying back debts: You seem to owe a lot of people here, jumper. Whether it's a pirate lord that saved your life, or a Sith that you owe the loyalty of an office to, you'll nearly always find someone trying to use you as an instrument to solve their problems. And they'll nearly always have the means to make you do so.

+300 CP-Scattered! (Can only be taken if companions are imported) : It seems that while you arrived here in 130 ABY as planned, your companions failed to. Instead, they've been scattered across the galaxy prior to your arrival, finding some sort of new life, just as Cade Skywalker did after the massacre at Ossus. And just as with him, you may find you hardly recognize them anymore. Convincing them to leave behind their new life may be difficult, but it will be necessary to your continued jumping.

+300 CP-Noob: Ah, jeez. You might have skills, but it seems that any and all practical experience you have in applying them has been taken away. You'll have to relearn how to survive on a battlefield, how to last more than 5 seconds in a duel, and how to fly through insane environments.

+400 CP-As much machine as man: You've taken some severe injuries during your time here – and even the best force healers in the galaxy couldn't make you as good as new. You are now encased in a suit of protective armor which diminishes your motor capacities, as well as causing you some amount of constant pain. And were this suit to be damaged, or destroyed, you would quickly fail with it. Your injuries cannot be healed throughout the course of this jump.

+400 CP-Good, but not good enough: The story of your life. Throughout this jump, you'll very continuously find yourself getting one-upped in your efforts by nearly anyone you come across. Whether it's very advanced ruses, contingincies for your actions that you couldn't see coming, or something else, you'll nearly always find yourself failing to accomplish everything you had intended to – always being thwarted just short of victory by something you failed to account for.

+600 CP-Hunted: Darth Krayt – the lord of the sith and emperor of the galaxy – is far weaker than any know. He is on death's door thanks to the parasites of the Yuzhan Vong, which feed on his essence and will eventually reduce him to nothing more than a mindless growth – unless he could be healed. He has been lead to believe that you are the key to his restoration, and will devote all the resources of his Sith Empire to finding and utilizing you. Be sure that this is a process you will not survive.

+600 CP-Vong Parasites: With this drawback, you suffer from the same affliction as Darth Krayt – the Vong parasites in your body cause you constant pain and dull your mind. If left alone, they would likely end your life before the end of this jump. Cade Skywalker is the only individual that might be able to heal you in this universe – but good luck getting him to put that much effort into it. And Darth Krayt's... solution is off-limits to yourself.

Post-jump

Your ten years are up, and you are faced with a choice.

Go home: Your time in this galaxy has come to its end, and so has your time in this chain. But if the story of the Skywalkers should teach you anything, it should be that the force will be with you no matter where you go.

Stay here: You've come to enjoy this universe far too much to leave it behind. Continue on, then, and see how things end here.

Continue on: Your destiny here is over. But there are new worlds out there, just waiting to be discovered. Onward, then, and may the force be with you!