



It is a lawless time. Disorder reigns. CRIME SYNDICATES are fighting for resources - food, drugs, and HYPERFUEL.

Gambler, rogue, and con-artiste LANDO CALRISSIAN was born with a well-developed taste for the good life. More comfortable at the dealer's end of a fast shuffle than at the rear end of a blaster, Lando always has his sensors scanning for the chance to pick up easy credits.

HAN SOLO is a tramp-freighter captain, a smuggler and a free-lance lawbender when it suits him. Together with his Wookie pal, Chewbacca, he roams the galaxy in the starship Millenium Falcon, owing nothing to anyone— Human, droid or otherwise. If the Authority takes a dim view of some of his activities, well, that's the Authority's problem.

These are their stories, and those of many like them. Not princesses or Jedi, but ordinary people struggling to survive outside the reach of a brutal order.

In the years since the Republic fell, despite the best efforts of the Empire, lawlessness has flourished. This is a Jump for all the thieves, killers and lowlifes trying to make their way in a hostile galaxy. Have 1,000 credit points (cp) to get you started.

STARTING SYSTEM

Pick a system or roll for +200 cp

1 Oseon - An out of the way system with no true planets. Lots of hardscrabble miners in the asteroid belts, and ironically the ultra-rich and tourists who flock here for the annual Flamewind, when the unstable sun creates a lightshow like nothing else in the galaxy. Bouhhuah Mutdah, the galaxy's richest man, maintains a private worldlet here. Most rocks in Oseon have a very strict policy against deadly weapons.

2 Rafa - An Imperial penal colony famous for two things: the mysterious impenetrable pyramids (and cones, cylinders, cubes, trapezoids...) left on every planet and moon by the lost, hyper-advanced Sharu, and the life-crystals which grow on trees. Kept close, a life-crystal promotes health and extends lifespans by up to 33%, though that vital force is drained from the prisoners working the orchards, who gradually lose all intellect and will.

3 Rentasia - A lost colony that had barely reached their moon when the Empire made first contact. A year later, their major cities were bombed out and their global economy moved entirely to resource-extraction. Be careful, the survivors are kind of bitter about off-worlders.

4 Imperial Center - Once called Coruscant, still is by many, this ecumenopolis serves as the capital of the Galactic Empire. Recently, all non-humans have been moved into ethnic ghettos. In many ways, the most secure and controlled of systems. In others, there remains a vast hidden population in the lower levels, and it's frankly impossible to search more than a tiny tithe of the vast number of ships coming and going on a given day.

5 Corellia - A system of five worlds (Corellia, Drall, Selonia, Talus & Tralus) and three sapient species. Home to the Corellian Engineering Corporation, one of the five largest shipbuilding concerns in the galaxy. Corellians are famous for their independent spirits. If you wish you can choose to start on Centerpoint Station, an unremarkable space city located in the barycenter of Talus & Tralus.

6 Nar Shaddaa - Okay, technically the Hutta system, but offworlders are strongly discouraged from visiting Nal Hutta uninvited. The Smuggler's Moon, on the other hand, is like a tiny dark mirror to Imperial Center, the upper levels being about comparable to the seedy underbelly of Coruscant, an urban moon where the ruling Hutts don't really care what you do, as long as they get their cut.

7 Ylesia - A tropical paradise world in Hutt space, Ylesia is sacred to the Cult of the One & the All, which sends missionaries throughout the galaxy. In truth, the cult is a scam, the mating call of the native T'landa T'il is addictive and rapturous to the weak-willed of humanoid species. After a year working the spice mines for the bliss of exultation, individual identity broken down by the cult, the slaves are sold off at tremendous profit. Be careful you don't catch religion here.

8 Bright Jewel - highly strategic and commercial hub of three sectors in the Mid Rim. One habitable planet, Ord Mantell, which nearly became a totally industrialized hellhole like Duro or Eriadu before turning back. The ecology is recovering, but there are garbage dumps spanning entire continents, making it a prime place for scavengers, black market traders, and so on.

9 Ralltiir - A major financial hub of the Core Worlds, a highly civilized system of ten billion people, one habitable world.

10 Duro - A world polluted into uninhabitability, just a couple dome cities left that mostly produce food for ten huge orbital cities and spacedocks. Conveniently located on the Corellian Trade Spine.

11 Devil's Asteroid - A remote asteroid prison, considered inescapable until the Marauder of Endor broke out. Leaving might be difficult.

12 Targonn - A Mid Rim world, home to a flightless avian species. Dictator-Forever Craw recently instituted a 99% tax and abolished child-labor laws. Craw is seeking to mass produce an addictive plant to stop his people's endless complaining about his nonsensical and ruinous policies.

13 **Bothawui** - A planet famous for its cutthroat politics and consequently, as a center of spycraft. The Bothans are very clannish and suspicious of outsiders.

14 **Kessel** - A penal mining worldlet, dedicated to pulling valuable glitterstim spice from the caves of the energy spiders who make their webs from the stuff. The spice expands consciousness, granting weak temporary telepathic powers, and a rush of energy.

15 **Canto Bight** - The gambling capital of the galaxy, a place of obscene wealth displayed in every garish fashion imaginable. Casinos and luxury hotels everywhere, races of all kinds, and if you know the right people you can get into the less legal games like bloodsports.

16 **Zygerria** - The Old Republic destroyed the Zygerrian Empire and their slaving ways. But like the Sith, they seem to crop up again every few generations, doing what they do best, turning people into compliant and profitable thralls.

17 **Oba Diah** - An oceanic world, well-positioned on the trade routes from Kessel, and run by the merciless Pyke Syndicate.

18 **Myrkr** - A remote world, out of the way, used for generations as a haven from the Jedi, whose mysterious powers largely don't function here as a result of the ysalamiri.

19 **Port Evokk** - a trading hub on the end of the Anturi Reach trade route, a cosmopolitan world that produces the highest quality leather goods, made from the hides of the local ansmuls.

20 **Roche System** - An extensive asteroid field, home to multiple species with ancient history, and some of the most extensive mining operations in the galaxy.

AGE, SEX, ETC.

It's a really diverse galaxy. Nobody much cares, but you can change any of these things you dislike about yourself.

ORIGINS

Assassin: Let's not beat around the bush, you kill people for money.

Bounty Hunter: You... capture people for money, anyone with a reward on their head. Might turn them over to governments, or crime bosses, parents, anyone who can pay, really.

Gambler: There's a sucker born every minute, and most of them gamble to pass the time. You just happen to be good enough to do it professionally. And if you have to run a game on someone or stack the deck sometimes, that goes with the territory.

Rebel: Things can't go on the way they are. Sometimes you have to fight the system. There are lots of little cells and planetary resistance movements that only slowly coalesce into a Rebel Alliance.

Smuggler: You can move cargo and sometimes passengers discreetly, avoiding customs and any... Imperial entanglements. Lots of clients don't want questions about what you're moving or what any of it is for.

Syndicate Boss: Organized crime is so much neater, more civilized than sporadic, random crime. You keep things tidy and quiet in your little corner of the galaxy, and can sit back and rake in the profits.

Thief: You steal things, and you're good at it.

SPECIES

There are thousands of sentient species in the galaxy. Choose to be any for free, while some have special advantages, like a Zeltron or Fallen's pheromones, a Trandoshan's regeneration, a Wookiee's brute strength, technology has pretty broadly leveled the playing field for all.

Well, no Celestials, living planets or eldritch horrors like Abeloth or Waru, ya munchkins. That would be a completely different kind of Jump.



FRIENDS

Recruit anyone you want for free. These are only suggestions.

Han Solo & Chewbacca - an Imperial officer washout and his big Wookiee pal. They're kind of flakey, but when they deliver, they deliver.

Lando Calrissian - A gambler and con artist who is always tumbling onto a get-rich-quick scheme. Lando is a smooth operator.

Vuffi Ra - A pacifist droid shaped like a pentagon with a central eye and detachable tentacles on each point, which end in five-fingered hands. Vuffi Ra has sophisticated self-repair systems and is a skilled pilot and mechanic.

Bollux & Blue Max - A kindly labor droid modified by some freedom fighters with a hidden compartment holding Blue Max, a limbless handheld positronic processor, a master slicer who needs someone to carry him around and plug him in.

Prince Xixor - The galaxy's most feared crime lord, Xixor is head of the Black Sun, a shipping conglomerate that is so massive, they were able to build the second Death Star by

diverting just a fraction of their freight in metals and electronics. Xixor is a confidante of the Emperor who hopes to nudge out Darth Vader, and is quite the ladies' man assisted by his Falleen pheromones.

Jabba the Hutt - Another infamous gangster, the ruler of Tatooine. Was quite accommodating when he was younger and slimmer, bulk being a major status symbol among Hutts.

Guri - Prince Xixor's aide, a Human Replica Droid who can pass anything but a detailed medical scan.

Talon Karrde - One of the foremost smugglers and information brokers, since the death of Tiure. Karrde has a well-worn reputation as an honest and honorable criminal.

Mara Jade - The most feared assassin in the galaxy, the Emperor's Hand. Shame she doesn't get she's only one of five.

Booster Terrik - An independent ship captain, usually half a step ahead of his creditors, still building an empire one run at a time.



SKILLS

Basic (free all) You are fluent in the common tongue of this galaxy, and all future settings.

Jabs (free all) You are immune to disease and will neither contract nor spread any pathogens.

Jedi (-600 cp) Hokey religions & ancient weapons are no match for a good blaster at your side, yet it's true what Master K'ruhk once said, that a Jedi could make quite a comfortable living as a wandering gambler. Your powers could bring a lot of heat down on you, but are oh so useful in the interim.

Advertising (-100 cp, free Assassin) On most planets you can't exactly hang up a sign saying 'will kill for credits.' You are very good at building hype and reputation through whisper campaigns and the kind of back-channel, black market connections that get you noticed by other criminals.

Stealth (-100 cp, free Assassin) You are incredibly good at sneaking, whether creeping through the shadows or blending into a crowd. You are very hard to find when you don't want to be.

Hydrospanner in the Works (-200 cp, discount Assassin) Sometimes your targets don't wander out in the open, easily presenting themselves. No matter, you are an expert at sabotage, creating diversions to draw off security, or crises like a spreading fire that force your target to reveal themselves, either to flee or take charge of the situation.

Subtle (-200 cp, discount Assassin) You're quite good at homebrewed drugs and poisons for a wide variety of species. Quieter methods of killing a target.

Hired a Guy to Hire a Guy to Hire... (-400 cp, discount Assassin) You know how to put multiple cutouts between yourself and a crime, or how to cut through the same to track down your real employer, in case you ever need leverage.

Smile! (-400 cp, discount Assassin) You are an extraordinary sniper, easily a match for the Noghri commandos or Fennec Shand. Because being an expert shot from clicks away means never having to go near the target's security perimeter.

Holdout (-100 cp, free Bounty Hunter) You are a master of concealing weapons. Even the most dedicated search and scan will still let you slip in a small blaster or a thermal detonator.

My Kind of Scum! (-100 cp, free Bounty Hunter) You are fearless and inventive. When things go wrong, you don't hesitate, you move, already planning how to get out of any situation.

No Disintegrations (-200 cp, discount Bounty Hunter) You are an expert in subduing a target, bringing them in alive no matter how strange their biology. Or injuring/maiming without killing. You are also hardly held back by challenges like having to fight without a favored weapon.

Patience (-200 cp, discount Bounty Hunter) In a galaxy that often rushes and demands instant results, your patience stands out. Your ability to remain calm and composed, whatever challenges and delays you face, is nothing short of remarkable. You understand that the patient hunter gets the prey, and can lie in wait for months on end if need be.

I Can Bring You in Warm, or Cold (-400 cp, discount Bounty Hunter) Tracking a quarry is one thing, but bringing them in against their will almost always entails a level of violence. You have the reflexes, situational awareness and tactical abilities to stand among the greatest warriors of the galaxy, the Mandalorians or the Palawan Masters of Teräs Kàsi. It means little to you if you have to fight your way through dozens of toughs or even a standard Imperial garrison to get your man.

On the Trail (-400 cp, discount Bounty Hunter) Your tracking abilities are frankly astonishing. In a matter of a week or two at the most, you can locate anyone given even the scantest of information like "hiding Jedi master" or "the client's possibly-dead mother they never met." Given an actual face and name, or last sighting, or a starship model, you can trim that down to days or even hours as leads fall into your lap. You couldn't be a great bounty hunter if you couldn't find people who didn't want to be found, after all.

Gentleman Gambler (-100 cp, free Gambler) For many people, an itinerant gambler and ship-captain is an exotic and mysterious figure. It may be the closest many sapient will come

to meeting royalty. You don't disappoint, having a refined, debonair air, an easy grace and sophistication that will stand you well in the most rarefied of social circles.

Sabacc! (-100 cp, free Gambler) You know most of the games common to the galaxy (and in any future Jump) from chance cubes to dejarik, saigok, cambiblocks and of course, the game with the fluctuating cards, sabacc. You know how to play and play well, and how to cheat if need be.

Actor (-200 cp, discount Gambler) There's a secret to gambling professionally, you have to let yourself lose, and make a show of losing, on the penny-ante games. When the pot is huge, you win quietly, without gloating. Anything to keep the fish on the hook for one more hand. You are extremely good at conveying only the emotions and attitude you want, whatever helps you in the present situation.

Presumption of Innocence (-200 cp, discount Gambler) I swear, officer, there's a perfectly reasonable explanation! The thing is, they'll actually listen. Authorities tend to give you the benefit of the doubt, and failing that, will usually have a task to complete that will let you earn your way out of a prison sentence.

Lando's Folly (-400 cp, discount Gambler) You have a gift for seeing business opportunities where nobody would think to look. How about a holographic amusement park? Turn an impenetrable asteroid field into a heavily-shielded obstacle course? Mining on a planet where the sun will liquefy anything left out in the light? All these challenges can be met with a little creativity and grit!

Never Tell Me the Odds (-400 cp, discount Gambler) It's pointless anyways. The bigger odds against a good thing, the more often it happens to you. Rare treasures, incredible hands. You have amazing good fortune, just remember when to leave the game.

Rebel Spirit (-100 cp, free Rebel) You have the sheer force of will to face a vast galactic empire, and deny it. To withstand torture and hardship for the cause, to press on while all hope seems lost.

Rebel Recruitment (-100 cp, free Rebel) Who would have thought Tarkin's dim-witted shuttle pilot would become one of the greatest fleet commanders of his generation? Or that Academy kid Antilles had any future besides dying in the cockpit of a TIE fighter? You have an eye for talent, picking the treasures out of the trash and seeing who just needs a chance to become an asset or a hero.

50,000 Credits On Short Notice (-200 cp, discount Rebel) You are extremely skilled at embezzling and money laundering, all for the cause, no doubt. And if you wet your beak occasionally, well, that's how revolutions work, no? Your financial wizardry and electronic shell-games are more valuable than a company of good men.

Former Imperial (-200 cp, discount Rebel) You know quite a lot about Imperial procedures and protocols, their security and how to get around it. In future Jumps, gain an equivalent in-depth knowledge of an organization of your choice.

Alliance to Restore the Republic (-400 cp, discount Rebel) At the moment, there isn't really a Rebel Alliance, only a disparate collection of regional or planetary rebel cells, many of which have drastically different ideas of what victory over the Empire looks like or what happens after. It would take a fine statesman to even get the leaders of the Corellian, Alderaanian and Chandrillan groups in a room together without a fight breaking out. You are one such diplomat, with the skill to bring together all kinds of groups in common cause.

Rebellions Are Built On Hope (-400 cp, discount Rebel) If you can't inspire people to your cause, your little revolution won't last long. You are a charismatic speaker, able to remind people of the power within and encourage them to give their best and fight injustice.

Fly Casual (-100 cp, free Smuggler) The first thing a smuggler needs to be is invisible. You are really good at keeping your distance without looking like you're keeping your distance, blending in with a crowd, latching onto a drone ore hauler, or getting a little distance before sprinting past a blockade while looking like you're complying, and other tricks for flying unremarkably.

Friends in Low Places (-100 cp, free Smuggler) A smuggler or fence who doesn't know any other criminals is, in a word, unemployed. You always know where to find the seedy underbelly, the black market, or people in need of moving cargo discreetly. You tend to make a good first impression and with a little work can easily maintain a network of old friends and business partners.

Got A Bad Feeling (-200 cp, discount Smuggler) You have excellent instincts for when a deal or job, heck just a general situation, is about to go sour. When a hidden marksman is drawing a bead on you, and when you're about to be boarded by an Imperial cruiser. Almost always in time to dump your cargo or make yourself scarce.

Shoot First (-200 cp, discount Smuggler) You're a phenomenal marksman and quickdraw artist who loses no accuracy in shooting from the hip. You're also really good at readying your weapons discreetly or distracting a target so when it goes down you pretty much always make the most of those first instants of surprise.

Fancy Flying (-400 cp, discount Smuggler) Sometimes, your tricks run out and you just have to blitz past a blockade or outrun an Imperial cruiser. Fortunately, you can make small and medium cargo ships dance in ways that normally only fighter aces would dare, maneuvering the densest asteroid fields like it's a game.

Got It Where It Counts (-400 cp, discount Smuggler) Most criminals have done some work on their ships, you in particular have the skills to turn a junker into a blockade-running hot rod, while still looking unremarkable as can be, and to keep the biggest fussiest hangar queens flying regularly with in-flight repairs.

Altering the Deal (-100 cp, free Syndicate Boss) You can be really kriffing scary when you want. It lets you get away with a lot of things in interrogation or negotiations.

Management (-100 cp, free Syndicate Boss) The problem with dealing with criminals, rebels and free-spirits is, they have no respect for proper organization and hate filling out timesheets. You have the skills to actually organize some organized crime so you're raking in profits on the regular and not just living between big hauls you pray come along.

How Much? (-200 cp, discount Syndicate Boss) As the saying goes, everyone has a price. You are very good at finding bribable officials and estimating how much it takes to make them look the other way.

Know a Guy (-200 cp, discount Syndicate Boss) You can find any kind of a specialist in a pinch, and always know the right person for the job, the best suited of those available to you, anyways.

Daimyo (-400 cp, discount Syndicate Boss) You have an excellent business sense, especially when it comes to illegal business.

You are also very good at gauging how you are generally perceived by both the underworld and your community at large. This allows you to realize when you are considered 'too soft', and when your ruthlessness is making enemies you cannot afford.

Lastly, when you are moving within shady circles, circumstances will often line up to advance you and your interests. Interesting people and situations almost... fall into your lap, ready to be exploited.

Pillar of the Community (-400 cp, discount Syndicate Boss) You are also really good at PR and philanthropy, putting dirty money to good uses. This also helps keep you above suspicion. Nobody would dare accuse such an upstanding citizen without ironclad proof, the authorities will simply refuse to accept that you should be embarrassed or inconvenienced in any way.

Dexterity (-100 cp, free Thief) A trait much needed for thieves you are agile in more ways than one. A master at parkour and gymnastics, and with quick and skilled fingers perfect for hot wiring a speeder or lifting a coin purse.

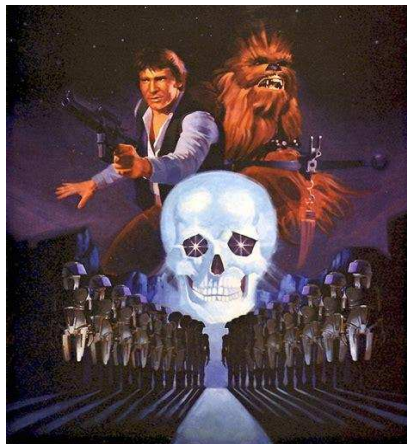
Stealth (-100 cp, free Thief) You are incredibly good at sneaking, whether creeping through the shadows or blending into a crowd. You are very hard to find when you don't want to be.

Exit Strategy (-200 cp, discount Thief) You always have an eye on the door, an instinct that keeps you from ever cornering yourself. In any situation, you know the best way to escape, whether a dive bar or a one-sided deal with the Authority.

Slicer (-200 cp, discount Thief) What you might call hacking, you're an expert in penetrating electronic security and subverting computers and systems to serve your needs. If something is remote accessible, it may as well be yours. You are generally an expert in security systems and circumventing them.

Fall Guy (-400 cp, discount Thief) It is best if your victim never suspects they were robbed. Next best is for them to blame some other guy and take out their rage on him. You are an expert and rather lucky when it comes to framing people for your crimes, pinning the blame on them. Why, you could drop a lightsaber in your neighbor's pocket when the Inquisitors come looking, levitate something, and make it stick.

Think Fast (-400 cp, discount Thief) No plan, however brilliantly researched and prepared, survives contact with the real world. When things go wrong, and they will, you tend to land on your feet. You have the resourcefulness to make the most of every advantage and trick, and the adaptability to think on your feet. You're more dangerous making it up as you go than many a 'master thief' executing a meticulous plan.



POSSESSIONS

Commlink (-50 cp) A standard comm unit that can reach to orbit. Always has a signal and automatically encrypts your communication in ways that will not be broken.

Datapad (-50 cp) The standard tablet computer of this galaxy. Always matches the best of personal computers, with unlimited storage.

Blaster (-50 cp) The standard weapon in most of the galaxy, because it makes a mockery of virtually all armor, is easy to use without concerns about wind or projectile drop, and carries hundreds of rounds.

Medkit (-50 cp) A diagnostic computer that identifies countless ailments in countless species and synthesizes appropriate medications. Also has spray splints and bacta patches.

Toolbox (-50 cp) All the common tools of the galaxy. Adjustable hydrospanner for bolts, fusioncutter and so on.

Exotic Drugs (-100 cp) You have a small cache of glitterstim or ryll, or death sticks, which refills regularly. Good source of cash, or maybe you can use some of the beneficial effects of these if you're careful.

Credits (-100/200 cp) Each year you get 20,000 credits, enough to buy a modest starship with some left over. For an extra 100 cp, you get half a million credits each year. In either case, in future Jumps you get an equivalent income in local currency.

Blackmail (-200 cp) You have evidence of significant wrongdoing on behalf of a major political or military figure. You could maybe extort some favors from them, as long as you don't push too hard. Be careful, blackmail is a dangerous crime to participate in. In future Jumps, pick a figure (who cannot be actually squeaky clean) to get some dirt on.

Mystifying Hoop (-200 cp) A matter-transmitter. What passes through one hoop, emerges from its mate. Specs for more, limited to a single star system.

Xerrol Nightstinger (-200 cp) A blaster sniper rifle, doesn't have the best range but it makes up for it with one remarkable quality, it fires an invisible bolt, making it a lot harder to see where the shot came from. Also comes with several crystals and paste you can set up, so if you

stick one to a wall and shoot it, a very visible blaster bolt will shoot out of the crystal. Very convenient for a frame-up.

Shell Company (-400 cp) You own a small company, a reasonable front for your activities or a legitimate money-maker. Something small and local, like Antilles Fuel, Azzamean Shipping, a bar or Reelo Baruk's garbage collection group on Nar Shadaa.

Coral Vanda (-400 cp) A huge luxurious submersible, duplicate of the most exclusive casino/hotel/cruise liners in the galaxy. Has a hanger for small ships. Great for tourism, or laying low in comfort and style.

Caamas Document (-400 cp) The grown-up version of Blackmail, this is dirt on a major scandal involving multiple powerful parties, noble houses, nations, whatever. You could blackmail or bring down a huge conspiracy with this. Just be careful.

As with Blackmail, in the future you can pick a big conspiracy to get complete documentation on.

Black Sun (-600 cp) A huge megacorp, equal to the Black Sun corporation, or Kuat Drive Yards, Sienar Fleet Systems, or the Trade Federation. With such vast resources, you hardly need to resort to crime to get by, but may need to if you truly want to get ahead.

Errant Venture (-600 cp) Just... how!? You are the proud owner of an Imperial-II class Star Destroyer with palatial amenities. The armament is a sixth standard, to skirt *just* under regulations for civilian ownership, but this can still engage small pirate flotillas alone or conquer some backwater moon.



STARSHIP

Have +400 cp for this section

Base Form: First choose a standard form of ship, you may then make such modifications as you desire. You may purchase multiple ships.

- **Transport** (FREE/50 cp) A small to medium transport, like a Corellian YT-series or Gallofree transport, a Razorcrest, etc. First one free.
- **Starfighter** (FREE/50 cp) A one or two-man light attack craft, may or may not have its own hyperdrive. First one free.
- **Escort/Frigate** (-100 cp) A smaller ship, like a Carrack Cruiser, Corvette or Nebulon B Frigate, with a crew in the dozens to hundreds and perhaps a few turbolasers.
- **Bulk Cruiser** (-300 cp) A pocket battleship or escort carrier, mostly mass produced to patrol the spacelanes, but quite handy for a pirate or someone who prizes firepower over stealth.

Add Ons:

Now come the modifications. If you purchased multiple ships, purchases here apply to all that are relevant. Obviously a fighter cannot be a carrier. So do drawbacks, which will fall away after the Jump.

Hangar Queen (+200 cp) Your ship is old and breaking down, requiring constant maintenance and small repairs, and frequent time in the hangar or yard.

Civilian-Restricted Armament (+300 cp) Your weapons are cut down in scale and power to what is acceptable and legal for civilians. For a ship like the Millennium Falcon, same guns, half the power. For a Star Cruiser, about one-sixth as many guns.

Hapan Turbolasers (+300 cp) Your main weapons have a firing rate of about a third what they ought to have. In a battle of attrition with similar ships, you will lose.

Luxury Accommodations (-50 cp) Your ship may be a yacht like the Lady Luck or a converted warship like Errant Venture. Either way, the interior is positively opulent in decoration and entertainment facilities.

Secure Holding Cells (-50 cp) Might be a stasis pod, or something like a Force Cage, or just a sturdy room with a lock. You have space to hold prisoners, one for a fighter, three for a light freighter, up to a dozen for a medium freighter or bulk cruiser. This can be purchased multiple times.

Maneuvering Thrusters (-50 cp) An assist in turning faster, this can be purchased multiple times, though even dumping all your points won't make a bulk cruiser as nimble as a starfighter.

Density Combustion (-50 cp) Adds about 1 kilometer per second to the ship's linear sublight speed. Can be purchased multiple times.

Kineso-Switch (-100 cp) The starship version of adding NOS to the fuel mix, this control allows a ship's engines to mainline the induction intake charger, allowing your ship a burst of speed that, at least briefly, makes relativistic effects a minor concern. Very handy for a blockade runner. Can mess up your engines if you use it too long.

Slave Circuits (-100 cp) A sophisticated computer control system lets you pilot your ship remotely with a handheld control unit. Or engage the autopilot to fly a course to your position at the press of a button. The control unit cannot be lost or stolen.

Path Drive (-200 cp) A black-boxed unit once belonging to the famed pirates called the Nihil. The Path allows peerless precision in micro-jumps through hyperspace, and access to a whole network of hyperspace routes and shortcuts that are otherwise unnavigable.

Variable Transponder (-50 cp) By law, each civilian starship must have a transponder transmitting their location and identification, to prevent collisions and enable easy tracking. Yours can be switched off, and between a dozen false ID codes.

DER/E-STL (-50 cp) Your ship has an impressive array of passive sensors, providing a remarkably complete read of surrounding space without betraying your ship's presence.

- **Crystal Gravfield Trap** (-50 cp, requires DER/E-STL) Bit esoteric, but your scanners can now see cloaked vessels clearly.

Holonet (-50 cp) Your ship is equipped with the Star Wars equivalent of a TV/internet connection, and can access the Holonet from anywhere.

Airflow Map (-50 cp) Your ship has extensively modeled the hull and how air moves on it, and monitors that profile. An alarm sounds if abnormalities are detected, like any homing device or bomb affixed to the hull. Mind, this only works in atmosphere, and only if the addition is on the outside of the ship.

Armored (-50 cp) Because sooner or later, some damage gets through to the hull. Your ship is not only covered in armored plating, it was designed with the assumption that it would suffer serious battle damage at some point. There are redundancies, internal reinforcement and bulkheads, etc. Multiple purchases can further reinforce this.

Ablative Armor (-100 cp) Your ship has an out armored shell meant to shatter explosively when hit, thus minimizing damage to the hull. It's an extremely effective defense that tends to work once or twice. You can shed the armored layer with the press of a switch, which can be useful in some edge cases.

Defenses (-100 cp) Your ship has redundant defenses, like a Mon Cal Cruiser's multiple shield generators. This can also be strengthened through multiple purchases.

Predictor (-200 cp) Your ship's targeting utilizes advanced software to anticipate the trajectories of fighters and other small craft, making fire against them far more accurate and effective.

Armored Prow (-50 cp) Your ship has been designed or modified with ramming in mind, with a heavy, solid metal lump up front.

Starsaber (-50 cp) Your ship can project a plasma blade out a side. Fly closer if you want to hit other ships with your laser sword.

Extra Guns (-100 cp) Your ship has an extra 50% more energy weapons (rounded up) than standard. This can be taken multiple times, each adding the same base amount. So a TIE fighter would get three, then four lasers.

Chaff (-100 cp) Your ship has half a dozen cylinders it can eject which then burst, scattering metallic dust and debris. A good way to bedevil tractor beams and smart missiles. This can be purchased multiple times.

Missiles (-200 cp) Your craft has a number of disposable, guided munitions which replenish daily such as proton torpedoes and concussion missiles. The number of munitions and launchers scales up with your craft.

Ion Weapons (-200 cp) Weapons that overwhelm electrical systems, disabling ships that rely on electronics and technology. Very handy for pirates or bounty hunters looking to capture their targets.

Exotic Weapon (-300 cp) Something like the MCPS emitter that degraded hulls through shields, the massive Ion Cannon of the Malevolence, a mass driver or something. Your ship has a powerful, unique weapon system.

Unusual Sensor Profile (-100 cp) Maybe your ship is biological, or has an uncommon stealth material in the hull. Either way, sensors don't automatically register your ship as a ship or a threat.

Cloak (-200 cp) Your ship is able to achieve total invisibility, though doing so renders it blind and unable to send or receive comms signals.

- Improved Cloak (-100 cp, requires Cloak) using a delicate crystal lattice and advanced technology, your ship can cloak but still be seen.

Carrier (-200 cp) Your ship can carry fighters. Fightercraft and light freighters cannot take this, a medium transport can carry a squadron of twelve fighters. An escort two squadrons. A bulk cruiser has a wing of four squadrons.

Tractor Beam (-100 cp) Your ship can draw in or tow ships that are about the same size or smaller.

Interdictor Capability (-200 cp) Your ship can project a field that negates hyperspace travel, pulling ships out of FTL or preventing them from jumping at all.

Hyperdrive: the miracle that lets ships cross the galaxy in mere days.

- **Class One Hyperdrive** (-100 cp) Your ship has a military grade hyperdrive, twice as fast as most civilian or capital ship models. Distances and travel times can be kind of vague for this series, but at the absolute worst you can cross the galaxy in six weeks.
- **Class 0.5 Hyperdrive** (-150 cp) Thanks to a lot of special modifications, your ship is twice as fast at FTL as most military ships, a match for the Millennium Falcon.
- **Class 0.4 Hyperdrive** (-200 cp) A whole different class of speed, previously achieved only by the living starships of Zonoma Sekot. Did your ship perhaps come from that fabled place?

TROUBLES

Load the Canons! (+0 cp) Choose whether you want to explore the EU/Legends Star Wars Galaxy, the new Disney canon, or a sort of hybrid.

Prequels Looking Better Now, Huh? (+0 cp) Even in the days of the Old Republic, even before Nomi Sunrider and her brother discovered the Sith Empire, there have been scoundrels and smugglers and desperate people trying to get rich quick. Feel free to start at any point before the rise of the Empire.

Outlaw (+0 cp) You can insert as the protagonist of the Star Wars Outlaws game, should you wish.

A New Hope (+0 cp) Proceed directly to any other Star Wars Jump.

Endless Adventure (+50 cp) Add another five years to your stay. This may be taken up to six times.

Galaxy of Fear (+100 cp) When startled or scared, you let out an embarrassing shriek. This can greatly complicate stealth.

Kriffing Language (+100 cp) You have a serious case of 'fresher-mouth and can't kriffing stop swearing like a schutta for one minute, even in front of your heroes or small children, ancient dames and even Imperial adjudicators. If you get mad, then you'll really go base delta zero on some poor nerfherder.

Lend A Hand (+100 cp) It should be no surprise when the number of lightsabers in circulation is greater than the number of skilled users, but you're down a limb. You might have a prosthesis and they can make pretty decent ones, but it will still hurt and sometimes have issues. This may be taken up to four times, unless you're a Hutt.

Never Trust A Bartender With Bad Grammar (+100 cp) Oh? More points, you need, hmm? Some subject/verb order confusion, fitting may be, yes? For you, this is not, but all speak around you like this. Or in rhyme. Never grow accustomed, you will.

Roa's Rules (+100 cp) There's a code that legally-gray spacers live by, Roa's Rules. A lot of it is simple common sense, like always having an exit planned. You however, are stuck with two of the more inconvenient codas: you must never rob somebody poorer than yourself, and you cannot turn your back on any distress signal.

Unschoolled (+100 cp) Normally, the Basic free perk would include literacy in Basic and the Aurebesh alphabet of this galaxy. No longer, if you want to read, you'll have to learn how.

Ship-Tracers (+200 cp) It's a very old story, a spacer takes out a large loan and then skips the planet, never to return. Which is why the Guild of Ship-Tracers exists, armed with a vast registry of ships to be seized as collateral. Well it seems your ship is on somebody's list, right or

wrong, and will be impounded if discovered. Beware the Guild knows a lot about the various tricks used to try and obscure a ship's name and origins.

Bad Habit (+200 cp) You have intense cravings for one of the many exotic drugs of the Star Wars galaxy. You can overcome this, preferably by weaning off, but it will be a time-consuming effort and great effort, to say the least.

Involved (+200 cp) You are part of a small criminal organization or a rebel cell. They will often have trying obligations or difficult missions for you.

Phobia (+200 cp) You have a crippling fear. Could be darkness, confined spaces, space travel, insectoid species... There's a lot of options, but you're pretty likely to encounter the source of your terror at least a couple times.

Major Debts (+300 cp) You owe a great deal of money to a major criminal syndicate or cartel. No matter how much money you have in Items, your debt grows larger so you must work several jobs to keep up with the payments, while dodging the odd overenthusiastic assassin/bounty hunter. Keep this up five years and you may be able to buy your way out. Fail, and they will do their best to make an example of you.

Heroic (+300 cp) It seems you didn't quite get the memo about this being a crime Jump. You can't turn your back on people in need. This will cause you endless headaches in a galaxy ruled by an evil Empire and vicious criminal syndicates.

Imperial Entanglements (+300 cp, incompatible with Prequels) You are wanted by the Empire, your pict circulated around.

Flying Blind (+400 cp) You lose all memory of Star Wars.

Flying Solo (+400 cp) You cannot import any Companions, afraid you're on your own without trustworthy people at your back.

Flying Without A Starship (+400 cp) Is one thing you won't be doing. All powers and perks from non-Star Wars Jumps are disabled for the duration of your stay.

Impecunious (+400 cp) The refuge of your Warehouse or equivalent is sealed against you. You have no Items save those native to the Star Wars galaxy.

Heralded (+400 cp) There has been a great disturbance in the Force, presaging your arrival. The Emperor is aware of a new enemy, and has dispatched all his Inquisitors and his most feared enforcer, Darth Vader, to end the threat. They won't be able to track you with the Force beyond pointing to a particular sector on the map, but they are quite good at what they do and finding you has their undivided attention.

SCENARIOS

Each grants +300 on completion, along with implied rewards which become fiat-backed.

Another Chance: After the Clone Wars, the Alderanni forswore violence, loading all their remaining weaponry onto a frigate, the *Another Chance* set on autopilot to jump semi-randomly throughout the galaxy with three escorts, one to scout the next jump, one to accompany the *Chance*, and one rearguard. The rulers of Alderann kept a recall beacon to summon the ships should they ever need a sword once more. The beacon, however, has failed. Your mission, using fragments of the planning algorithm, is to trace the ship's path through the galaxy, intercept it, and disable the autopilot that the weapons aboard may be used for the Rebellion or the Empire, or the highest bidder.

Dark Force Rising: Forty years or so ago, the Old Republic had a drive to revive their storied space navy, and to herald the new era, built two hundred *Dreadnaught*-class heavy cruisers, each with enough automation to run with an eighth the normal crew, or even be piloted via slave circuits by one ship. Alas, a hive virus was contracted at one point (caused by a secret early Separatist bio-weapons researcher) and spread throughout the *Katana* Fleet before flaring up, causing insanity followed by a grotesque death. The fleet jumped randomly at the flagship's command and was never seen again, despite the best efforts of a generation of salvagers and treasure-hunters. Until, that is, last year. A smuggler, Captain Hoffman, accidentally stumbled over Dark Force, but managed to keep it a secret from all but his navigator, Talon Karrde. Just

three Dreadnaughts can duel an Imperial Star Destroyer on even terms, or they can be retrofitted into the formidable Rebel Assault Frigates. Your mission, then, is to find Hoffman or Karrde and persuade them to give up Dark Force for you to use or sell.

Jumper & the Mindharp of Sharu: The Rafa system was once home to the incomprehensibly advanced Sharu, who have since vanished, leaving large geometric shapes on every rock in the system larger than a postage stamp. The Imperial Governor has recently acquired a key to enter the largest pyramid and, should one brave the trials within, recover the fabled Mindharp. He believes it will allow him to dominate all minds in the system, in truth it is a system for reviving the Sharu, restoring the minds they stored away to hide from a great threat, restoring the native Toka to the Sharu. If you can do this, you will receive the very last crate of Rafan life-crystals, and a mysterious Sharu device that will once (per jump) save you from certain death.

Jumper & the Starcave of ThonBoka: The Oswaft are a species of sapient space whales, who eat many of the byproducts and waste of a starship, and secrete gems and precious metals. The Empire fears their natural ability to jump through hyperspace and potential to destabilize the economy, and has blockaded their nebula home, the Starcave, as a prelude to extermination. Save the Oswaft, and be rewarded with a fortune, plus the opportunity to companion any.

Jumper at Star's End: Your Companions, or friends from within this Jump, have been locked up in Star's End, the inescapable hidden prison of the Corporate Sector Authority. Fortunately, you have obtained the coordinates. Star's End is a physically invulnerable spire on an airless moon. The prisoners, unless there is a specific need for interrogation, are kept in stasis on slabs like a morgue. The garrison is sizable. Arrange a jailbreak, and count a duplicate Star's End among your properties.

Tarkin: The Firebrand rebel cell have successfully stolen Grand Moff Tarkin's personal ship, the *Carrion Spike*, scoring a couple good raids with its access codes and hoping to inspire a wider rebellion. Unfortunately, they don't seem to have planned much past that, and Tarkin and Vader are hot on their tails. Extract Firebrand from this sticky situation.

Skeleton Crew: Among Lina Soh's Great Works centuries ago were eight hidden colony worlds, the Jewels of the Republic. Secret engines to drive the Republic's expansion. Each was eventually discovered, destroyed and looted in the ensuing years save one, At Attin, home to the last surviving Old Republic Mint. Now remembered only in pirate shanties about the great treasure there. Your mission is to find the lost planet, to take even a portion of its vast wealth.

END

What now? Settle down, go home, or on to the next adventure?