

STAR WARS

MOVIE COMPILATION THE SKYWALKER SAGA

A long time ago in a galaxy far, far away humans and many species of aliens co-exist on planets that range from wealthy, planet-wide cities to deserts sparsely populated by primitive tribes.

A mystical power exists within this reality known as the Force, an energy field created by all living things which binds the galaxy together.

Through training and meditation, those whom the Force is strong with exhibit various powers such as telekinesis, precognition, telepathy, and manipulation of physical energy.

The powers of the force are wielded by two major knightly orders in conflict with each other: the Jedi, peacekeepers of the Galactic Republic who act on the light side of the Force through non-attachment and arbitration, and the Sith, who use the dark side by manipulating fear and aggression.

While Jedi Knights can be numerous, the Dark Lords of the Sith are intended to follow the rule of two: a master and their apprentice.

+500 CP

Through this Jump Compilation you have multiple choices, you may choose to start in one of several scenarios or in one of the 3 trilogy but must take that trilogy in order as a singular Jump universe.

You may, if you wish, choose to take all nine movies in order as a singular Jump universe.

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Force Sensitivity

This indicates the training that you have retroactively received and the equivalent strength that your force capabilities begin as this will not denote your in-Jump rank.

In order for the force to function in future Jumps it will reach into your future Jumps with you as its anchor unless you take the “**Independent Force**” perk.

You may at the start of a Mini-Jumps upgrade your **Force Sensitivity** by paying the difference between the rank you already have and the one you wish to purchase.

None +100 CP

You have no powers within the force.

Jedi Initiate/Sith Acolyte Free

You have only just begun your initial lessons in the ways of the force under the tutelage of a more experienced force user.

Your use of the force is limited, requiring great focus to do even the most basic of force abilities.

Jedi Padawan/Sith Apprentice -50 CP

You have been directly trained under a more experienced force user the basic principles of the force and the practical applications but lack the emotional control required to consistently use the force safely causing them to have emotional outbursts that harm themselves while overpowering their abilities.

Jedi Knight/Sith Lord -100 CP

You have completed your training and passed the required Trials to become a full member of the Order.

You have control over your force abilities and are able to use them at will, however your strength within the force is not very powerful.

Jedi Master/Sith Darth -150 CP

You have been recognised as a worthy member of your order and have been allowed to pursue your own studies, moving forward in your experience with the Force on your own terms.

With this you have learned to harness the deeper aspects of the Force with your force strength allowing you to become a powerhouse of your order.

Jedi Council Member/Sith Dark Councillor -250 CP

You have grown in knowledge and power to stand among the highest echelon of your order with enough power to pull vehicles apart with the force and take out an army single handedly.

Jedi Grand Master/Sith Emperor -300 CP

Your knowledge and power is far above the highest echelon of your order.

You are the greatest and wisest of all with the kind of power that allows you to power starships from the sky and target your enemies through the force from planets away.

Embodiment of the Force -400 CP

You are now beyond the petty squabbles of the Jedi and Sith, you are the peak of what could be matching or surpassing the Mortis gods, the Farther, the son, the daughter and possibly even the mother.

You also know the nifty trick for grabbing lightsaber blades with your empty hands and producing a pseudo lightsaber through the force.

Pre-Jump General Perks

The Perks in this section can be purchased before starting any Mini-Jump or Scenario.

Opening Crawl - Free

You can activate this **Perk** at the start of any Jump or if you find yourself in a new situation such as being teleported to a new planet.

When this perk activates you will be given an opening text scroll which will display text on a downward tilt which will reveal a three-paragraph summary of sociological and political events immediately relevant prior to your arrival.

Galactic Basic Standard - Free

Also known as Galactic Standard, this constructed language is composed of components of the various founding species of the Galactic Republic and almost all Humanoid races speak it.

Other Languages -50 CP/-300 CP

For **-50 CP** you may select a single language to have learned or by paying **-300 CP** you may learn to understand and where possible speak all the following languages:

Aqualish, Binary, Bocce, Bothese, Catharese, Cheunh, Dathomiri, Dosh, Dug, Durese, Ewokese, Gamorrean, Geonosian, Gungan Basic, Hapan, High Galactic, High Sith, Huttese, Ithorese, Jawaese, Kaleesh, Kaminoan, Kel Dor, Kenari, Mando'a, Mon Calamarian, Neimoidian, Olys Corellisi, Quarrenese, Rodese, Rodian, Ryl, Shyriwook, Sith language, Snivvian, Sullustese, Sy Bisti, Tarc, Taung, Thykarann, Togruti, Toydarian, Trandoshan, Tusken, Twi'leki, Ubese, Ugnaught, Weequay, Whiphid and Yuuzhan Vong.

Force Suppression -100 CP

You are able to hide your force capabilities from the senses of others deceiving them into thinking that your capabilities are weaker, stronger or non-existent.

Independent Force -200 CP

Your power no longer comes from the force but instead your own energy field that acts as a mimicry of the force.

This field is centered and localized on you with its power growing in size in proportion to your capabilities.

You can choose to share its capabilities with others and use it to copy the properties of other similar energy fields.

Pre-Jump General Items

Lightsaber - Free/-50 CP

Your first lightsaber is **Free** and comes with any of the features that are **Free** in the **Custom Lightsaber** section but you may pay for additional extras. Any additional **Lightsabers** cost **-50 CP** and may be purchased before or after completing any Jump.

Scenario Options - An Extra Long Time Ago

These scenarios can happen before or after any Mini-Jump, they will not count against any Jump duration, once started these scenarios can't be exited until they are complete and each scenario can only be taken once each.



Star Wars Knights of the Old Republic

If you choose to take this Scenario, You awaken four thousand years before the Separatist Crisis aboard the Endar Spire, a spaceship battling above the planet of Taris.

You may choose to replace **The Main Character** of this game or awaken alongside them with you being able to determine their appearance and name as if using the in-game options. The Sith Darth Malak has betrayed his master Darth Revan and unleashed a Sith armada against the Republic. To complete this scenario you must search for Star Maps that together reveal the location of the Star Forge, an ancient space station and defeat Malak.

Reward:

If you complete the objectives you may take **The Ebon Hawk**, up to 16 willing followers as companions for **Free** and gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

The Ebon Hawk

This Dynamic-Class freighter is lightly armed and armored, allowing it to run light blockades, with cutting edge Navigation, hyperdrive and Sublight drive.



Star Wars the Old Republic

Congratulations, you can choose to start in the time of the old republic for a total of ten years, taking the place of a protagonist from the start of one of the story modes.

You may customize your design as if using the Old Republic's character creator.

The Jedi and Sith Options cannot be taken with the **None** Force sensitivity option.

- Jedi Consular
- Jedi Knight
- Smuggler
- Trooper
- Sith Inquisitor
- Sith Warrior
- Bounty Hunter
- Imperial Agent

Reward:

If you complete the objectives you may take the perk **A Longer Time Ago**, up to 16 willing followers as companions for **Free** and gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

A Longer Time Ago

Before starting a Jump you can choose to take a 10 year holiday Jump within the Jump setting starting at any point within the Jump's history.

You will not suffer any consequences or be required to fulfill any responsibilities your Jump-Chan would normally require you to complete and at the end of the holiday Jump may take any willing and fully informed being as companions and/or followers.

Old Republic Perks:

These perks can only be taken when starting the “**Star Wars the Old Republic**” Scenario or upon its completion. Each **Force** Perk will grow in proportion to your **Force Sensitivity**.

Force Project -100 CP (Free Jedi Consular)

You understand how to empower the force behind a thrown object allowing you to launch objects at pricier angles with great speed so that you can hurl boulders as though you were a trebuchet and fire pebbles like ammo from a Slugthrower.

Force Sweep -100 CP (Free Jedi Knight)

You are able to emit a pulse that strikes everyone within 5 meters of you with the Force, Knocking them back with proportional power to how physically close to you they were when this was activated.

Dirty Kick -100 CP (Free Smuggler)

When you activate this perk your next strike will always hit the most delicate and softest available area of the target causing them to wince with pain.

Sticky Plasma Grenade -100 CP (Free Trooper)

You can summon and throw a grenade that when it collides with something will be stuck to it until the grenade detonates several seconds later.

Force Lightning -100 CP (Free Sith Inquisitor)

You are able to produce powerful lightning from your fingertips with enough control you can use this to causes immobilizing pain with little harm or make the lightning increasingly deadly

Force Choke -100 CP (Free Sith Warrior)

You have learned the art of precise power through this you can take command of the force within the body's of others allowing you to choke a target, lifting them into the air or crush any parts within their body.

Flamethrower -100 CP (Free Bounty Hunter)

At will you can produce a 10-meter cone of fire from your wrist that gives you an advantage against lightsaber-wielding adversaries because the fiery spray cannot be deflected like blaster fire.

Orbital Strike -100 CP (Free Imperial Agent)

You are able to set an invisible target zone and call in an air strike from an untraceable orbital weapons platform. This attack will knock down all enemies within a 10 meter radius of the target and cause a massive amount of damage.



Scenario Option - Choking Hazard

This scenario can happen either before or after every Mini-Jump, once started this scenario can't be exited until it has been completed.

It seems that something is very different instead of starting within your chosen time or place you instead find yourself in Dexter's Diner in an odd hybrids hub of time and space where any and all peoples you might meet could walk into the door and what's stranger everything yourself included seems to be made of the plastic construction toy Lego.

You must search the galaxy for the 45 Lego mission gates and 100% complete them in order to complete this scenario.

Reward:

If you complete the objectives you may take the perk **Mini-Figs** and gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

Mini-Figs

You gain 8 custom Lego Alt-Forms which you can modify using a combination customiser built using every Lego Star Wars character customiser from every Lego Star Wars game.

Red Brick Perks:

These perks can only be taken when starting the “**Choking Hazard**” scenario or upon its completion. Force Perks cannot be taken with the **None** Force sensitivity option.

Studs Free

You can convert any currency into studs and then can convert studs into any other currency.

Super Gonk -50 CP

You gain a Gonk droid Alt-Forms that is indestructible, can move at 30MPH and can Jump up to 10 feet in the air but all other perks, powers and items are locked.

Stud Magnet -50 CP

Nearby unowned money will be drawn to you putting itself into your pockets of storage.

Walkie Talkie Disable -100 CP

You can disable your Enemy’s communication systems preventing them from calling in backup.

Force Grapple Leap -100 CP

You can use the force to replicate the effects of a preset grapple rope.

Character Studs -100 CP

Dead enemies will drop studs.

Score x2 -100 CP

Any money gained through a perk or item will be doubled.

Super Slap -200 CP

Any damage you inflict on others is five times as powerful as it otherwise should be.

Perfect Deflect -200 CP

Deflected blaster bolts will go directly back to the shooter.

Red Brick Detector -300 CP

You gain a subconscious radar that shows the location of any objects that bestow powers.

Regenerate Hearts -300 CP

Your body will regenerate so that all damage done to it is replaced after approximately 10 seconds.