

# STAR WARS™ THE OLD REPUBLIC™

## Episode W/E THE OLD REPUBLIC

By Tempestuous | v1.1.0

The Sith Empire has returned! Devastating sneak attacks shocked the Republic as the Imperial war machine rolled over the Outer Rim. But as the war dragged on, the Republic awoke, and the Imperial advance stalled.

While Republic ambassadors traveled to peace talks on Alderaan, the Imperial Fleet slipped through to attack the Republic capital of Coruscant itself. The sack broke the spirit of the Republic, and the Imperials wasted no time dictating terms to the shell-shocked delegation.

For now, the Empire regroups to secure the territory it has seized, while the Republic rebuilds and prepares for a reckoning. This marks the beginning of the era known as the Cold War...

Take 1000 Choice Points, and  
may the Force be with you.



Take 1000 Choice Points, and  
may the Force set you free.

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Note: this document is formatted for best viewing in two-page mode, with odd pages on the ←left and even pages on the →right.

# CHARACTER CREATION

## IDENTITY

### Species

Any canon human-approximate<sup>1</sup> *Star Wars* species appropriate for your origin and class. You may pay **[100 CP]** to ignore the word 'appropriate' and become the Wookiee Jedi you've always wanted to be, authorial intent be damned.

### Age

Any age within the general range of adulthood for your chosen species.

### Gender

No restrictions, no fees.

## CLASS

Classes are **[Free]**, and determine what **Perks** and **Items** you get discounts on. In other words, your class serves as your Origin for this jump.

THE FREELANCER		 Neutral	SMUGGLER <sup>2</sup>		
THE ADEPT		 Republic	BOUNTY HUNTER		
THE SOLDIER			JEDI	 Sith	
THE SPOOK			TROOPER	 Imperial	MARINE
			OPERATIVE		AGENT

1 Anything that could be played by a human in makeup or a suit, excluding droids (they are not a species).

2 The **Smuggler** is considered the Drop-In **Origin** for the purpose of Chain-wide meta-rules.

## BACKGROUND

① Your background reflects who your Jump identity began life as before training to be your chosen class. Backgrounds are not technically part of your Origin; they are primarily for flavor and provide only a minor benefit specific to this Jump.

### NORMAL

#### Drop-In

You have no in-setting memories or identity beyond the bare minimum of language and paperwork required to blend in. As an outsider, you may act as though you belong to either faction for your starting location and when selecting perks and items, and may freely select any **ship** as described in that section.

#### Free Spirit

You grew up much in a simple, unexceptional family—perhaps among farmers or tradesmen—before opportunity let you escape your ordinary life and wanderlust gave you an extraordinary one. You're street smart, comfortable in a wide variety of places and company, and tend towards optimism even when things aren't going your way.

#### Noble Scion

You were raised in a life of luxury, but now only have access to the wealth you normally would this Jump. If you aren't rich anymore<sup>4</sup>, perhaps your family fell on hard times, or you were exiled or disowned specifically. Regardless, the only things you gain from the Background itself are a name, education, and mannerisms befitting the Galaxy's upper crust.

#### Underworld Denizen

You were either born to a family involved in 'under-the-table' dealings or found your way there yourself. You're not a criminal—not to your way of thinking, at least—but you're not squeaky clean, either. Choose a single criminal organization; you made deals with them in the past that left both parties satisfied, and remain on good terms.

#### Emigrated Tribal

You were born and raised among the Mandalorian clans before something caused you to leave your old life, and the Mandalore sector itself, behind you. You grew up immersed in Mandalorian culture, and your CP-bought weapons and armor may be in the Mandalorian style instead of your faction's.

### DISREPUTABLE<sup>3</sup>

#### Refugee

You presumably fled some disaster into Republic or Empire space without any documentation—or history—to your name. You are stateless and often unwelcome.

#### Beggar

You spent years living in abject poverty. Even though your fortunes have improved, something of that time still shows: maybe your accent or a nervous habit. The Galaxy's elite disparage and scorn you.

#### Black Sheep

Your family is disliked, infamously ruthless (or guileless), or fell from grace in a scandalous fashion. The name still commands respect to a point, but those who know its history may give you trouble.

#### Suspect

Even if you weren't committing crimes yourself, your association with the criminal element has made you known to the law as someone to keep a close eye on. Expect scrutiny and suspicion.

#### Freed Slave<sup>5</sup>

You were a slave before you escaped or were emancipated. You are used to hard labor, but lack formal education and struggle to find respect.

3 For use with the **Disreputable Background** Drawback (pg 41).

4 See **Basic Possessions** (pg 5).

5 Overwrites **Emigrated Tribal**.

## BASIC POSSESSIONS

Your new identity owns basic possessions appropriate to someone of your Background and Class, such as clothes, luggage, and so forth. Your possessions do not include rare or specialized equipment but can cover basic items you did not purchase from the Document; for example, a **Soldier** who did not purchase any of the **Armor** items (pg 29) would have a standard-issue set of combat armor. These items are not Fiat-backed, do not exceed 10% of your starting wealth in total value, and do not count as part of (or against) that wealth.

**Drop-Ins** excepted, your background history includes some justification for all your new items and wealth (or lack thereof). If you took the **Beggar** background and then sank 200 IP into **Credits** (pg 20), you may have been the last distant heir to a noble house; a **Freed Slave** with similar wealth might have found an ancient treasure trove during their escape. A fully-enfranchised **Noble Scion** would have a starting wealth of at least half a billion credits (\$500 000 000) from purchased and imported wealth. An heir on an allowance, without access to their full fortune, would still have access to between 5 and 50 million credits. Below that, you would be a 'Diminished Noble', but your peers still respect you unless you're a **Black Sheep**.

## STARTING LOCATION

**[Free]** pick of any Allied or Neutral planet, at any time from the end of the **Great Galactic War** in 3653 BBY to the conclusion of the **Cold War** and the start of the **Galactic War** in 3642 BBY. **Freelancers** may consider all planets 'Neutral'. The following table lists a number of relevant planets from the source media, but all inhabited canon worlds of the proper disposition are valid options.

 Republic	 Neutral	 Imperial
Alderaan	Hoth	Balmorra
Corellia	Hutta	Dromund Kaas
Coruscant	Ord Mantell	Korriban
Dantooine	Nar Shaddaa	Oricron
Tython	Tatooine	Ziost

# GENERAL PERKS

## Adventure Ready [Free]

You're all set to explore the Galaxy! You're in perfect health for your chosen age and species. You're fluent in Galactic Basic and Bocce, and can understand Huttese, Shyriiwook, and Droid Binary. You're Familiar with how to pilot and maintain all **vehicles** and **ships** you've purchased with **CP** this Jump, as well as all forms those **vehicles** and **ships** can take due to import options (past and future).

## Polyglot [50 CP]

If the **Adventure Ready** set isn't enough, this perk grants you the ability to understand every extant language in the Galaxy, written or spoken, and to speak any of them you can physically pronounce. You also know enough about different cultures to not offend anyone you meet—or to deliberately offend anyone you meet, if the situation warrants it. You'll never need a protocol droid again.

In future Jumps, you gain fluency in the most common mundane language in the setting you would not otherwise know. 'Most common' is judged by number of speakers. 'Mundane language' excludes extinct languages, languages of magic or other supernatural significance, and programming languages.

## Ace [100 CP]

Another extension of the **Adventure Ready** perk, upgrading your piloting and mechanical skills for all **vehicles** and **ships** purchased with **CP** this Jump (plus alt-forms) from Familiarity to Expertise.

## Score by John Williams [Free/50 CP]

Your adventure through the Galaxy and beyond includes a soundtrack to match the best music in the *Star Wars* franchise. You may choose whether or not others around you are aware of your soundtrack. You may adjust the volume and mute or unmute the soundtrack at any time. The soundtrack is **Free** this Jump but costs **[50 CP]** if you want to take it with you.

Even with only the **Common Citizen** level of Force sensitivity (page 41), your personal soundtrack works with your Force-given intuition to grant you additional insight into your surroundings; for example, combat music could alert you to danger. (Should this happen, be sure to inform those around you that You Have A Bad Feeling About This.) If you lack such intuition due to being **Force-Blind**, this feature is disabled.

## Wandering Craftsman [100 CP]

Despite a high-tech setting and presumable mass-production facilities, the Galaxy is full of artisans plying their crafts. Each purchase grants Expertise in one of the crafting areas portrayed in the game of *Star Wars: The Old Republic*. You may purchase this perk multiple times.

Armormech	armor for non-Adepts	Biochem	stims, medicines, toxins, implants
Armstech	blasters, vibroweapons	Cybertech	electronics, components, munitions
Artifice	lightsabers, force focii	Synthweaving	armor for Adepts

## Master-Apprentice Affinity [100 CP]

The Master and Apprentice system is a common sight throughout the Galaxy, from everyday tradesmen to the Jedi and Sith Orders, and this perk ensures you get (or give) the most from any such arrangement. While learning (or teaching) in a one-on-one session, your learning (or teaching) speed increases the more instruction you receive from the same teacher (or give to the same student). While you can use this perk for multiple teachers (or students) by cycling through one-on-one sessions, splitting your time this way also splits the bonus's rate of growth. The cumulative nature of the perk means a single long-term pairing gives far better results.

## THE FORCE

The Force is a vague and mysterious thing, and while much is made of individual's strengths, what it truly means to be strong in the Force is rarely explored. Suffice to say that stronger can use the Force more easily, more often, and brush aside the weaker as they do so with impunity.

All purchased Force abilities, powers, and techniques behave as though futures settings have the required metaphysics.

### Force Blind [+100 CP] (Not Adept)

Drawback option; see page 41. CP awarded by this option counts against your Drawback Limit. Can be taken with **Delayed Gratification**.

### Common Citizen [Free]

You're not 'Force Sensitive' enough to train as an Adept, but you're still in tune with the Force and enjoy a slight boost to intuition and awareness from being linked to the collective consciousness of the Galaxy.

### Force Sensitivity [100 CP] (Free: Adept<sup>1</sup>)

You have a respectable but not incredible level of strength in the Force, placing you in middle of the pack as **Adepts** measure such things. Still, if used wisely, this is more than enough to see a Jedi or Sith through the war to come even if you aren't bringing a load of metaphysical bullshit in your back pocket. Not that you have to be an **Adept** if you take this, of course.

Allows purchase of **Force Talents** (next page).

### Delayed Gratification [100 CP] (Not Adept)

If you want to experience the Old Republic from the perspective of a common citizen but don't want to miss the opportunity become Force sensitive, this option makes you a '**Common Citizen**' during the Jump but grants you **Force Sensitivity** upon completion. You may purchase **Training Holocrons** (pg 21) of either type and/or a **Force Focus** (pg 30) at a discount, and may buy **Force Talents** (next page), but using this prerogative means you won't receive them until you gain your **Force Sensitivity** at the end of the Jump.

You may take both **Delayed Gratification** and **Force Blind**.

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1 See **Required Primary Powers**, pg 13

## FORCE TALENTS

If you spend **400 CP** or more on Talents, you must take the **Force Anomaly** drawback (page 41). If you spend **800 CP** or more, you do not receive **CP** for the drawback.

### Aspect Savant [100 CP]

You are especially gifted with one of the three main aspects of the Force as recognized by contemporary Jedi and Sith Masters (see Force Aspects under External Links in Appendix A: Quick Reference). Your abilities and perceptiveness in that aspect are substantially stronger and sharper than those of your peers and tire you less. Choose one of the following:

**Control:** the aspect of Self, governing Force Powers that affect the user's body and mind.

**Sense:** the aspect of Other, governing Force Powers that allow the user to better perceive sensory and extrasensory information.

**Alter:** the aspect of Influence, governing Force Powers that affect the world around the user, rather than affecting the user (as with Control) or their perception of the world (as with Sense).

You may purchase this Talent multiple times, but only once per aspect. Stacks with **Extraordinary Power**.

### Extraordinary Power [300 CP]

You have a strength in the Force such as only comes once in a generation, making you likely to be one of the strongest Force users in the room except in the presence of the greatest the galaxy has to offer. Don't let it go to your head.

If you also purchase all three options from **Aspect Savant**, you do not merely have incredible strength and an unusual talent for Force powers but are in fact among the strongest Force Sensitives to ever live, past, present, and future. You still shouldn't let it go to your head if you want to keep it attached, but you do you, chief.

### Unusual Gift [Variable]

Many individuals manifest Force abilities that are rare or even outright unique among Force Sensitives; this Talent makes you one of them. Gifts that are merely 'rare', such as Psychometry or Force Visions, cost **[100 CP]** and may be taken together; Gifts that are functionally unique to their canonical bearer, like the Jedi Exile's ability to form exceptionally strong Force Bonds or Jaesa Willsaam's ability to see a person's true nature, cost **[200 CP]** and cannot be combined with other Gifts.

### Unlimited Potential [400 CP]

In many universes, the ceiling of one's supernatural ability is set in stone; no matter how hard they may work, the less fortunate are doomed to fall short of those favored with natural gifts. Not so for you, as you now have the potential to grow endlessly with only hard work and dedication. This gift for growth not only applies to all normally-fixed measures of metaphysical talent, be it Force sensitivity, magical affinity, psychic power, or any other such 'talent'; it also unlocks fixed limits on other powers and perks, allowing you to surpass any and all restrictions on your abilities, and even lessens the diminishing returns inherent both to itself and other infinite scaling effects.

Note: You must have some ability to use the system in question in order to benefit from the primary effect, just as you must actually have a perk to surpass its limits.

# CLASS PERKS

Perks cost half as much for their class(es), except for the **[100 CP]** perk, which is **Free**.



**Scrounger [100 CP]**

You can't count on money to solve your problems when you're trekking through uncivilized space, behind enemy lines, or just too cheap or broke to buy what you want, but you've learned to make do. You know exactly how many corners you can cut on maintenance and repair without compromising functionality, letting you stretch supplies to their absolute limit. When disassembling salvaged items for parts, you recover more useful components than others would in your place. You also have uncanny luck in getting just what you need, whether from foraging, scavenging, looting, disreputable merchants, or just bashing something together out of spare parts. This won't solve all your problems, but it can keep you going where others would've had to turn back, and sometimes that makes all the difference.

In addition to the above effects, this perk grants Familiarity with all items you bought with **CP** this Jump regardless of whether they're associated with your Class or not and Expertise at haggling.

**Back-Alley Doctor [200 CP]**

You're a medical Expert, though few hospitals in the Galaxy would hire you after seeing you heal by the seat of your pants with minimal equipment and next to no supplies. You can diagnose injuries and illnesses that should require advanced medical scans by 'gut instinct', scrounge up medicinal plants and other 'foraged' supplies like no one's business, perform surgery in unsanitary conditions without proper tools or anesthetic, and treat drug dosages and usage directions more like guidelines than rules... and somehow it all works out. The fact that your treatments work nearly as well as proper care would baffle any doctor worth their salt, but they do work, and without the sort of pesky questions you'd hear at a hospital. Questions like "Who shot you?" or "Why were you associating with known criminals?" or "Who gave you your medical license?"

Actually, on second thought, you should expect to hear the last one a lot.

**Crossing Lines [400 CP]**

In a place as starkly divided as the current Galaxy, it can be hard to find inroads into the opposing side's camp. Not so for you. Maybe the Republic knows you as an honorable sort despite your Imperial loyalties, or the Empire considers you useful enough to ignore your Republic association; either way, you're not limited to one side of the fence here or anywhere else. Wherever you go, you'll find yourself tolerated or even welcomed by those opposed to you and yours. Even if you've fought them in the past, they'll be more likely to forgive it as 'nothing personal', and if that fails, they'll be uncommonly willing to hear you out before (or while) fighting you, giving you a chance to try and work your way back into their good graces. Only specific, dire grudges will override your general charm and favorable first impressions when it comes to making peace.

In future Jumps, you'll be tolerated by all parties and factions of any universe you visit until and unless you do something to destroy your good standing. Those with categorical biases against your race, gender, species, profession, and other categories find themselves thinking you're 'one of the good ones' (though some of them may be polite enough not to say so), while those engaged in conflict don't take your opposition as anything other than a regrettable business arrangement. In other words, regardless of your origins, you start at neutral standing or above with all conventionally 'befriendable' factions in the setting.

## DISCOUNTED TO SMUGGLER ONLY

### Scrapper [200 CP]

You've been around long enough to know that even in civilized space, sometimes things don't go smooth. As a graduate of the school of hard knocks, you're an Expert with Pistols and Scatterblasters, Proficient with Vibroknives and unarmed combat, Familiar with conventional explosives, and a Master at fighting dirty with all of the above. A tricky fighter like you is always alert for anything you can use to your advantage, whether you're rupturing pressurized pipes, dropping debris on your opponents heads, or shooting a catwalk out from under them. Every piece of furniture is a potential force multiplier in your eyes, either as cover for yourself or a hazard for your enemies, and even a handful of dirt can swing a close fight in your favor. What's more, you have the reaction times, nerves, and grit to be what happens to the other guy, even if he's first on the draw.

And if all that fails, you know how to cut and run.

### Golden Opportunity [400 CP]

Opportunity knocks hard and it knocks often. Events conspire so that people desperate for solutions to their problems regularly stumble across your path when you just so happen to have such an answer... for an appropriate fee or favor, of course. How hard you rake these poor souls over the coals is entirely up to you.

This odd quirk of fortune gets stronger when you're the one in need, scaling with the severity of said need. When you're desperate for a favor, this perk works overtime to arrange things so that they just happen to have a problem in need of a solution you're ready to fill. If they need information, you probably have it, and if they need to outrun someone, you've got the fastest ship in the sector. It's still probability manipulation, so it can't accomplish the impossible, but the unlikely is likely when you really need it.

### Silver Tongue [600 CP]

The ultimate social boost for the chronic schmoozer. You can insert yourself into any conversation, chum it up with even the most disagreeable types, and have the improvisational skills to smoothly bring the topic around to whatever you want to discuss. You know just by listening to someone for a few moments what sort of approach would be most effective for getting into their confidence, and can affect any personality or mannerisms necessary to ingratiate yourself to your target. Whether you're speaking truth or lies, you're so convincing you find yourself believing what you're saying wholeheartedly, fooling every physical and mental tell with your earnestness; you can pull off a hell of poker face when you want to, as well. Don't worry about keeping your story straight; you'll always remember what you've told to who.

Your social charm is most apparent when it comes down to haggling, because you are a Master. In only a few moments, you can figure out exactly how little you can pay and how much you can bargain for, and then drive the price even lower and the payout higher. Actually using this perk to its fullest inevitably strays into extortion, so you may wish to moderate your incredible bargaining talents. Or not.

As a bonus, you're guaranteed at least one chance to parley with any foe, no matter how ridiculous the situation. Only the opportunity is guaranteed; it is still up to you to find a method of communication they understand and an argument they will respect. A horde of ravenous space locusts will actually stop and listen to your speech about sustainable agriculture... before promptly ignoring it and trying to eat your planet anyway. At least you can say you tried.

## DISCOUNTED TO BOUNTY HUNTER ONLY

### Dead or Alive [200 CP]

You'll never be surprised by an old enemy you thought dead popping up again because you don't make mistakes when it comes to confirming your kill. If you score a lethal hit on your target, you'll know it even if you don't find the body; and if your target is still kicking at the bottom of the cliff, you'll know by process of elimination. Targets do not need to be 'alive' in the biological sense, so this also works on vehicles and droids. You don't need to know the identity of the person you're trying to kill; "whoever is shooting at me from that ridge" is sufficient, though you might be surprised if there were two people up there all along.

On the flip side, your direct attacks are only as lethal as you intend them to be. Even when using lethal weapons like blasters and vibroweapons, if you don't want to kill your target, you have an improbable knack for leaving them alive. (Severely wounded and in need of urgent medical attention, in all likelihood, but alive.) Be warned: the less 'discriminating' the attack (in other words, the more collateral damage it causes), the less effective this perk is. High-yield ordinance like thermal detonators are as likely to kill your target as not, and orbital bombardment is so far past the threshold at which this perk won't help those downrange you can see it from space. You'll know you killed them, though!

### Bag of Tricks [400 CP]

Rare is the bounty who doesn't know about the price on their head. That's why a **Bounty Hunter**'s greatest weapon is surprise, followed immediately by their weapons. You're an Expert with all Vibroweapons, Blasters, and Explosives available in this document, as well as the Flamethrower and Cryo-Sprayer Gauntlet. You're Proficient with a Jetpack and Grappling Hook, and with unarmed brawling. You also have the talent of storing an extraordinary amount of firepower on your person, and suffer only one third the normal encumbrance from all weapons, armor, munitions, and supplies you choose to carry.

Beyond the combat and equipment skills, you're an Expert in single-person and small unit tactics, gear maintenance and jury-rigging, and improvisation in both social and combat situations. You're also Proficient in bluffing, intimidation, tracking, and investigation; and in the unlikely event your goal leaves no path for you to find, your intuition and luck tend to lead you somewhere you can pick up the trail again.

### Juggernaut [600 CP]

You are the dictionary definition of an endurance predator. You can move through harsh terrain without slowing; can function normally in a wider range of conditions, such as unusually high or low gravities or atmospheric pressures; require only half as much food, water, sleep, and similar needs as is normal for your biology; and have an incredible resistance to most environmental hazards, including temperature, weather, dehydration, hypoxia, radiation, diseases, and toxins airborne, ingested, injected, and topical. You're also highly resistant to hostile metaphysical abilities, Force-based or otherwise.

Wounds affect you less, as well. You also have an incredible resistance to pain, physical trauma, blood loss, traumatic brain injury, illness, and infection. Armor you wear is able to take more punishment before losing effectiveness, though that effectiveness is otherwise unchanged. You are able to ignore the immediate effects of your injuries, including any loss of functionality for parts that have not been severed or destroyed outright, until the immediate danger has passed. Stunts like running on broken legs will aggravate the injury and increase the recovery time, but that's for future you to worry about.

The final protection this perk grants is pure, concentrated determination; you are simply too stubborn to die like a normal person. Your ability to escape "certain doom" is well beyond the realm of possibility, allowing you to be the first to survive a great many things, from hyperspace accidents to bottomless pits to the jaws of the various beasts that call the Galaxy home. If someone sticks around to make sure, you may be in trouble, but otherwise you're the type to crawl back from things that even the most paranoid would agree "no one could survive."

### **Required Primary Powers [100 CP]**

You get **Force Sensitivity** (pg 7) for free.

Yes, that's all, but you can't be an Adept without it, and at least this way you don't have to pay a premium to get in the door.

### **Discipline: Duty [200 CP]**

Both the Jedi and Sith expect their Adepts to know (and do) more than just the tasks revolving around their abilities with the Force. To that end, you're up to date on Galactic news; have a primary-level education in Physics, Mathematics, Astronavigation, and Composition; and possess a well-read layman's knowledge of advanced fields like Xenobiology, Archaeology, and Engineering. You've also received a thorough education in the roles Adepts are expected to fill over the course of their service, including Civilian and Military Leadership, Diplomacy, Governance, and Research.

You've gone through a gauntlet of physical training, improving your fitness to the peak condition for your age and species. Your mental fortitude has increased as well, offering limited protection from panic, fear, self-doubt, and other emotions that impair action or decision-making. And just in case you're planning to dual-wield, this perk grants limited ambidexterity if you don't have it already, making your off-hand almost as nimble as your main-hand.

Lastly, for those whose Adept education ends here, this perk also grants basic training with both the Force and lightsaber. You know how to feel the Force, use the most basic Force Powers (Push and Pull), and mediate and/or seethe. You've done a similar amount of training with the saber, giving you Knowledge and muscle memory with **Forms I** and **II** of lightsaber combat (pg 57) equal to about a year's training in each; it's not enough to make you a skilled fighter, but at least you won't lop anyone's arm off by accident. As most Adepts are expected to create and service their own lightsaber, you also have a basic understanding of their creation, maintenance, and repair, though you'll need additional training<sup>1</sup> in Artifice if you want to create something more complicated than a simple straight-saber from scratch.

### **Discipline: Mind [200 CP]**

The Jedi and Sith paths are as much philosophy as practice; this perk includes both. You not only know and practice the tenets of your alignment's philosophy, you understand it on a level on par with the great thinkers of your path: both the current state of the philosophy, and all the history and thought that led there. The knowledge won't make you wise on its own, but it's enough to convince people you are.

As for practice, you have the ability to control your emotions, rather than allowing them to control you. If you're Light-side aligned, you find releasing your emotions to the Force as easy as breathing, leaving you calm and clear-headed; if Dark-side, you are able to stoke your emotions into a bonfire without allowing them to cloud your judgment, gaining strength without blinding yourself with rage. This doesn't prevent you from feeling emotions as intensely as ever, should you choose to, and they can still inform your decisions even if you use this ability to dampen them. If you want to think clearly, however, you will.

In addition to the flawless control granted by this perk, you also gain skills for managing your emotions to achieve similar results. These skills are almost as effective as the perk itself, can be taught to others, and remain if drawbacks or other restrictions remove or limit non-skill perk effects.

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<sup>1</sup> See **Wandering Craftman**, page 6, or acquire such training during the Jump.

## Discipline: Combat [400 CP]

Not all Adepts are warriors by nature or training, but if you take this perk, you are. This Discipline grants Mastery in any 4 of the 8 extant **Lightsaber Forms**<sup>2</sup> and Expertise in the remaining 4, plus the skills to use any and all saber variants from the relatively common dual-sabers and saberstaff to rarer varieties like the lightwhip. At this level of skill, you can switch smoothly and seamlessly between Forms and do not make unforced errors in combat. You may modify Mastered forms to better fit your style without compromising their effectiveness, such as by blending in moves from other Forms to compensate for their weaknesses, and adapt them for unusual weapon choices they were never intended for.

On the Force side of your training, you've an Expert in directly combat-applicable techniques, be they self-enhancement, offensive, or defensive. You've drilled the basic techniques to the point that you could do them in your sleep, and even advanced techniques only require a moderate amount of concentration to use. You may not have the deepest understanding of the mysteries of the Force, but you can use it to throw your weight around like nobody's business.

## Discipline: Lore [400 CP]

The Force offers a near bottomless well of mysteries for the inquisitive Adept; one you have plumbed extensively. You've Mastered the study of the Force itself, exploring its mysteries in both breadth and depth, and can perform every Force technique studied or practiced by contemporary Adepts of your alignment no matter how esoteric. You know more than enough about the inner workings of the Force to understand most Force phenomena with a cursory glance and puzzle out rarer phenomena with slightly more effort. Sensations from the Force that others would find vague and ambiguous, you can interpret with unparalleled accuracy. The same insight allows you to pick up what few Force Powers you don't yet know with ease, should you find them, and puts you on the precipice of discovering Powers that would otherwise not be invented for millennia.

Your Mastery of the Force is limited to the theoretical, as you lack the long-practiced ease that **Combat** offers for its subject matter; when it comes to actual use, you're Proficient in common abilities but merely Familiar with the more difficult Force powers. Still, Familiarity with techniques that may take decades to learn at all is impressive in its own right, and only time and practice separates your theoretical Mastery from practical Mastery.

As a side effect of your laborious studies, you've also acquired a doctorate-level education in the history of both the Jedi and Sith orders, though information about your opposites may be lacking in detail, completeness, and/or objectivity even at such a high level of education.

## A Foot in Each Well [600 CP]

The Galaxy is replete with examples of those who have tried and failed to find compromise between Light and Dark. You will never be one of them. You can use the Light and Dark sides of the Force without issue, provided you can summon the correct state of mind, and may ignore any or all effects of Dark side corruption, be they physical or mental. Additionally, you gain both the Light and Dark side versions of the other **Adept** perks you have bought this Jump.

These abilities extend to other power you have or later acquire: you are able to wield and combine normally incompatible or mutually exclusive powers or sources of powers without adverse effects, and are resistant to corrupting and/or addictive effects of any technique that might stray into the 'dark arts' so long as the power source itself is not inherently corrupting or addicting. The corruption protection against techniques for other power sources is not absolute, but it is enough to keep you mentally and spiritually safe so long as you refrain from diving off the slippery slope entirely.

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<sup>2</sup> Shien and Djem So are considered separate Forms for this perk; see reference on page 57.

### Loaded For Bear [100 CP]

When the going gets tough, the tough get going. You're a graduate of a top military academy, with all the physical and psychological benefits that entails. You're at peak physical fitness, have incredible pain tolerance, and are hardened against the fear of the battlefield. Not only are you Proficient in all weapons, armor, and equipment discounted to the **Soldier** classes, you suffer only half the encumbrance from all such items. Your training also grants you Familiarity with battlefield medicine and first aid, and enough leadership skill to be an effective squad leader. Your skills, toughness, and 'narrative weight' are enough to let you go toe-to-toe with common Force Adepts, even without any special talents of your own.

As a final bonus, so long as they remain in your possession, your weapons never break, malfunction, or fail except as a direct result of enemy action. Weapons that leave your possession suffer wear as usual.

### The Corps [200 CP]

You may be independent by military standards, but you're not fighting alone. No matter where you are, you can call in supply drops every 12 hours, which may include any commonly available equipment in the current setting and/or items from your Warehouse (respecting limits imposed by drawbacks). Each supply drop also Restocks all applicable items when opened (see pg 19).

Your leadership skills are improved over the normal **Soldier** training. You've reached the rank of Sergeant and are a Proficient leader and coordinator, able to keep track of a platoon's worth of soldiers' position and status with ease. You have a knack for communicating what you want others to do in very few words and in ways others understand exactly as you intend. Lastly, everyone under your immediate command is slightly more calm, competent, and cooperative than they would otherwise be.

Leadership perks are useless without people to lead, so this perk also grants you the ability to call in a platoon of 12 generic, interchangeable soldiers any time you need help. It takes 24 hours to restore wounded-but-evacuated soldiers and 72 hours to replace dead soldiers. By default, your soldiers use equipment common to your faction this Jump; if you set aside weapons, armor, or other equipment for your soldiers, they will bring that equipment when deployed instead. If you spend time training the platoon outside of combat, all future soldiers benefit from that training.

### My Kit Don't Quit [200 CP]

Normal soldiers have to worry about running out of bullets. You don't. As long as you packed at least one of an expendable item, you can always pull another one out of your pocket if you wait long enough. Larger, rarer, and more expensive items take longer to replenish, and you know how long the delay is for any valid item in your possession. You'll never run out of cartridges, shells, stripper clips, ammo magazines, power packs, flamer fuel, bandages, disinfectant, needles, sutures, koltos, healing potions, antidotes, marbles, grenades, rockets, mines, satchel charges, Hornets, sling-stones, throwing knives, darts, javelins, arrows, cannonballs, whetstones, weapon resins, Onmyo talismans, shuriken, bolas, harpoons, or any other type of expendable item ever again!

Mechanically, this perk makes your items run on cooldowns rather than actual supplies. For a general ballpark, a setting-standard grenade takes about 10 seconds. Items that aren't typically used individually, like caltrops or loose revolver cartridges, replenish by 'use', be that a handful, single full reload, or other quantity appropriate for that item. Packing more than one of an item allows you to 'bank' uses, but duplicate items recharge in sequence, not parallel. Only affects items you pack (from a 'Restock-valid' area); things you find in the field don't count.

## Inspiring Presence [400 CP]

You're not just any goon with a gun, you're a leader. You're an Expert in planning, coordination, and tactics, able to motivate others to face insurmountable odds by example. You're also an Expert in battlefield medicine and triage who can keep people alive and fighting fit even through serious injuries, which is never a bad thing when it comes to boosting your troops' confidence in yourself and your leadership. You know the proper words to keep people from cracking even under the worst conditions the galaxy has to offer and can shore up morale no matter how bleak the situation. Whether you are reminding soldiers of their ideals or mercenaries of their paycheck, you can always keep the people you are working with on mission and pointed in the right direction: towards the enemy.

The people who follow you benefit directly, as well; perhaps the more important part of this perk is that you now share the wealth of your plot armor. A portion of the defenses you gain from luck and probability modifying perks extends to all teammates near you, making them that much more likely to come through in one piece. Bonuses you have to resisting fear, panic, and similar mental afflictions apply to those allies as well, and they're given the sort of general upgrade in competence and 'narrative weight' that allows (plot-important) baseline humans to take down Force Adepts, Demons, Supervillains, and other extraordinary threats that turn mere mooks to mulch. Viva la aurabot!

## Elite [400 CP]

You embody the concept of 'One riot, one Ranger'. You've Mastered every piece of kit discounted to the **Soldier** as well as all analogues from other settings. You are precise when using weapons and explosives of all types, reducing collateral damage and injuries to anyone or anything you don't consider a target to their theoretical minimum. Your physical capabilities edge into superhuman (or super-your-current-species), and your reflexes, situational awareness, instincts, and tolerances for pain and bodily injury are tuned to the highest level any soldier could ask for, turning you into a true one-man army.

To ensure your ability to finish the fight, you can treat your own wounds with preternatural effectiveness for as long as you're in the field: you can use a splinted limb as though it weren't broken, and tying a shirt around a blaster wound lets you ignore having been shot. You'll need 'proper' healing once the shooting stops, but even that will be milder than is reasonable for the punishment you take, and you'll never be too crippled to make it to the end unless you're flat-out dead.

## That Weird Light Around You [600 CP]

You have the single best protection anyone in the Galaxy could ask for: Plot Armor. No matter how dangerous the situation, narrative logic will fudge probability to keep you safe... or at least safer than you would otherwise be. Things tend to go right when it comes to your survival, though the less you rely on luck, the further it will take you. Additionally, sneak attacks and traps are never lethal enough that you can't react in time to defend yourself (or try to, at least), and you have little to fear from poorly aimed, speculative, or just plain (un)lucky shots.

The most blatant effect of your narrative defense is how your armor interacts with incoming damage. Attacks that would normally penetrate your armor and harm you instead cause your armor to ablate and leave only shallow cuts on your person. In other words, your armor redirects damage that would otherwise reach you to itself, letting only scratch damage through, up to the amount of damage required to physically render the armor unable to protect you.

Lastly, once per Jump (or per 10 years in longer Jumps), a single attack that would otherwise result in your death or another Jump-failure condition (such as the death of a VIP or the destruction of an essential object) will fail utterly provided you are close enough to witness it. Once triggered, that target will be protected for all attacks for 10 seconds, after which the target cannot benefit from this bonus from any source until the activated ability is ready again. You will be aware when this happens, and in longer Jumps know roughly how long before it can activate again.

### Spycraft [100 CP]

Observation, investigation, deduction, interrogation... all the skills you need to navigate the dangerous and every-shifting world of espionage and counter-intelligence. You've graduated your faction's intelligence training (or equivalent ordeal for **Freelancers**) as one of the best of the bunch, with the necessary skills for both field work and rear-echelon analysis.

Thanks to your training, you're Proficient with lies, bluffs, and intimidation, repair and sabotage of most equipment, and at following someone's tracks while obscuring your own. The training also includes mental exercises that allow you to fool overconfident Force Sensitives and other metaphysical lie-detectors if you're careful and focused.

Lastly, you have Proficiency with all items discounted to the **Spoop** classes and are level-headed enough to keep cool under pressure, whether it's a sensitive conversation or a firefight. Even when not in the field, your information analysis skills let you piece together tangled webs and uncover plots that others, even other intelligence agents not your equal, would fail to notice.

### Cloak and Dagger [200 CP]

Every fair fight is a fight you could lose. It's safer to eliminate targets before they even know they're in danger, and safer still if you avoid alerting anyone else in the process. You know how to administer poisons with a minimum of suspicion and can silently disable or kill a man with only your bare hands and the element of surprise. Doing so without being seen is trickier, but if the target is alone and unaware, they don't have a chance. Once the deed is done, you have the skills to eliminate as much evidence as possible in the time available, up to and including hiding the body if an opportunity presents itself.

If getting up close and personal isn't an option, sniping isn't as subtle and makes a much bigger mess, but it's hardly beneath you; you are an Expert marksman and spotter, with the skills for every step from 'finding the right spot to set up camp' to 'getting the hell out of dodge after taking the shot'. Here, too, you know how to avoid leaving evidence in your wake, though it takes time you may not have.

You're not helpless in a confrontation, either; with or without a knife or other melee weapon, there are few people skilled enough to best you in one-on-one CQC without a hefty physical or metaphysical advantage. Unfortunately, the Galaxy has plenty of people with one or both of those things and even more people with blasters, and a **Spoop** who finds themselves fighting one person may soon be fighting a dozen without any backup of their own. If this is your only offensive perk, you'd do well to leave combat as a last resort.

### Guns Blazing [200 CP]

Subtly is all well and good, but when the element of surprise is lost, every agent needs a plan B; often, the 'B' stands for 'Blazing'. You're an Expert in every weapon in the **Spoop**'s arsenal (and a few that aren't, like Scatterblasters, Repeaters, and full-sized Vibroblades) and their analogues from other settings, and can use them for everything from rooftop duels to room-to-room breaching and clearing. Your swordsmanship is good enough that you can hold your own against many Force Adepts, while your accuracy with firearms from both the shoulder and hip rivals an action movie hero.

This perk also includes both skill and luck in not being shot. Your awareness lets you make the most of any cover available to you or track other people's aim well enough to get out of the way in a hurry, and in matters of pure chance the odds of not being hit tilt in your favor. Even so, your best defense remains shooting or stabbing the enemy before they can draw a bead on you, which you can: you may not quite be on the level of a 'one-man army', but you're worth a half-dozen Special Forces in a pinch and far more than that in 'average mooks'.

## Dressed To Ingress [400 CP]

While other spies might skulk around in the dark, you can walk around in broad daylight by giving off the impression you're supposed to be wherever you. Your human (or other sapient) intelligence skills are top-notch, including disguising yourself (be it your appearance, accent, or affect), spotting other people's lies and calling their bluffs, and fooling people into leaking information they otherwise wouldn't share. You're a deft hand at forgery for any ID-doctoring you might need to really sell your disguise, but you can often go without; you need only the right clothes, accent, and posture to pass as anything from a rural farmer to a high-born noble so convincingly that few would bother to check your credentials. Even without changing anything about your appearance, you can escape or attract notice with ease, blending into a crowd as easily as you can stand out; the fact that you look damn good in a suit is just a happy side-effect.

To round out your skill in disguises, you have the care and attention to detail to keep your lies simple, straight, and cohesive enough to be long gone by the time the cracks start to show, and you are resistant to esoteric (i.e. "magical") abilities and effects that would interfere with your HUMINT, investigative, and infiltration skills to the point they are little better than mundane measures to the same end.

## Phantom Menace [400 CP]

You have both skills and talent for getting into and out of secure areas with nary a trace. To that end, you're an Expert at sneaking, slicing security systems, avoiding sensors, and eluding watching eyes. You can also spot even the best-disguised traps and tripwires and have the skills to disable or bypass them as needed, allowing you past all but the most ludicrously thorough arrangements.

You're equally skilled at not leaving traces of your mission or activities. Whatever clandestine activity you may be up to, whether you're slicing computers, removing or planting items, sabotaging equipment, or some other trickery, it would take a lucky or truly meticulous investigator to realize you were ever there. As far as the guards you slip past are concerned, you may as well be a ghost.

As a final bonus, in matters of infiltration and discovery you're straight-up lucky. If there would be a gap in security, it'll probably happen in a way you can exploit it, and you're abnormally likely to arrive just in time to hear, see, or interfere with things your enemies would have preferred you missed. If it's true the will of the Force is expressed in coincidence, it must think you look a lot like a monkey wrench.

## Support Staff [600 CP]

It's a big, scary galaxy out there; good thing you've got people back at base to see you through. This perk grants an unflinchingly loyal support staff you can contact at any time to help you through your current situation. Your support staff includes intelligence analysts, cryptographers, military theorists, doctors, engineers, trackers, criminologists, scientists, historians, mathematicians, linguists, and members of any academic fields specific to the setting (such as mages of various specializations in a setting with magical universities). The Staff are a consistent cast of characters to which members are added as necessary to fill gaps. As followers, your Staff carry out their duties from your Warehouse or equivalent (or some hypothetical space protected from all threats and tampering, if you lack a pocket dimension).

Staff members have the skills and knowledge any Master of their vocation should have in the current world, as well as access to information that may otherwise be extremely hard to come by (either due to deliberate secrecy or sheer obscurity), and are able to remotely view you and your surroundings and communicate with you without any special equipment. You can delegate nearly any task that doesn't require physical presence to your support staff, such as (remote) slicing, analysis, negotiating or coordinating with other agencies, and mission planning, and they will perform those tasks with the maximum degree of efficiency and skill. Lastly, relevant members have the authority appropriate to their role within any hierarchy you belong to, potentially allowing you to go over the heads of your immediate superiors if you're willing to deal with the resulting political fallout and/or personal enmity.

# ITEMS

It's shopping time. Take **500 Item Points (IP)** to spend on this section only.<sup>1</sup> Items are of your faction's 'make' in form and style unless your background grants other options.



## DISCOUNT RULES

**Discounted** items cost 50% of their normal price to the relevant Class(es) with the exception of **[50 IP]** items, in which case the discount grants a second copy with each purchase; you may make different choices for the free copy as though making a separate purchase. Additional copies of **Free** items may be bought as though **discounted**. Add-ons and optional costs are always full price.

## OTHER RULES

### Insurance

All CP-bought<sup>2</sup> items are 'Insured'. If lost or destroyed, you may retrieve a replacement from your Warehouse; if you do not have a Warehouse, you may have it delivered to you in some other fashion appropriate to the current Jump. Replacement items are provided 'as-bought' unless otherwise specified. Items can be replaced once per day unless otherwise specified.

### Restocking

**Restocking** items are refilled whenever you 'return from the field', whether it's to your home city, base of operations, secret lair, military outpost, or other fixed in-Jump staging and resupply point. If you could reasonably replenish setting-appropriate gear at some safe location, your items will be refilled automatically. Yes, this means resting at a medieval castle could replenish your supply of EMP grenades. Restocking abandoned knives, discarded ammo packs, undetonated explosives, and so on causes those items to vanish from the world when no one is looking. All ammo and explosives purchased this Jump with **CP** or included with **CP** purchases 'Restock' even if not explicitly stated.

### Item Imports

The **Weapons**, **Armor**, and **Vehicles** sections offer the ability to import similar items you already own as (or 'into') the items you buy this Jump; you may not import items into **Explosives and Ammunition** purchases. See the individual sections for restrictions, or check the import table on page 56. Importing an item adds all esoteric properties it may have to the item it is imported into. The final item retains its previous form or forms as alt-forms. Imports are one to one unless otherwise specified.

See **APPENDIX B: NOTES AND DETAILS ...ON ITEMS** (pg 60) for additional rules and clarifications regarding Item Imports.

<sup>1</sup> Anything you can buy with IP may be bought with **CP**, or with any combination of **CP** and IP.

<sup>2</sup> See **Appendix A: Quick Reference** (pg 56).

## RESOURCES

### Credits [Free/50 IP]

Cold, hard cash. You start with **\$50 000**; every **[50 IP]** multiplies that starting wealth by 10. If you increase your wealth to five million credits or more, you may choose to start with half that wealth invested in rental properties, company stock, and other revenue streams. A single credit is worth approximately **\$3 USD**.

### Common Material Cache [50 IP]

This cache contains common 'mundane' crafting materials such as durasteel, synthweave, armorplast, and tibana gas. Each cache contains sufficient material to fully outfit 4 people with enough left over to keep the gear repaired between refills. Includes blueprints for turning your common material into common materiel, plus blueprints for all items you purchased with **CP** this Jump. The material is replaced yearly.

### Rare Material Cache [100 IP]

It's unlikely to be useful anywhere else, but just in case, this cache contains 10 kilograms each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes a modest quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. The material is replaced yearly.

### Lightsaber Crystals [50 IP]

If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses.

Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of type and color, and regrow within a day.

### Sidequest Board [Free/50 IP] (Free: Bounty Hunter)

A list of all events and jobs of interest in your general area, wherever that may be ('general area' meaning anywhere you can get while the information is still relevant). The Board is **Free** to use this Jump but must be purchased if you wish use it in future Jumps (unless you are a **Bounty Hunter**, in which case taking it with you is also **Free**). Includes a data-slate for viewing the list; if you have another quest tracking item or ability, you may use that to view the Board instead. Quests may reward appropriate items from the setting for their difficulty and circumstance.

The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, the Board shows an unknown (but present) item. The Board also indicates if a listed job would cause a change in your standing with other individuals or organizations, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those rewards are listed as well.

For an additional **[50 IP]**, consumable<sup>3</sup> quest rewards Restock and non-consumable rewards are Insured as though you purchased them with **CP** from this document. The rewards are otherwise the same as any other such items from their origin world except for the extra feature of Restocking or Insurance.

### Aftermarket Warranty [100 IP]

Replacements for weapons, armor, and equipment purchased this Jump are now provided 'as lost' rather than 'as bought', including all modifications and enhancements added since their acquisition. For half cost, you may protect only weapons, only armor, or only equipment.

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<sup>3</sup> Items that are disposable or otherwise good for a sharply limited number of uses

## Instructional Holocrons

Holocrons are the primary method of passing on instruction for both Jedi and Sith, though said knowledge is often frustratingly fragmented; these, on the other hand, contain everything an Adept needs to know about their subject in one package. They'll require decades of study to achieve the skill level offered by the higher-tier **Discipline**: perks, but they're cheaper, cost IP rather than CP, and can be easily shared.

### Jedi/Sith Force Holocron [200 IP] (Discount: Jedi/Sith)

Contains all the necessary knowledge to learn all extant force techniques known in that organization. The discount is specific to the class: Jedi do not get a discount on purchasing Sith Holocrons or vice versa. (The **Drop-In** background bonus and **A Foot In Each Well** eliminate this restriction.)

### Saber Technique Holocron [200 IP] (Discount: Adept)

Contains all the necessary knowledge to master all eight extant Saber forms, plus instruction in dual-wielding and saberstaffs. Jedi and Sith Saber holocrons differ only in the instruction's vitriol.

### Holocron Crafting Station [300 IP] (Discount: Adept)

This crafting station allows you to impart any skill (or set of skills) you have into a holocron, which others may use to learn those skill(s). Requires 8 hours of meditation for each year's worth of training imparted. When used, the holocron increases the user's skills as though you were training them yourself. Both the creation process and the user's education include the effects of all teaching perks you possessed at the time of the holocron's creation when measuring the rate at which they occur. Your holocrons may include any subject(s) that can reasonably be described as being 'taught', even if it is not necessarily a 'skill' per se, such as philosophy.

You may place any restriction you can name on who can access your holocrons, and those restrictions will be enforced by Jump Fiat. You may 'update' an already-created holocron to use your new current set of training perks, or modify the restrictions you've placed on it, by bringing it back to the crafting station and meditating with it for 1 hour (modified by teaching-speed perks).

## Planetary Estate [300 IP]

Somewhere to return to between adventures, jobs, or vacations, of comparable grandeur and opulence to any fully upgraded and furnished Stronghold. Your choice of Planetary Estates includes but is not limited to the canon Strongholds; your Estate may be on any civilized planet belonging to your faction, and you may choose a different property than the one shown in game even if you do choose a planet with a canon Stronghold. If you already own a location with special properties, you may import that location as your Planetary Estate, granting it all special properties of your prior-owned land.

Purchase of the Estate is entirely fire and forget with regard to legal and financial issues. You have total ownership of the Estate and everything in it; for an apartment, you would own a chunk of a building rather than an entire home, but you don't have to deal with a landlord. Any and all bills related to your Estate, including utilities and taxes, are automatically paid for you. Lastly, it is proof against any and all intruders in your absence, and against all non-drawback-modified intruders in your presence.

As a property you would leave behind in the Galaxy would be a terrible investment at any price, your Estate will be permanently added to your Warehouse following the Jump. The scenery is included, but you won't be able to leave the area defined by the Estate itself. In future Jumps, you may import your Estate into the world as a comparable home fit for the setting in an appropriate location of your choice; doing so does not remove the old environment from the Warehouse, but neither will the new location be added to the Warehouse afterwards.

## WEAPONS

- ① Weapons and explosives purchased from this document never break, malfunction, or fail except as a direct result of enemy action. Bladed weapons do not dull; blasters require ammo in the form of power packs but do not need their plasma gas canisters refilled.
- ① All weapons come with an appropriate carrying mechanism, such as a sheath for Virbroweapons, your choice of shoulder, hip, ankle, or other holster(s) for pistols and scatterblasters, or carrying straps for rifles and repeaters.
- ① You may import a similar weapon you already own into any weapon purchased here, adding any properties it may have to your new item:

The primary qualities for determining if a weapon is sufficiently 'similar' are type (melee versus ranged) and size (volume and weight). Melee weapon imports don't distinguish between sub-types like swords, maces, and so on; similarly, ranged weapons will accept imports from firearms, bows, and crossbows, as well as wands from settings where they are weapons rather than casting focuses. Guidelines for size and type can be found in the table on page 56.

You may treat a set of paired weapons (such as twin sabers or dual pistols) as a single item for the purpose of weapon imports. If you import a single weapon into a set of paired weapons, the import is linked to the main-hand weapon: when wielded together, both weapons have all import properties, but if the weapons are separated, only the main-hand weapon retains those properties. If you treat the paired weapons as separate items and import a different weapon into each, the weapons' imports do not interact.

Weapon 'attachments' such as the **Ion Blaster Attachment** and **Rocket** mount point can accept imports, but if left blank are treated as part of any weapon they are attached to. You cannot import weapons you cannot carry and use yourself into man-portable weapons.



## MELEE

### Vibroknives

These pocket-sized vibroweapons are perfect for slicing fruit, whittling, sabotage, knife fighting, and even balanced for throwing if you're willing to track them down afterwards (or have a perk to handle that).

#### Vibroknife [50 IP] (Free: Freelancer, Spook)

A simple Vibroknife. Choose a blade length of 12-18 cm (approx 4.5-7"); blades 14 cm (~5") and less may be switchblades. Cheap and widely available on the black market, your vibroknife will Restock if lost or damaged.

#### Stunner Vibroknife [100 IP] (Discount: Freelancer, Spook)

A large (15-18 cm blade) Vibroknife with an integrated stunner, capable of applying a disabling shock either through the blade or a pair of deployable electrodes on the opposite end of the handle. Does not Restock, though it can still be replaced if necessary.

#### Brace of Knives [100 IP] (Discount: Freelancer, Spook)

A brace of 5 small (12 cm blade) throwing vibroknives, which Restock if lost or damaged. If you import an item into the brace, the import treats the brace as a single item, and the knives lose all import properties after leaving the possession of whoever has 'equipped' the brace (but not before hitting their mark if thrown). On the upside, others aren't able to use the knives you leave lying around as anything other than normal (if well-made) knives, no matter how powerful they are in your hands.

#### Vibroblade [100 IP] (Discount: Freelancer, Soldier)

Anyone who thinks swords are an elegant weapon of a civilized age hasn't seen one of these monsters tear somebody apart. A brutal one-handed sword capable of making mince-meat out of even armored targets, your Vibroblade is reinforced with cortosis, allowing you to face down lightsaber-wielding enemies without being immediately disarmed (and then de-armed).

You may add an off-hand sword or upgrade to a two-handed Vibrosword or double-Vibroblade for [50 IP].

#### Lightsaber [200 IP] (Discount: Adept)

There are few things more iconic to *Star Wars* than the humming of a lightsaber. Synonymous with the Jedi and Sith orders, lightsabers are glowing energy swords capable of cutting through most materials like butter. You may customize your lightsaber's appearance (both hilt and blade) as you see fit<sup>4</sup>. The color of the lightsaber depends on the nature of the Force-sensitive crystal used to focus the blade: Dark-side aligned crystals are almost exclusively red or orange while Light-side crystals tend to be blue, green, or yellow, but your color choice is not restricted by your alignment. The focusing crystal allows a lightsaber to function as a minor **Force Focus** for the Adept wielding it.

You may choose any canon saber variant that does not change the number or behavior of the blade(s), such as the curved-hilt saber, shoto, guard shoto, long-handled lightsaber, sabre pike, and greatsaber, for no extra cost. Variants that add blades, such as saberstaffs, paired sabers, or crossguard sabers, cost an additional [50 IP]. You may purchase multiple such 'upgrades' for the same base saber.



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<sup>4</sup> Within reason; see page 61.

## RANGED

### Blaster Pistols

The sidearm of mercenaries, gangsters, hunters, smugglers, and police forces the galaxy over, available in a variety of options fit for every wallet. Includes 2 power packs per pistol, plus your choice of holster(s).

#### Custom Blaster Pistol [100 IP] (Discount: Freelancer, Spook)

A customized blaster perfectly made for your hands, including your choice of a 1.2x or 2x scope, oversized power packs, and an attachment point for an accessory such as a light, laser sight, ion blaster (not included), rocket (not included), or grappling hook (not included). 180 shots per power pack.

#### Masterwork Heavy Blaster Pistol [200 IP] (Discount: Freelancer, Spook)

A masterwork heavy blaster packing the damage and armor penetration of a full-sized blaster rifle in a gun with the handling characteristics of a pistol, with all the comfort and features of the custom pistol described above. 80 shots per power pack.

For [50 IP], you may upgrade either of the above blasters to a set of two matching blasters.



### Ion Blasters

Ion blasters are electromagnetic weapons designed to scramble electronics, wreck motors, disable droids and vehicles, and otherwise play hell with sensitive equipment. Hardened targets may take multiple shots before losing functionality. Hits on bare skin sting like crazy and leave minor burns.

#### Ion Blaster Attachment [100 IP] (Discount: Freelancer, Spook)

A device suitable for attachment to a pistol or rifle that must be reloaded with a small, bullet-sized power cell after every shot. Includes 12 single-use cells.

#### Ion Pistol [200 IP] (Discount: Freelancer, Spook)

An ion pistol capable of 60 shots of semi-automatic fire per power pack. Includes only 1 power pack.

#### Holdout Pistol [100 IP] (Discount: Spook, Smuggler)

A tiny 24-shot derringer with a folding grip that can be concealed nearly anywhere on one's person. Its small size and unassuming form factor means that only a complete strip-search will reveal its presence, and even then it's not obviously a blaster until unfolded. Otherwise a poor weapon, the derringer is awkward to hold, lacks penetrating power, is only effective within 20 m, and requires disassembly to replace the integrated power pack with the included spare, as it's been sandwiched between the trigger assembly and barrel to make the weapon as small as possible. It's up to you to make the element of surprise worth the glaring weaknesses. You may import a comparably effective sidearm into your holdout pistol if you really want to.

⚠ It takes 5 minutes (modified by perks) and a screwdriver to reload your holdout pistol. Restocking ammo will refresh the installed power pack without further maintenance.

## Scatterblaster [100 IP] (Discount: Smuggler)

A blaster variant of the common slugthrower shotgun. Its effective range is under 30 m, shorter than even normal scatterguns, but it makes up for this shortcoming by offering five-fold greater ammo capacity and superior penetration, as well as being smaller and lighter. Said size and weight makes scatterblasters practical holdout weapons, but they are harder to conceal than pistols. Fits 50 plasma shells in each of the 2 provided magazines and dispenses them as fast as you can pull the trigger.

## Blaster Rifles

The mainstay for anyone who wants someone dead from a nice, relatively safe distance.

### Energy-Flechette Carbine [200 IP] (Discount: Soldier, Spook)

Fires energized flechettes from a 60-round magazine at 900 RPM in either burst-fire or fully automatic modes. Lighter and more easily concealed than full-sized rifles, but not as much as a Scatterblaster and nowhere near a Blaster Pistol. Hybrid ammo offers exceptional penetration but suffers from bullet drop after 40 m and greatly reduced effectiveness beyond 200 m. A detachable suppressor hides the muzzle flash and deadens the report, but increases bullet drop and reduces optimal range to only 120 m. Includes 4 hybrid power-pack/magazines, reflex sight, side-mounted flashlight, and the suppressor.

### Rifle with Underslung Mount [200 IP] (Discount: Soldier, Spook)

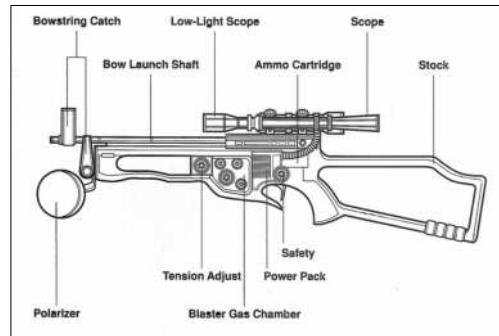
High-quality combat rifle firing from a standard 200-round power pack at 600 RPM up to an effective range of 450 m. Select-fire capability for single, burst, and fully automatic fire. Purchase includes two attachments for the underslung mount: a single-shot breach-loaded grenade launcher capable of firing compatible grenades up to 300 m, and a short-range neural stunner with an independent fire control and 30-round power pack. Side-rail mounts are suitable for **Ion Blasters** and **Grappling Hooks** (sold separately). Comes with 3 rifle power packs, variable 2-4x combat sight, flashlight and range-finder side-rail attachments, a set of launcher-form grenades of any one type (pg 28), and the stunner and 2 associated ammo packs.

### Multirole Combat Rifle [200 IP] (Discount: Soldier, Spook)

An adaptable weapon system built around an adjustable power control unit and modular structural components. Standard configuration offers the same performance as a typical combat rifle, though heavier and bulkier. Attaching the barrel extension, scope, and bipod and setting the power level to its highest changes the MCR's performance to that of a dedicated high-power sniper rifle; intermediate power settings are suitable for designated marksman roles with or without extra hardware. In the other direction, replacing the standard barrel with a shorter carbine barrel and removing the stock lightens the system at the cost of range and handling, and the low-power mode offers twice as many shots per power pack by sacrificing penetrating power. Comes with 3 specialized power packs (delivering 300 rounds on minimum power, 150 at standard, or 30 at maximum), all mentioned accessories, and a carrying case for the whole set.

### Bowcaster [100 IP] (Free: Wookiee)

These bulky crossbow-railguns are the signature weapon of the Wookiees. While their woefully short 50 m max range, heavy recoil, slow fire rate, and 3-fold reliance on physical ammo, plasma gas, and energy packs make them impractical for military applications, the damage and penetration of the energy-infused metal quarrel is unmatched among handheld weapons, making them prized weapons for hunters of dangerous prey. Even the heaviest personal armor is unlikely to block a direct hit from a bowcaster bolt within the optimal range of 30 meters. Includes 3 35-round drum magazines and a power pack good for approximately 300 shots.



## Repeaters

While all automatic blasters are technically 'repeating blasters', **Repeaters** refer to machine-gun-like weapons designed to put as much firepower downrange as possible in as short a time as possible.

### Light Repeater [200 IP] (Discount: Soldier)

The Light Repeater is more or less a bigger, badder version of a normal blaster rifle, designed with sustained fire in mind and thus sporting larger power packs and better heat dispersion at the cost of a moderate increase in size and weight. This Light Repeater features an 800 round power pack, an effective range out to 600 meters, and a maximum fire rate of 750 RPM. In a pinch, the Light Repeater can fit faction-standard 200-round Blaster Rifle packs instead. Includes 4 power packs.

### Heavy Repeater [300 IP] (Discount: Soldier)

Sometimes referred to as an assault cannon, Heavy Repeaters are intended for use with a tripod but can be wielded and fired by their carrying handles by those who can deal with the considerable weight and awkward chainsaw-style hand-grip. Includes the tripod and 3 power packs.

In its normal firing mode, the Heavy Repeater acts as a machine gun with similar range and per-shot damage to the Light Repeater; it justifies its mass and bulk by putting out 2000 rounds per power pack at a frankly terrifying 2400 RPM, filling the air with so many blaster shots it appears as a solid beam.

In its alternate firing mode, the weapon earns the name 'assault cannon': designed for anti-material and anti-armor roles, the overcharged bolts can outright scrap light vehicles and infantry-form combat droids with a single hit. The alternate fire mode drains the same power pack in 80 shots at 50 RPM, and suffers from a reduced range of 400 m.

## Flamethrower [100 IP] (Discount: Bounty Hunter)

Favored among Bounty Hunters for both their mechanical simplicity and the terror they inspire, flamethrowers are little more than a tube leading from pressurized fuel canister to a nozzle with an ignition system, traditionally on one's gauntlet. The rate of fuel consumption can be dialed up or down to affect a larger or smaller area; a single canister can last as long as 6 minutes or as little as 40 seconds depending on the setting. Includes 2 fuel canisters.

### Grenade Launcher [200 IP] (Discount: Soldier)

A heavy revolver-style grenade launcher with 4 chambers capable of launching grenades up to 400 m. Purchase includes 8 launcher-compatible grenades of any one or two types from the list on page 28, divided as you wish. Grenades are chosen at purchase time, Restock as the same types in the same quantities, and may not be converted back to hand grenades.

### Cryo-Sprayer Gauntlet [100 IP] (Free: Bounty Hunter)

A portable Carbonite freezer used to restrain live bounties. The experience is reported to be exceptionally uncomfortable, but the rate of accidental death is surprisingly low for such a sloppy process. The sprayer makes for a terrible weapon; the Carbonite spray won't stick to a struggling bounty, so it's only effective once the target is disabled. Comes with an unlimited supply of Carbonite and 4 collapsible Carbonite-slab hover-rigs for easy containment and transport.

### Toxin Kit [200 IP] (Discount: Spook)

A dart launcher concealed in a low-profile vambrace wearable under the sleeves of most clothing; if you buy hand-covering armor for CP, you may have the launcher concealed in its gauntlets instead. Included ammunition consists of 4 fast-acting non-combat sleep darts, 4 debilitating but non-lethal poison darts, and 4 powerfully harmful poison darts. The launcher holds four darts at a time, can selectively fire any of them when triggered, and can be reloaded covertly with modest skill in sleight of hand. Purchase also includes 2 syringes (not darts) of antidote for the nastier poison just in case.

## EXPLOSIVES AND AMMUNITION

### Grenades [50 IP] (Discount: Soldier, Spook, Smuggler)

A Restocking bandoleer of grenades. If you have a grenade launcher, you may choose to receive grenades compatible with that launcher instead of hand grenades when you Restock. Hand grenades have a toggle on the device for time delay or impact detonation; launched grenades are impact-triggered with a 15 m safety fuse. Choose one type from the list on page 28.

### Rockets [50 IP] (Discount: Bounty Hunter)

Effectively grenades with an engine stuck to them, rockets have a smaller blast radius than their grenade counterparts but can be fired farther and more accurately than most people can throw a grenade. Includes rockets of any single grenade type from the list on page 28 and a single-shot mount-point attachment that is equally effective on a pistol, rifle, or gauntlet (watch your fingers around the backblast). The quantity of rockets is the same as if they were grenades.

For the same cost, you may buy **Micro-Missiles** instead, which are  $\frac{1}{4}$  as powerful as normal rockets but come in 4x the quantity and can be loaded 4 at a time into the matching micro-missile launcher.

### Mines [100-200 IP] (Discount: Soldier, Spook)

For [100 IP], choose either 6 anti-personnel claymore-style directional tripwire mines, 20 anti-personnel omnidirectional proximity mines, or 10 anti-vehicle mag-sensitive HEAT landmines; for [200 IP], you get all three sets. You may choose not to Restock your mines whenever you Restock your other equipment, as any active mines become duds (or simply vanish) if they are Restocked before being set off. Considering the legacy of mines as weapons of war, that may be a bigger feature than it is a flaw.

### Remote Charges [100 IP] (Discount: Spook)

4 variable-yield proton charges that will gravitically adhere to any surface and can be programmed for a delayed detonation of up to 30 minutes or linked to a remote detonator for manual activation. Larger and heavier than a Thermal Detonator but much more powerful at maximum yield, ideal for both demolition and sabotage. Like mines, placed charges become inert or disappear entirely if you Restock them.

### Additional Ammo [50 IP]

Additional Restocking power packs and/or ammo magazines for one purchased weapon of your choice. Each purchase gives extra ammo equal to what normally comes with the chosen weapon. If applied to a weapon with grenades, you receive the same kind(s) of grenades in the same amount(s) you originally chose; you need to buy Grenades separately if you want other kinds. Cannot be used on **Grenade**, **Rocket**, **Mine**, or **Remote Charge** purchases.

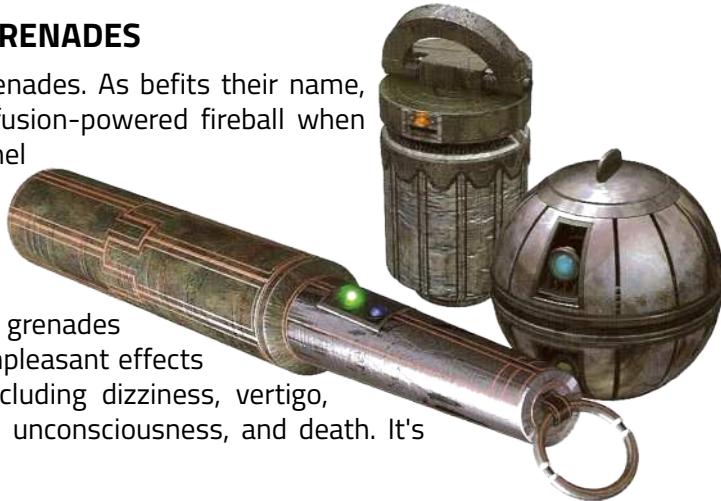
### Heavy Ammo Pack [100 IP] (Discount: Soldier)

A bulky power plant worn on the back, generally over medium or heavy combat armor, featuring cables designed to plug into the power pack port of a Blaster Rifle, Repeater, or Blaster Cannon. The pack provides unlimited ammo for the soldier willing to shoulder the weight, making heat the primary concern with regards to fire discipline. Shielded ports at the bottom of the pack allow recharging of most standard-socket power packs in the field, turning the gunner into a walking ammo dispenser for their squad.

Implausibly, the primary power cables on the CP-purchased Heavy Ammo Pack fit the ammo port of any battery- or magazine-fed man-portable firearm, allowing it to operate with unlimited (standard) ammo regardless of what type of ammo it actually requires. This miraculous property does not allow its ability to recharge power packs to refill ballistic magazines.

## GRENADES

**Thermal Detonators ×3:** High explosive hand grenades. As befits their name, thermal detonators release a scorching-hot fusion-powered fireball when triggered. Notable in their role as anti-personnel grenades for producing no shrapnel, making for a well-defined 6 m blast radius. Absolutely lethal to most targets within 3 m.



**Concussion Grenades ×3:** These less-lethal grenades generate a high-power pressure wave with unpleasant effects on organics within the 4 m blast radius, including dizziness, vertigo, disorientation, uncontrollable muscle spasms, unconsciousness, and death. It's called 'less lethal' for a reason.

**Ion Grenade ×3:** These grenades function similarly to EMP devices, shorting out electronic devices such as droids, turrets, and shield generators. The burst generated by the grenade is strong enough to overcome the hardening present on most military equipment, but heavy vehicles are tough nuts to crack. Ion bursts don't injure organic targets, but it's not exactly healthy, either. 4 m blast radius.

**Flash Bomb ×3:** These grenades let out a blinding flash and deafening noise on detonation. Flash bombs are less disabling (and dangerous) than Concussion Grenades to most organics, but can overwhelm the targeting sensors on many automated weapon systems, making them a good compromise between Concussion and Ion Grenades if facing mixed or unknown threats. Blinding and deafening within 4 m, beyond which effectiveness rapidly decreases.

**CryoBan Grenades ×3:** Another less-lethal grenade, these devices release inert super-pressurized gas to flash-freeze everything within 3 m. The sudden frost injures and immobilizes biological targets and damages equipment not hardened against extremely low temperatures.

**Flame Grenades ×3:** The opposite of the CryoBan, these grenades spray a vigorously-burning fuel mixture in a 4 m radius, setting everything near them on fire. The fuel contains its own oxidant and burns underwater or in the vacuum of space without issue.

**Fragmentation Grenades ×5:** Another anti-personnel grenade, a smaller and cheaper alternative to the thermal detonator. Unlike thermal detonators, Frag Grenades rely on random sprays of shrapnel for their lethality, and thus can injure or kill lightly armored targets up to 10 m away while leaving heavy infantry and droids closer to the blast merely annoyed. Medium armor may be enough to prevent lethal injuries within 3-4 m, but it's not a sure thing.

**Gas Grenades ×3:** An extremely versatile delivery system, but with an effectiveness dependent on the target's reaction to the chosen chemical and the size of the space into which the gas disperses. A single grenade can saturate a room with a volume of 80 m<sup>3</sup> over about 5 seconds. Choose either lethal or less-lethal gas at the time of purchase; you may specify the type of gas (irritant, sedative, toxin, corrosive), and even the exact chemical if you have access to a source of it at purchase time.

**Smoke Grenade ×5:** Smokers serve to mark locations or obscure lines of sight. The least likely of any grenade listed here to directly kill someone, although you could beat someone to death with one if you really had to. You may choose the colors of your smoke grenades whenever you Restock them.

## ARMOR

- ① Restocking your armor fully repairs and cleans it. You do not have to remove the armor to do so.
- ① You may import a set of clothes or armor you already own to add its features to your new gear.

### Low-Profile Armor [50 IP] (Free: Spook, Smuggler)

Simple, subtle armor that is easily concealed under normal clothes or robes. As light armor, it won't block much punishment, but it's enough to stop a shiv or blaster pistol shot despite weighing nearly nothing, and surprise is a quality all its own. Does not protect the head or hands.

### Synthweave Armor [100 IP] (Discount: Adept)

Synthweave is a tough, protective armor material with the appearance of cloth; people unfamiliar with it may not realize that the wearer is armored at all. While technically light armor, it is almost as protective as most medium armors while remaining light enough to not interfere with movement. Includes a hood and gauntlets.

### Synthplate Armor [200 IP] (Discount: Adept)

Synthplate is what happens when you take a set of Synthweave Armor, add armor plates wherever it won't interfere with ease of motion, and thicken the weave everywhere else. Offers protection on par with Heavy Armor for vital areas and Combat Armor on the hands and joints but is noticeably heavier and bulkier than standard Synthweave. This is the heaviest form of armor most sophonts can wear without sacrificing mobility, making it a staple of front-line fighters among both Jedi and Sith.

### Scout Armor [200 IP] (Discount: Spook)

Full-body medium armor that sacrifices nothing in the area of stealth. In addition to sound-dampening boots and a chameleon-paint system that can change coloration and camo-pattern to suit the environment, the armor is specially designed to work with a **Stealth Field Generator** (sold separately); an equipped Stealth Field Generator conforms its field to the armor perfectly, minimizing the distortion and silhouette effects. As medium armor, it's capable of stopping a blaster shot and offers head to toe protection, all without interfering with sneaking- or stealth-related skills, perks, or abilities.

### Combat Armor [100 IP] (Discount: Soldier, Bounty Hunter)

Medium armor intended for use by common soldiers, of your faction's make and bearing their markings. Offers good protection against incoming fire but is bulky and ill-suited for stealth. The armor includes a full-faced helmet with limited NBC protection but is not proof against many environmental hazards.

### Heavy Armor [200 IP] (Discount: Soldier, Bounty Hunter)

A suit of high-quality heavy armor of your faction's make and bearing their markings. Capable of taking an impressive amount of punishment for something that is "worn" rather than "piloted", but harder to move in than Combat Armor and completely unsubtle. The armor is sealed and includes a two-minute air supply for emergencies but is not designed for extended operation in vacuum and is vulnerable to punctures.

### Vac-trooper Armor [300 IP] (Discount: Soldier, Bounty Hunter)

Heavy armor reinforced with thicker plating, reactive auto-seals for breaches and punctures, mag-clamp boots, and redundant life support systems. Offers near perfect protection against most environment hazards (including radiation, extreme temperature, toxic atmospheres, corrosive atmospheres, and absent atmospheres) provided it hasn't been shot to pieces in the meanwhile. Difficult to don, doff, and move in, even more so than most Heavy Armors, to the point that moving faster than a brisk walk requires significant strength and training.

## EQUIPMENT

### Communicator [Free/50 IP]

You receive a standard comlink 'wand' and hand-held holo-com for free, although they have no special properties beyond those afforded to all Jump-given items. For **[50 IP]**, they're upgraded to Jumper-grade gear: they are always accessible from any pocket or pouch, cannot be traced or intercepted, and are highly resistant to wide-area jamming.

### Rebreather x2 [50 IP]

Emergency equipment commonly found on starships, a rebreather includes an oxygen mask and portable tank for those going where breathable air isn't. Equally effective in a vacuum or underwater, the devices include goggles for eye protection and provide an unlimited quantity of clean, breathable air.

### Grappling Hook [100 IP] (Discount: Freelancer, Spook)

A grappling hook launcher and motorized reel, capable of lifting a fully-grown sophont and their gear at a reasonable rate of ascent (or bringing whatever it hits back to them, depending on who weighs more). Can be attached to a pistol or the gauntlet of medium or heavy armor; alternately, the grappling hook may be its own device with the form factor of a pistol.

### Stim Kit [100 IP]

A slim metal tin resembling a cigar case containing 3 hypodermic needles on the inside of each cover: 1 set are combat stims; the other, adrenals. The stims boost alertness, reaction speed, and strength, calm your mind, and steady your hands for a few hours each; adrenals affect the same things much harder but last only minutes. Minimal side effects provided you follow the recommended dosing instructions.

### Jetpack [200 IP] (Discount: Bounty Hunter)

Exactly what it says on the tin. While designed more for quick bursts of motion than sustained flight, it's capable of allowing a person in heavy armor to hover for short periods. Requires medium armor or thicker if you don't want to burn your legs off when you turn it on.

### Security Spikes x3 [100 IP] (Discount: Spook, Smuggler)

Digital skeleton keys, slicer spikes are the tool for breaking and entering electronic networks once you have physical access. While a lot of gnarly slicing hardware consists of expensive, single-use devices, these high-quality lock-breakers don't fail unless you push them to their limit and Restock if you do.

### Stealth Field Generator [200 IP] (Discount: Spook, Smuggler)

A small, belt-mounted device capable of rendering its user functionally invisible. Unlike ship-based 'cloaking fields', the stealth field does not render the user fully invisible, instead wrapping them in a camouflage field that blends them into the background and makes visually spotting them difficult but not impossible. The field is imperfect, particularly at the edges relative to a viewer where it leaves a faint silhouette, so some sneaking is still required; nevertheless, this advanced model is as close as you can get to true invisibility at this scale, never runs out of power, and also dampens sound.

### Force Focus [100 IP] (Discount: Adept)

A Force-sensitive crystal mounted in a protective frame. Analogous to a casting focus, this Focus can be used to boost one's connection to the Force in various ways, such as lowering the strain of using Force powers or enhancing one's sensitivity to various Force phenomena. The Force crystal in a lightsaber accomplishes the same thing for many trained Adepts; the larger crystal in the Focus is more effective, but some Jedi and Sith don't consider the advantage worth carrying another item. You may choose between a Focus perfectly attuned to you specifically or a Focus that is perfectly attuned to anyone who wields it. To those unable to use the Force, the Focus is little more than an ornate paperweight.

### **Field Medical Kit [100 IP] (Discount: Bounty Hunter)**

A lunch-box-sized container full of kolto packs, medical hypos, bandages, disinfectant, splints, sutures, and other items suited for first aid and battlefield medicine, including a detailed First Aid manual. The Kit holds five times as many supplies as something its size and weight should, and its contents change to suit the emergency (for example, by containing the right drugs and instructions for the patient's species). In future Jumps, you may choose to receive the setting's equivalents of any or all contained supplies instead of the default type(s) when Restocking, and the manual will reflect the substitutions.

### **Emergency Medical Probe [100 IP] (Discount: Spook)**

A floating probe droid with an integrated medical kit and the software to administer aid to the standards of a Proficient medic. It doesn't have the impossible quantity of supplies the Field Medical Kit does, but it recharges its limited reserves over time and can use any other medical supplies you provide it with equal skill. 'Smart' enough to get the job done but has no personality and makes for poor company.

### **Field Repair Kit [100 IP] (Discount: Smuggler)**

A small toolbox that contains all the tools and material necessary to repair or service any equipment you encounter, as long as you have the knowledge of how to do so. In addition to hand- and power-tools, the kit can provide an effectively limitless supply of nuts, bolts, wires of various gauges, hydraulic and pneumatic tubing, tension cables, solder, and other 'bits and bobs' necessary for whatever you're working on. Cannot provide items that do not fit through the opening of the box.

### **Astromech Droid [100 IP]**

An astromech droid 'pet' with all the features listed on the opposite page. The droid remains loyal to you unless you take deliberate action to remove that loyalty. You may import a non-companion entity with a similar role (such as another robot, AI/VI, familiar, or magic spirit) as your astromech droid; alternately, you may import a willing companion as your droid, granting them a new alt-form and all aforementioned features. Note that features based on the droid's form and/or physical hardware may function differently for companions with alt-forms, regardless of whether you elevate a 'pet' droid to full companion status in a later Jump or import a full companion as a droid this Jump.

A companion importing as a droid may take a companion slot to receive the associated **CP** and **IP** stipends as usual, but they receive no freebies or discounts except the astromech features and may only take personal drawbacks specifically for droids<sup>5</sup>. They still receive **CP** from group drawbacks and may spend their points without restrictions. Either the original purchaser or the importing companion may spend **IP** on optional **Droid** purchases (next page).

Note that even if a companion imports as the droid, those in the Galaxy tend to assume someone, typically the one who made this item purchase, is the Droid's owner for the duration of the Jump. Items purchased by companions importing as droids are likewise assumed to be the property of the droid's 'owner' rather than the droid itself. Companions who import as droids are still considered companions, not pets, and their loyalty or lack thereof remains unchanged. They may not purchase other droids.



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<sup>5</sup> See **Mode Lock**, pg. 44

## ASTROMECH DROID FEATURES

### Binary Cant [+0]

Astromech droids lack the hardware and programming to speak in anything but bleeps and whistles. People who interact with droids on a regular basis are able to understand them, but they made need a protocol droid to translate for the less worldly.

Companions with this feature may communicate normally in other forms. As a pseudo-drawback, the hard limitation is removed from the droid form at the end of the Jump. Mandatory.

### Mostly Armless [0]

Astromech droids make up for their lack of most species would consider 'arms' with a variety of specialized manipulators, including screwdrivers, wrenches, pliers, wire-cutters, bolt-cutters, plasma-cutters, tweezers, arc-welders, hand-drills, and soldering irons. In droid form, they have access to these tools at all times and can use any number of them simultaneously provided they do not physically obstruct each other. They also have a universal data-jack, unupgraded communicator (pg 30), and hologram projector built in to the chassis.

Companions with this feature may summon equivalent tools to hand at-will even when not in droid form but do not gain the multitasking benefit when doing so.

### Expert Systems [0]

The droid's intended role grants it the following skills:

- It can co-pilot any vehicle with a compatible socket, such as starfighters and some speeders, and can jack in to larger vessels like starships and stations to control their subsystems.
- It can repair weapons, armor, vehicles, and equipment (itself included) to good-as-new condition with the right resources or kludge together 'good enough' fixes with the "wrong" resources.

Additionally, choose one of the following skills. For an additional **[50 IP]**, choose a second skill.

- The droid is able to pilot speeders and spacecraft independently rather than merely co-piloting, though only to the level of a pilot Familiar with the vehicles in question.
- The droid is Proficient at all crafting skills described under **Wandering Craftsman** (pg 6).
- The droid is loaded with a high-spec slicing suite comparable to an Expert with high-end Slicer Spikes.

### Slapstick Sidekick [0]

Droids are more likely to take the brunt of any unfortunate mishaps your party encounters, such as being hit by arcs of electricity or falling rocks that could have otherwise harmed your allies. This effect doesn't make such mishaps more likely, only changes who would be hit if such a mishap would occur. Droids don't suffer harm from these incidents, but they'll likely let out a comedic squeal or two along the way. Good thing they don't feel pain the way organics do.

Companions with this feature can only use it in droid form and may toggle it on and off at will.

### Custom Loadout [0]

The droid may equip any CP-bought items suitable for a typical *Star Wars* humanoid; such items adapt to its form as though included in **Mostly Armless** for as long as they are equipped. The droid also comes with your choice of **200 IP** worth of weapons and/or equipment built into its chassis; for an additional **[50 IP]**, increase the value to **400 IP**.

Companions with this feature receive versions of the selected item(s) suitable for their preferred alt-form with the permanent use restriction from **Binds on Pickup** (pg 44).

## VEHICLES

① Vehicles may be replaced only once every 7 days (for speeders) or 30 days (for space vehicles). You may import an existing land vehicle into a speeder, and/or an existing flying vehicle into a shuttle or starfighter.

### Speeder [Free]

Your choice of:

- A single-seat **speederbike**. Additional passengers strongly discouraged. Includes 1 free **Upgrade**.
- A **landspeeder** with 4 seats and an astromech droid socket. Similar performance to the speederbike, but larger and without the free Upgrade.

### Shuttle [50 IP]

A fast, orbit-capable civilian shuttle with a pilot seat, co-pilot seat, astromech droid socket, and space for 4 comfortable passengers or 8 uncomfortable ones. Faster than even a fully upgraded flight-capable landspeeder, but less maneuverable, more conspicuous, and in need of far more space to park its bulk. Lacks a hyperdrive but can be docked to your ship for transport.

### Starfighter [100 IP]

A single-seat (plus Astromech droid) scout fighter, either an Imperial *Supremacy*-Class Interceptor or a Republic *Liberator*-Class Light Fighter. Equipped with standard blasters, a pair of homing missile launchers, and a military-grade shield generator. Lacks a hyperdrive but can be docked to your ship for transport.

## Vehicle Upgrades

You may apply any number of different upgrades to the same vehicle.

### Team Van [50 IP]

Doubles the number of seats in your vehicle, including the addition of a passenger seat to a speederbike and a co-pilot seat to a Starfighter. The vehicle is slightly larger to accommodate the extra seats but retains its normal performance and handling.

### Need for Speed [50 IP]

Upgrades your vehicle with greatly improved acceleration, maneuverability, and top speed. Speeders are now racing models, with a spoiler and wicked paint job.

### Vertical Freedom [50 IP]

Grants your speederbike or landspeeder the flight capabilities of an air-speeder, allowing you to soar over most obstacles. It's still not a plane, but it's close enough for most purposes. Shuttles and Starfighters receive a compact hyperdrive instead.

### Militarized [50 IP]

Adds a forward-facing blaster cannon to a Speederbike, a passenger-manned heavy repeater turret to a Landspeeder, or chaff and flares to a Shuttle. Starfighters are upgraded to your choice of a **Heavy Fighter** or **Fighter-Bomber** configuration (pg 61). Improves the strength of the chassis or hull and hardens civilian vehicles against ion weapons.

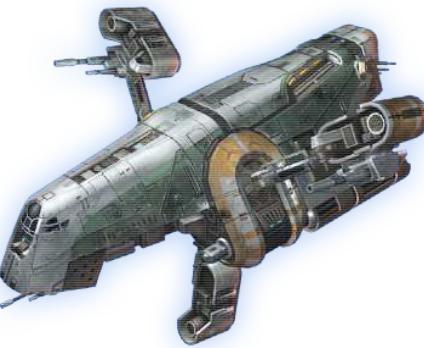
### Jumper Warranty [50 IP]

Your vehicle no longer needs fuel or maintenance (or ammo, if **Militarized**), never breaks down, and slowly repairs itself unless completely destroyed. You can replace speeders once per day and space vehicles once per 7 days, and the replacements retain all aftermarket upgrades and modifications. In the case of speeders, you may decide to have the new speeder waiting for you immediately in a hiding place just 'off screen' and will know where it is if you do.

# SHIPS

You have **400 Ship Points (SP)**<sup>1</sup> to be spent on this section only; choose a ship of your faction for **[Free]** or pay **[50 SP]** for any other ship. You may purchase additional ships for **[50 SP]** each from your faction or **[100 SP]** from another faction. **Drop-Ins** may choose as though they belong to every faction.

Your ship(s) are automatically stowed and carried between Jumps; if your ship is damaged or destroyed, it is repaired or replaced at that time. You may import a comparably-sized vessel you already own as your ship.

 Corellian XS Stock Light Freighter	 Kuat Drive Yards D5-Mantis Patrol Craft
 Corellian Defender-Class Light Corvette	 Fury-Class Imperial Interceptor
 Rendili Hyperworks BT-7 Thunderclap	 X-70B Phantom

<sup>1</sup> Anything you can buy with **SP** may be bought with **CP**, or with any combination of **CP** and **SP**.

## GENERAL

### Standard Accommodations [Free]

The bare necessities of living and working in space. Your ship includes living and eating space, bathrooms, cleaning and laundry equipment, a simple kitchenette, a workspace to repair and maintain equipment, and other basic conveniences; the exact layout of these rooms is up to you. Includes a Protocol Droid to handle the various chores associated with keeping your ship livable. All ships have a full set of military-grade sensors, as well as **Basic Weapons**, a **First-Aid Station**, and a **Communications Suite**.

Your ship starts with 300 m<sup>3</sup> of configurable free space to be partitioned into cargo holds or additional living space as you see fit. In the case of sleeping quarters, the included furnishings scale with the size (and corresponding implicit 'niceness') of the space. As a general guide:

**Military Bunks** like you'd find on a submarine fit 2 people and their footlockers per 5 m<sup>3</sup>.

**Cramped Quarters** provide some level of privacy and fill 20 m<sup>3</sup> per single room or 30 m<sup>3</sup> per double.

**Comfortable Quarters** take up 60 m<sup>3</sup> and can fit a desk, chair, and shelving with room to pace.

**Luxurious Quarters** take up 120 m<sup>3</sup> to include extra space and a small private bathroom.

### Luxury Accommodations [50 SP] (Free: Phantom)

Upgraded accommodations make everything about living on board more comfortable. The beds are softer, the furniture finer, bare metal walls covered by cozy facades, and that recycled-air smell is gone forever. Adds a set of **Luxurious Quarters** and two sets of **Comfortable Quarters** without cutting into the space granted by **Standard Accommodations**. The common rooms are slightly larger, the kitchen is fit for a luxury liner, and there's even a bar in the dining area now, as well. Lastly, all chores associated with onboard life are fully automated by your choice of either additional droids or straight Fiat magic.

### Made Like They Used To [50 SP]

This perk is explicit insurance of your purchase and a little more besides. If destroyed, you'll have another ship ready 'off screen' at most once every 90 days, rather than being forced to wait for the next Jump; when the ship is ready, you receive a single-use remote which summons the new ship to your current location via autopilot as described by the **Beckon Call** upgrade. Replacement ships now retain all aftermarket upgrades and other modifications. Lastly, you no longer have to worry about the logistical inconveniences of space travel: the ship no longer needs maintenance or fuel, never breaks down, will repair itself slowly over time if damaged by outside forces, and Restocks its stores of ammo, food, water, oxygen, and other such 'simple' resources whenever you come into port.



## COMBAT

### Basic Weapons [Free]

All ships come with a set of standard weapons. **Basic Laser Turrets** are suitable for repelling small attack craft, but unlikely to crack the shields of larger targets. **Homing Missiles** are designed to track and destroy small fighter craft, are capable of stripping hard-points off larger ships in a pinch, and the rack can target and launch up to 4 missiles at different targets simultaneously. A **Torpedo Tube** launches a large, slow, shield-breaching missile capable of dealing heavy damage to even the toughest ships in the setting with a shot to a vulnerable area. Both the Rack of Homing Missiles and Torpedo Tube have an internal magazine that will never run dry, though the Torpedo Tube takes some time to ready another shot.

### Heavy Laser Battery [50 SP] (Free: Fury)

Replaces the **Basic Laser Turrets** with larger versions that fire faster and hit harder, allowing them to slice through even heavily shielded small craft and pose a threat to vulnerable areas of capital ships.

If you really want to be a capital-ship killer, you can upgrade the lasers to **Turbolaser Batteries** for another [150 SP]. It should be impossible to fit Turbolasers on a ship the size of a small yacht, but there they are.

### Reinforced Hull [50 SP] (Free: D5-Mantis, Thunderclap)

Thicker armor stops more firepower before it can reach critical systems, while additional reinforcements to the hull allow the ship to keep flying even if half of it has been stripped to the bone. In addition to making your ship's armor and hull twice as tough, the upgrade guarantees full functionality down to the very last hit point. Also adds heavy emergency bulkheads to protect the crew who aren't on fire.

### Supercharged Shield Generator [50 SP] (Free: Defender)

This upgrade doubles the amount of punishment your shields can absorb before failing and halves the time it takes them to recharge. Simple, straight-forward, and damned effective.

## MEDICAL

### First-Aid Station [Free]

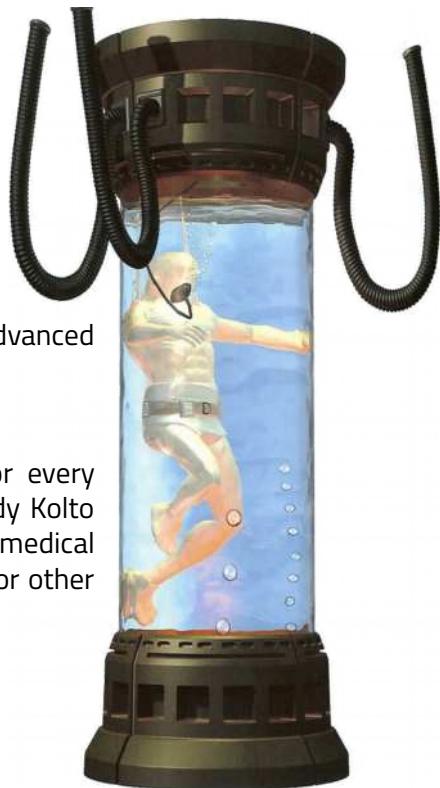
A small clinic-like room for treating simple injuries such as burns, cuts, scrapes, and sprains. Also provides limited options for treating more serious injuries such as blaster wounds and broken bones.

### Medical Center [50 SP] (Free: Defender)

Replaces the simple First-Aid Station with a Medical Center fit for fixing broken bones, reattaching fingers, and regrowing lost skin. While not a panacea, it can keep even the most critically injured patients alive long enough for them to be transferred to more advanced facilities.

### Advanced Medical Facility [50 SP] (Requires Medical Center)

Further upgrades the Medical Center with the right equipment for every treatable disease, illness, or injury imaginable. Features two full-body Kolto tanks, organ cloning vats, a full surgical theater, and two integrated medical droids capable of performing any known procedure without human (or other sophont) assistance. Requires the **Medical Center** upgrade.



## CARGO

### Additional Internal Space [50 SP per 500 m<sup>3</sup>] (Free: XS Stock)

500 m<sup>3</sup> of extra space to be partitioned as you wish as described in **Standard Accommodations**. This upgrade may be purchased up to 3 times. If you wish, you may split the space granted by one purchase into 250 m<sup>3</sup> normal space and 10 m<sup>3</sup> hidden space (below).

### Hidden Compartments [50 SP per 20 m<sup>3</sup>] (Free D5-Mantis)

Hidden compartments that blend seamlessly into the walls, floors, or ceilings of your vessel. Suited for hiding fugitives, smuggling contraband, and dodging tariffs, the compartments are guaranteed to remain undiscovered by manual inspection. This upgrade may be purchased up to 5 times.

### Advanced Cargo Handling [50 SP] (Free: XS Stock)

Upgrades the ship's Cargo Hold(s) with independent environmental controls, ceiling mounted tractor mechanisms, and wide exterior elevators and ramps for better storage, handling, loading, and unloading of delicate and/or bulky goods.

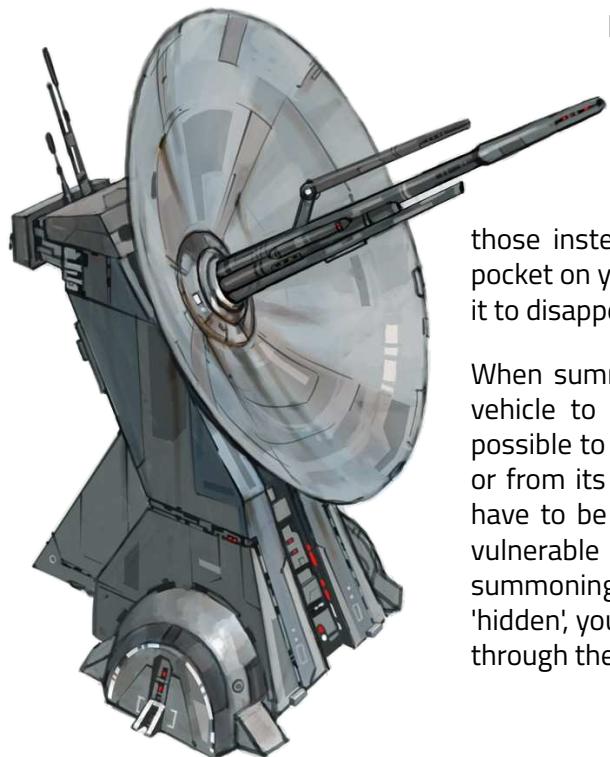
### Opaque Hull [50 SP] (Free: XS Stock, Phantom)

Replaces the internal plating of the ship with materials that are harder for scanners to penetrate, masking the quantity of your passengers and the nature of your cargo from the eyes of passing ships and customs agents. More scrupulous ports may insist on manual inspection, but that opens the door for bribing, charming, or intimidating the inspectors. Or you could simply hide your illegal goods (or guests) where they won't be found.

## UTILITY

### Communications Suite [Free/50 SP] (Free: Thunderclap)

A full communications suite for secure, long-range chatter. While the **Free** version is already encrypted to the best standards the setting's tech can offer, the **50 SP** version is perfectly secure, immune to all forms of jamming, and can never be intercepted, traced, or otherwise compromised.



### Beckon Call [50 SP] (Free: Fury)

This remote control allows you to summon or dismiss your ship from a nebulous 'off-screen' orbit an undefined distance away from the planet or station you're currently on; if you have a shuttle and/or starfighter docked to your ship, the device has buttons to summon or dismiss those instead. You can call the device to hand by reaching into any pocket on your outfit or carried bag; 'stowing' it in the same way causes it to disappear until you need it again.

When summoned or dismissed, an autopilot suite directs the ship or vehicle to or from your current location so long as it is physically possible to reach such a place from orbit. How long it takes to arrive to or from its hiding spot depends on how far away it would reasonably have to be to remain undetected by troublesome parties. The ship is vulnerable during its automated flight, but the device warns you if summoning or dismissing the ship would put it in danger. Once safely 'hidden', your ship is perfectly protected and cannot be disturbed except through the actions of those already onboard.

### **Priority Docking Authorization [50 SP] (Free: Defender, Fury)**

A ship identification pass that marks the owner of the ship as someone important. Even in crowded ports, you'll find yourself ushered to the front of the line, and red tape will fall away like confetti. It may even let you get through customs with no questions asked, depending on the polity in question.

### **Advanced Navigation System [50 SP] (Free: D5-Mantis)**

A computer system with the necessary astrogation data for civilian hyperspace travel to anywhere in your current setting as though accurately mapped by the Republic Explorer Corps. The accompanying autopilot means you never need to worry about accidents during FTL maneuvers even for things other pilots would consider ludicrously risky, like jumping into or out of navigational hazards, provided you don't override the system when it tells you something is stupidly unsafe even by its standards.

### **Low-Profile Hull [50 SP] (Free: Phantom)**

Specially contoured metal-ceramic alloys reduce the sensor profile of your ship, lowering the range at which active scanning can detect you. Passive sensors are still able to pick up the ship's emissions, but 'running dark' at minimal power reduces the distance at which civilian sensors can detect the ship all the way down to visual range. The hull's scattering of active sensors also interferes with targeting, making it easier to shake off homing missiles and lowering the accuracy of incoming fire.

### **Fabricators [50 SP] (Free: Thunderclap)**

A miniature ship-based foundry that can stamp, forge, and/or print metal and polymer parts for creating, maintaining, and repairing your gear; it can even (slowly) produce more complicated items like electronics, power cells, explosives, and medical supplies if given the proper raw resources. Also makes your ship a valid 'resupply' point for Restocking personal equipment so you don't have to spend any fabricator time or resources replacing your **CP**-bought ammo or explosives.

### **Cloaking Device [100 SP]**

This cutting-edge device generates a field around a ship that renders it transparent to all incoming energy and absorbs its emissions, making it completely invisible to all known sensors and the naked eye. Firing weapons and performing high-energy maneuvers disrupts the cloaking field and reveals the cloaked ship until the field stabilizes.

Cloaking puts considerable strain on the Adegan crystal at the heart of the device. In peak condition, the cloak can run for 15 minutes every hour without harm. A **Low-Profile Hull** reduces the amount of energy the cloaking field needs to divert and allows a ship with both upgrades to remain cloaked for twice as long. The device still requires 45 minutes of 'rest' per 100% of its maximum safe duration.

Exceeding the limit damages the crystal, which fails completely after twice the maximum safe duration. Damaged crystals have a linearly lower safe operating time; for example, exceeding the safe limit by half its duration cuts the maximum running time before damaging the crystal further in half. As a **CP** purchase, a damaged or destroyed crystal is fully restored after 24 hours without use.

# COMPANIONS

## IMPORTS

### Guest Star [50 CP]

A single accomplice, either a new individual loyal to you, or a companion you choose to import. They receive an origin and associated freebies, **800 CP**, and **300 IP**, as well as a **Ship** and **100 SP**.

### Team [100/150 CP]

Up to 3 companions for your adventure, either new individuals loyal to you or companions you've recruited previously. They receive an origin and associated freebies, **600/800 CP**, **200/300 IP**, a **Ship**, and **0/100 SP**.

### Full Lineup [200/300 CP]

Up to 8 imported companions, with the same resources as given by the **Team** option.

### Call it a Guild [300/450 CP]

Up to 20 imported companions, with the same resources as given by the **Team** option.

- ① Companions who plan to accompany you or another companion with their own ship may forgo the **Ship** and **SP** in favor of additional **IP**; such companions replace the granted **Ship** with an additional **+100 IP** and convert all **SP** to **IP** at a 1:1 ratio. It is recommended (but not required) that they pair with a ship-owning party member for transportation.

### Guest Passes [0-200 CP]

An unlimited number of spots for preexisting companions to import. By default, such companions gain an origin and associated freebies at no charge to you, and may take drawbacks to earn **CP**. Every **50 CP** you spend on this option, or **150 CP** spent on any other companion option(s), grants these companions **150 CP** and **50 IP**, up to a maximum of **600 CP** and **200 IP** after 4 upgrades. Does not grant **ships** or **SP**.

- ① You may forgo all **Guest Passes** options and awarded upgrades (including the default **Free** option) if you really want to keep your companions from importing into the setting for some reason.

## RECRUITMENT

There is no charge for recruiting friends you make in the Galaxy as new companions, but you must do so on your own merits, without any supernatural compulsions or charm. Non-coercive aspects of social Perks still apply. If you wish, you may pay **[50 CP]** per canon character to arrive in a version of the universe where the character(s) in question are highly amenable to recruitment despite their existing duties and/or attachments, but they'll still need to like you enough to consider you decent company before they'll join you.

If you have open import slots left over, you may grant them to your newly recruited companion(s), and they will be able to spend the points at the end of the Jump as though importing as the class which best reflects their current self. They receive **CP** from all group-wide drawbacks active this Jump from any source but cannot take other drawbacks.

# DRAWBACKS

The Jumper and non-respawning companions may earn up to **1200 CP** from drawbacks; companions able to respawn mid-Jump may only earn up to **600 CP**. You may take 1 drawback that normally awards **CP** for **IP** and 1 for **SP** at **1.5x** their values; such drawbacks count against your Drawback Limit at their new value. Drawbacks expire at the end of the Jump (including time added by scenarios or other drawbacks).

## TOGGLES

### Expanded Universe [+0 CP] [Jumper Only]

If you have already visited the Star Wars universe at an earlier time, you may have the consequences of your actions in that time carry over into the current Era. Choose one of the following options:

#### Background Details

The setting gives lip service to what you did before, but the Galaxy is functionally the same as canon in every way.

#### Convergent History

Somehow, events between your previous adventure and now have created the same situation, even if the path to reach that point was wildly different. If necessary, the in-universe time gap between that Jump and this one may be different, but the current world looks the same, people and all.

#### Full Divergence

History continued to diverge from the point of your interference. In the most extreme case, it may have created a setting unrecognizable as the start of *The Old Republic*, and even if the Galaxy is recognizable, the plot almost certainly won't be. You may choose to have the same cast of characters appear regardless provided their existence is still possible. Incompatible with most scenarios and **It's Up To You**.

### Contracted Universe [+0 CP] [Jumper Only]

By default, the Galaxy you enter matches the full story of *The Old Republic* and its expansions. With this toggle, you may choose to enter a Galaxy that ignores all plot points, future and past, revealed in and after a chosen expansion. Don't want to deal with the Eternal Empire? Stop the story at *Shadow of Revan*. Hate what they did to Revan's character? Ignore everything after Makeb. Think the Hutts are boring, one-note villains? Wrap things up on Ilum. Canon is what you make of it.

### It's Up To You [+0 CP]

Step into the shoes of once of the canonical class heroes and follow their footsteps through the treacherous years of Cold (and Not-So-Cold) War between the Republic and Empire. "Not doing something" may not be enough to prevent it because your superiors can find someone else to do the job if you faff off, but you can actively screw with the plot as much as you want; this toggle exists in case you want the part of a canon player character, not to interfere with your free will.

Only one person may take this toggle for each of the 8 canon player characters. Your class, background, and starting location and time are determined by that character, but you may spend points without limitations. Inadvisable if attempting **Pax Jumperia**. Incompatible with drawbacks that conflict with or introduce holes in the plot (such as **Disreputable Background** for the Trooper) and with **Expanded Universe's Full Divergence** option. All other drawbacks, including drawbacks involved in said plot (such as **Back to School** for the Inquisitor), are fair game.

## GENERAL DRAWBACKS

### Disreputable Background [+100 CP]

You were a slave, criminal, beggar, or refugee, and it sticks to you like a bad smell; change your **Background** to the corresponding **Disreputable** sub-type (pg 4). It will be an uphill battle to rise above the stigma of your past in the eyes of the movers and shakers of the galaxy: only a minor inconvenience if you're living the quiet life, but a huge headache if you're trying to make friends and influence people. Expect a great deal of inconvenience and disrespect whenever you have to deal with the upper strata of society, be it Republic, Imperial, or Independent.

Note: This drawback doesn't change anyone's character; at worst, it fiddles with probability to put people who would discriminate against you in your way more often than mere chance would dictate and helps them recognize you as being 'Disreputable' in the first place. In a Galaxy like this, it doesn't take much.

### Force Anomaly [+100 CP]

Something about you stands out to Adepts near enough to sense you. Maybe it's a result of your Jumper soul, a consequence of being foreign to the world, or just all those Force powers you loaded up on, but your Force presence stands out to any Adepts you meet. How close they'd have to be to notice you depends on the Force Adept in question: a typical Adept would need to be within 20 meters or so, but stronger Adepts would notice sooner, and someone who already knows what to look for would be able to 'see' you from even further away. For example, without a technique to hide your presence, Vitiate could spot you the moment you entered orbit if he knew to look.

Force Adepts who investigate further learn that you have great potential to bring about change, making you an attractive pawn for mid-level plotters, schemers, and other 'forward thinkers' of both factions. Power players like Vitiate and his Dark Council and the Jedi High Council may be curious, but have too many other concerns to personally trouble themselves with you unless you start making waves, so you don't draw too much heat right off the bat. How you deal with the attention you do get is up to you.

### Force Blind [+100 CP]

You're about as dumb to matters of the Force as it's possible for an ordinary person to be. Not only do you miss out on Force Powers, you also lack the intuition, instincts, and perceptiveness the Force grants even those who otherwise aren't sensitive enough for Adept training. If you have Force Sensitivity from another source, you lose it for the duration. There is no upside; you are just as susceptible to Force powers of all types as anyone else. Cannot be taken by **Adepts**.

### Gone Native [+100]

Your out of Jump memories are weakened until they barely feel like your own, and don't affect you anywhere near as much as those of your current Jump self. While you still remember everything you would normally, you are far more 'immersed' in this Jump's personality than normal, and your 'First Reactions'—your gut feelings, knee-jerk reactions, emotional responses, and general attitude—match the values and experiences of your new identity. This doesn't radically shift your alignment or even necessarily change how you act at all; you can always think twice before taking actual action. Nevertheless, you're far more disquieted by thoughts and actions your new self would find abhorrent and far less bothered by things they'd accept no matter how far from your normal values that may be.

If you're a **Drop-In**, you have no new identity to interfere with you, but instead must deal with the intense existential horror of amnesia for the duration of the Jump; all your memories may still be there, but they don't feel like your own. It may not have the sort of active effects it would with a Jump Identity, but that's not a free pass; instead, you're 'just' miserably uncomfortable with your existence.

## Back to School [+200 CP]

Started a little early, did you? Rather than landing in the role of an action-ready hero, you're still learning the ropes, up to 10 years before the nominal start of your Jump at your Benefactor's discretion. Your age is reduced to that of a young adult of your chosen species, and your chosen starting location is where your training ends, rather than where it begins. The Jump clock doesn't start until you 'graduate', either, so don't think you're shaving time off your stay in a safer setting. Scenario timers are similarly delayed.

You even manage to Jump in too early for all your new perks and items, except for one perk or item worth **100 CP** or less after discounts. Not so for drawbacks, unfortunately; those kick in immediately. Don't worry, you'll get the rest of your purchases over the course of your training, and it is safer; this is the tutorial, and if this is your first Jump, you are Fiat Guaranteed to survive the full learning experience and be capable and conscious when the Jump clock starts. How good your position is at that point is up to you; see the '**SAFETY GUARANTEE**' sidebar (right) for examples of how badly you can mess up despite the Guarantee's protection.

For half value, you may apply the Guarantee even if this is not your first Jump, which is likely most tempting for fledgling Sith Jumpers bound for a wonderful stay at the Korriban Academy of Everything-Trying-To-Kill-You.

## Got a Bad Feeling About This [+200 CP]

Your quests, missions, and tasks now come with bonus complications at every turn. Items and people are harder to find, unexpected obstacles pop up like clockwork, and every request for assistance will send you haring off on an additional side-quest. This isn't to say that every trip to the corner store is bound to run afoul of a roaming slicer gang holding up the place, but most everything you do in an 'adventurous' capacity takes more steps than is normal (or sensible, in many cases).

If there is any good news to be found here, it's that while you spend more time in danger, the level of danger remains the same.

## Perpetual Poverty [+200 CP]

Your wallet is a treadmill you can never beat. No matter what sort of windfall you may find, something will come along to make sure your bank account comes crashing back down. Any bit of good fortune is eclipsed by equally bad luck, and repairs and fines eat up the lion's share of every reward, leaving you barely enough to put food on the table and fuel in the tank. If you're stuck dealing with other drawbacks that put a pinch on your funds, you may not even have that much. Forget about upgrading your stuff and focus on keeping it running as long as you can; replacing it is going to be a nightmare. May the Force help you if you fall into debt.

If you are part of an organization that normally wouldn't require you to pay for your stuff, such as a **Soldier** serving a normal tour of duty, you are cursed with horrible luck when it comes to receiving equipment. If the quartermaster is one short of anything they issue to the troops, you are the one who loses out, and they are invariably one short of something. You are rarely able to requisition what you need, either, forcing you to buy your own gear and bringing you back to the central problem this drawback introduces.

### SAFETY GUARANTEE

You can still be injured enough to require significant cybernetics, and the guarantee only ensures you get something good enough to get you up and moving again. Darth Vader is lively enough to kill countless Jedi during the Jedi Purge even though his health situation is unenviable, to say the least.

You could also end up in situations that create a more long-term threat to your life: for example, a Smuggler could end up in debt, a Trooper assigned to a penal legion, an Agent suspected of treason, or a Sith serving a master who considers them expendable (more than usual, anyway).

Korriban Academy of Everything-Trying-To-Kill-You.

## Heroic Difficulty [+300 CP]

**Got a Bad Feeling About This** doesn't increase the danger level of your (mis)adventures; this drawback does. The terrain will be more treacherous, the monsters fiercer, and your opponents more numerous and skilled. All the varied dangers of the Galaxy now scale to your power level as much as they are able without violating the internal logic of the setting, with the intent that they present as much danger to your life and limb as the normal hazards would anyone else. (Well, as they would a protagonist, anyway.) The difficulty scaling takes drawbacks that lower your power level (particularly **Far, Far Away**) into account, but never to the point that taking one would result in a net decrease in difficulty.

As for the 'Heroic' label, you'll be the person people turn to in a crisis. Even if you're hiding on an island in the ass end of the Galaxy, people will find a way to call on you, and you'll answer. Exactly why you find yourself accepting the quests depends on who you are as a person, but it is Fiat Guaranteed to be something that will get you off your ass and into trouble on the regular. Turtling will avail you not.

Don't expect much more than a token gesture of thanks and more work for your efforts, either; a 'Hero' like you wouldn't need more than that, right? You'll earn fame, at least, but it's a double edged sword; even more so with a **Disreputable Background**. If you suffer from **Perpetual Poverty**, make sure you raid the buffet at your award ceremony because there's not a chance in hell you're getting paid for your trouble.

## RESTRICTED DRAWBACKS

The following Drawbacks have restrictions on who can take them and/or how their points can be spent.

### **Hollow-cron Hoarder [+100 CP] [Jumper Only]**

What's a bit of game mechanics between friends? With this drawback, the datacrons from the MMO become "real" in that they're now scattered across your path through the Galaxy waiting for you to find them all. Don't worry, they're guaranteed to remain undisturbed until you track them down and are easily distinguishable from real, useful datacrons by being hollow blocks of High-Quality Collector's Edition cheap plastic. Not impressed? Too bad; the drawback includes a single-topic compulsion for completionism that ensures you wouldn't leave with an incomplete collection even if you could. (You can't.)

Your compulsive 'hollow-cron' hunting has you haring off in random directions at odd times, often wasting minutes (or hours) finding your way into places that look like they'd hold 'secrets'. While this may annoy your allies and make you late to wherever you're going, it does align with the hollow-crons' placement, so you'll stumble across them naturally if you give in to distraction. As a mercy, you receive a map to any remaining hollow-crons 5 years after the Jump would otherwise have ended.

### **Binds on Pickup [+200 IP]**

You get **200 IP**! However, all items you've bought with **CP** cannot be willingly provided to others while this drawback is in effect, and items purchased with those 200 IP retain this effect permanently. This is a drawback, so it won't prevent people you wouldn't want using your stuff from doing so; for those you would, however, the restriction cannot be bypassed by any means. 'Animate' items such as **Astromech Droids** stubbornly and obnoxiously refuse to cooperate with others even for simple tasks.

Anything you make from **CP**-bought items is itself considered **CP**-bought for the purpose of this drawback, so everything you've made from **CP**-bought materials binds for the duration and spending these specific **IP** on **Resources** renders everything you make with them 'bound' in perpetuity going forward. Items you acquire or have acquired by any means other than **CP** purchases are not affected.

### **Massively Singleplayer [+200-300 CP] [Restricted CP] [Jumper Only]**

You're going in alone, at least for the short term; your imported or purchased companions will be hidden from you, and you from them, for the first few years of the Jump. Events conspire to make sure you don't run into each other naturally, and any attempts you make to track them, or they you, are Fiat blocked. Furthermore, you find it nearly impossible to retain local help on an ongoing basis: it's no harder to find people willing to work with you than normal, but they'll only sign on to deal with a single problem, so you'll need to find someone else for the next one. Old allies may be happy to return, but rarely consecutively and never indefinitely.

You gain **[+200 CP]** for two years, or **[+300 CP]** for four years, to be spent on companions only. You may not take this drawback for alternate **Point** awards.

### **No Revives [+0 CP] [Companion Only]**

Companions who take this drawback cannot respawn until the end of the Jump. Take this if you can normally respawn mid-Jump but want to use the rules for companions who can't. Has no effect if you can't respawn mid-Jump to begin with. Does not interfere with other methods of resurrection.

### **Mode Lock [+200 CP] [Astromech Droid Companion Only]**

You are stuck as a droid for the entire Jump; among the many resulting inconveniences, you cannot avoid the communication restrictions of **Binary Cant**. Additionally, you must take **Slapstick Sidekick** and may not disable it for the duration.

## LIMIT BREAKERS

The following drawbacks affect the Jumper and all imported companions but do not count towards their Drawback Limit. Each person may choose whether to receive the awarded CP normally or as IP/SP; if taken for alternate point awards, the difference in value does count towards the Drawback Limit. Companions who can respawn mid-Jump receive half value from these drawbacks.

### The Commandment of Sir Alec Guinness [+200 CP] [Group Drawback] [Limit Breaker]

You're Jumping in blind as though you'd never heard of *Star Wars* before. You still know about the Jumpchain, your build, and your companions; you also know that you took this drawback and what its effects are. Details you could pick up from this document are obscured, but you remember your choices and why you made them to the extent that your decisions didn't involve specific knowledge about the setting or plot. You know which Scenarios you chose to attempt (if any) and what their victory and failure conditions are, but have no context beyond that.

On the other hand, you know nothing about the Galaxy's future, facts that aren't public or readily available to your new identity, or the specifics of any meta-knowledge-dependent plans you may have made going into the Jump. Meta-knowledge from all sources is inaccessible for the duration, including companions who don't import. The resulting experience is akin to Jumping into an obscure work you've never heard of and didn't research beforehand.

### Far, Far Away [+100-600 CP] [Group Drawback] [Limit Breaker]

The Galaxy is a distant place, and not everything you have made the trip with you.

#### Far [+100 CP]

You lose access to the Warehouse and everything in it for the duration of the Jump. You may take items with you at the start of the Jump, but only as much as can be carried on your person, and items cannot be replaced until the end of the Jump (if applicable). Imported items cannot assume alternate forms but retain their properties. Your companions may come and go from the Warehouse but may not remove items from it.

#### Away [+300 CP]

You and your companions lose all out-of-Jump powers, with the exception of your Body Mod(s) and at most one self-revive/extra life/1-up per person of that person's choice. You retain your skills and knowledge, but all special abilities are locked out. You may still use human and near-human alt-forms, but they provide no abilities your form this Jump doesn't have and their physical capabilities are capped by this Jump's form or your Body Mod, whichever is higher. Can be combined with **Far**.

#### Far, Far Away [+600 CP]

You get to bring nothing with you into the Galaxy. You are reduced down to your Body Mod and your imported items lack imported properties until the end of the Jump. Your Warehouse is completely sealed, your items inaccessible, your alt-forms locked, your previously collected perks absent, and your prior perk-granted skills rusty and half-forgotten. You don't get to bring a revive anymore, either.

Includes and intensifies **Far** and **Away**. It's no worse than if this were your first Jump, but there are safer places to take that first Jump than the short peace between two Galaxy-spanning wars. Good luck.

The permutations for this drawback are referred to as 'Far', 'Away', 'Far and Away', and 'Far, Far Away'.

# SCENARIOS



Jumpers willing to do more work receive more rewards. Only the Jumper may attempt scenarios<sup>1</sup>, and they must declare their intention to do so before the Jump begins. Failing a scenario has no consequences on the rest of your Chain beyond depriving you of the scenario reward. All rewards and/or consolation prizes you earn are Fiat Backed.



Scenarios are watermarked with either the Light side symbol (above left), the Dark side symbol (right), or a blend of the two depending on whether the scenario goals are (generally speaking) 'good', 'evil', or up to your discretion. You may choose to attempt any scenario(s) you wish regardless of your faction, Force alignment, or moral compass.

## RULES

There are three additional rules for scenarios in the Jump:

### 'Boilerplate' Rule

If a Supplement applied to the Jump or the effect of the **Expanded Universe** Toggle (pg 40) trivializes the goals or invalidates the basic assumptions of a scenario, you may not attempt that scenario. You may still go through the motions if you wish, but you will not gain either the Reward or Consolation Prize.

### 'Emergency Exit' Rule

If the scenario adds time to your stay, your companions may choose to either remain in the setting for the duration of your attempt or 'skip to the end' after their stay is over, in which case they will be moved forward in time to after you have either succeeded or failed the challenge. Those that remain are free to assist as much as they can unless the scenario states otherwise.

You may exit the Jump normally at any time after your nominal Jump duration (including any time added by drawbacks) is over, although if the scenario is not complete, doing so forfeits the reward. Extra time added by scenarios does not endanger your Chain; if you die or trigger another fail condition after your Jump would have otherwise ended, you are merely forced to leave at that time. Drawbacks remain until all scenarios have been completed, failed, or aborted.

### 'It Takes Effort' Rule

Fiat effects that flat-out dictate "You succeed at/accomplish X" do not apply to scenario goals. Perks that boost your effectiveness, efficiency, and so on apply as normal, but perks that declare you successful do not allow you to bypass the challenges you will face. This is not a hard-and-fast rule, and such effects can still be useful if their targets are sufficiently removed from the challenge itself: attempting to apply a Fiat-backed Success Effect directly to a listed scenario goal won't work, but using them on sub-goals of your own devising may. The goals are called 'challenges' because you're expected to work for it.

By the same token, consolation prizes require a sincere attempt to complete the challenge; selecting a scenario and not bothering to try earns you nothing.

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<sup>1</sup> With one exception; see note on **Mentor Syndrome** (pg 50).

## PAX JUMPERIA

The Treaty of Coruscant was not a peace; it was an armistice for nine years. Or it would be, if you weren't around. Insert the day the Treaty was signed, in 3653 BBY. Whichever version of this challenge you choose to attempt, you're going to need all the time you can get; to that end, extend your visit from 10 years to 100.

### The Challenge (Light-side)

This is a test of diplomacy intended to push you to your limit.

Your goal: prevent another large-scale Galactic War. This doesn't just mean preventing the next War because short term peace is not enough: you must bring the relationship between the Republic and Empire to the point at which they are, if not allies, at least no worse than disagreeable neighbors. Your goal is a peace that will last unto the Prequel Era in over 3000 years.

Border skirmishes will not fail the scenario if the conflict doesn't escalate into a full-scale war. Engaging in a war of conquest against either polity yourself constitutes a failure.

This is the most free-form of the Scenarios: there are few goals and no specific means to achieve them. That is not to say either version will be easy, as the challenge requires you leave behind an order that will last for thousands of years in your absence; if you didn't use the **Contracted Universe** toggle to remove the Eternal Empire, it will be that much harder.

You must declare either Light side or Dark side as your goal when you select the scenario; this determines what Reward and Consolation prize you are eligible for. You must complete the scenario within 100 years from the moment you import, even if other rules would extend your time in the setting beyond that. You do not need to stay the full century; the scenario is declared complete as soon as the Galaxy meets the requirements of the chosen victory condition, at which point you may leave as soon as you wish, other considerations aside.

Good luck with that.

### If You Succeed [Scenario Reward]

You gain the entire tech base of the present Galaxy, including everything from contemporary samples of archaeologically priceless 'Lostech' to the jealously guarded advances of the most secretive corporations and military researchers. You also gain the following reward(s) based on your methods:

If you brought millennia of peace to the Galaxy through diplomacy without further conflict, you gain the **A Universe of Possibilities** feature (following page).

### If You Fail [Consolation Prize]

A mug with "Galaxy's #1 Diplomat" printed on it. The mug is chipped and cannot be repaired.

### The Challenge (Dark-side)

You do not reason with squabbling children, you bring them to heel.

Your goal: control the entirety of the territories claimed by the Republic and Empire at the start of your Jump. You may do so by political trickery or conquest, but you must become the undisputed ruler of the civilized Galaxy. You must then secure your Dominion from all threats that would fracture or conquer it, including any rebellions your rule may bring, and ensure it lasts through the Prequel Era; over 3000 years, at a minimum.

Conquering neutral polities such as the Hutts is not required, but it is the most direct way to prevent them from threatening your goals.

If you appointed yourself the ruler of the Galaxy and established a new order that would span millennia, you gain the **To the Victor Go the Spoils** feature (following page).

A mug with "Galaxy's #1 Warlord" printed on it. The mug is chipped and cannot be repaired.

## A Universe of Possibilities

Your prize is a pocket dimension attached to your Warehouse, with your choice of any metaphysics (magic) system you know of, or any combination of such systems.

To start with, the new universe contains a single planetary system and its star, surrounded by a celestial sphere to provide the night sky; as civilization on the world expands, your pocket universe will seamlessly expand its frontiers to match. The starting world may be anything from a barren rock to a lush garden world already filled with life of your choice (or design). You may include native sentient life and/or invite others to colonize or emigrate to your new world.

You may interfere with your new sandbox as much or as little as you like, may adjust its subjective timescale between 1 and 400x Warehouse time, and can influencing the details of its expansion in a manner similar to 'world generation settings', allowing you to choose things like the abundance of natural resources and habitable worlds. In future Jumps, you may use the universe or any valid sub-section of it as a setting-only Supplement.

## Notes

A 'combination' of magic systems may simply be all of those systems at the same time, a single 'hybrid' system with elements from the source systems, or multiple hybrid and/or non-hybrid systems.

Your pocket dimension (of either type) behaves as its own universe that just happens to be permanently connected to your Warehouse. If people emigrate, they will remain there indefinitely unless you remove them or they have another source of multiversal travel.

To complete the Light side option, the Republic and Empire must either continue to exist or transition smoothly to any future successor state(s) without severe political or social upheaval. Even a benevolent uplift hews closer to the Dark side option if it involves cultural conquest. Dark side doesn't always mean 'evil' or 'immoral'; in this case, it may simply mean 'quick', 'easy', or 'convenient'. 'Tempting', in other words.

The scenario completion requirement for the Dark side option would not require you to rule for the entire time span; it only requires that your Dominion remain sovereign and united. Being conquered by another power or breaking apart from internal pressure would violate this requirement, but coups for or against you are acceptable provided the principles of government survive. Note that the goal requires the state to be stable and you to be at its head simultaneously in order to trigger the victory condition.

It is hypothetically possible to fulfill both Light-side and Dark-side goals if you somehow manage to become the head of a unified Republic-Empire state without a war, but gaining both prizes requires you to 'call your shot' and failing either challenge fails the entire scenario. Your consolation prize is in that case is a mug with "Galaxy's #1 Overachiever" printed on it. The mug is chipped and cannot be repaired.

## To the Victor Go the Spoils

You may take the Galaxy, now largely under your control, with you on your journeys in a pocket dimension attached to your Warehouse.

While completing the scenario ensures that your Dominion itself will last more than 3000 years without input, it would be wise to make sure you're still in charge from time to time if you don't want to reconquer your Galaxy every few decades. Or maybe you do want to reconquer your Galaxy every few decades? You presumably had fun the first time.

While your throne may not be safe, the Galaxy is; no setting-wide disasters will threaten your new territory. Abeloth remains contained indefinitely unless you actively interfere, and extra-galactic threats cannot to make their way into the pocket dimension at all. The only possible existential threat to the population of your Galaxy is you yourself, should you wish to terrorize them for some reason.

In future Jumps, you may import your Dominion as a polity scaled to the setting with you as its head of state.

## MENTOR SYNDROME

You will die. Yes, you read that right. Don't worry, it won't end your Chain; call it a 'scripted death'. It'll be really dramatic, too, something to remember for the rest of your... uh... nevermind.

### The Challenge

Rather than leaving the Jump when your time here is over, you must find yourself an apprentice. This must be someone from the setting (not a companion) of the same archetypal 'class' as you who would otherwise have no notable accomplishments to their name. You will have a short time to train them before dying in a suitably dramatic fashion. How long you have with your apprentice depends on how fast you can train them; you will have at least enough time to give them a few month's worth of normal instruction before the Plot Reaper comes calling. As a 'cutscene' death, it ignores all protections and revive effects, as well as all consequences for dying beyond the self-evident. You need to die to attempt the scenario at all!

After your death, your apprentice must go on to carry out a 'Great Accomplishment' that would put them into the same category as other eminently recognizable characters in the setting. Whether they survive the Accomplishment or not won't affect you; as long as your training helps them perform a feat worthy of legend, enough to secure their name in the Lore (not necessarily History) of the Expanded Universe, you have successfully completed the scenario. The Accomplishment does not necessarily have to be traditionally heroic or villainous in nature, as long as it is sufficiently impressive. A ridiculous feat fit to grant a character an out-of-universe memetic status would count, such as a Smuggler managing to steal the Imperial flagship and accompanying escort, or an Imperial Agent getting themselves elected Chancellor of the Republic.

You will be able to appear as a Force Ghost to guide them regardless of your class using the same mechanics and limitations as the **Death, Yet the Force** feature (opposite page); as this is fairly limiting, the safe bet is to focus on training them while you are alive and relying on posthumous advice as little as possible. Companions who remain in the setting may offer assistance, but if their contributions overshadow either your training or the apprentice themselves, the Accomplishment will not fulfill the scenario requirement. It must be your training and guidance, specifically, that pushes your apprentice to greatness. Similarly, providing your apprentice with extra-normal equipment (that is, items that do not exist within the setting and/or have supernatural features from being CP-bought) risks that equipment being more important than your training or your apprentice's character arc.

There is no time limit to this goal beyond your apprentice's lifespan; you may also choose to move on at any time, though doing so constitutes a forfeit. If you succeed, you may exit the Jump then, or linger for a few days to congratulate your apprentice on their achievement before departing. You may even attempt to recruit your apprentice as a companion before you leave, if you wish. Regardless of whether you succeed or fail, you are revived none the worse for wear upon leaving the Galaxy.

Should you later return to *The Old Republic* by any means, you may either adopt a new **Drop-In** identity at that time or simply resume your old life as though you never died. In the latter case, how (or if) you choose to explain your recovery is up to you.

### If You Succeed [Scenario Reward]

You gain the **Death, Yet The Force** special feature (following page). Treat this as a nontransferable freebie perk associated with all forms you possess.

### If You Fail [Consolation Prize]

You gain your Force Ghost form as an alt-form. It is identical to your normal form this Jump in all ways except its appearance, which is tinted the color of your alignment and slightly transparent.

## Death, Yet The Force

Should you suffer an otherwise Jump- or Chain-ending death, you are able to persist as a Force Ghost in the current setting. You may attach yourself to any non-companion character you have had a peer or mentor-student relationship with prior to your death (for the latter, you must have been the mentor); if they survive the remaining Jump time, you are revived at the end of the Jump with no penalties.

You immediately know the location and current status of all valid targets, and have up to 24 hours to select one. Should you fail to choose within that time, or have no valid targets left, the chance is lost and your death takes effect as normal. While dead, your ability to directly affect the world beyond your target is reduced to nearly nothing. When not manifesting, you are still able to monitor your chosen target, or you may release your mind to the Force until such time as you wish to return to consciousness, triggered by any condition you wish to set before your 'slumber' as would be judged by you were you still aware.

You can appear as a Force Ghost to your chosen apprentice (for the scenario) or target (in later Jumps), but doing so exhausts a slowly-replenishing resource, and the cost of reaching them is affected by their mental state. If they are soul-searching or hoping for guidance, a full-body manifestation for conversation will be possible, even easy; but if you wish to offer advice in the heat of battle, you will be restricted to only a few words. It takes 1 week to recharge enough for 1 minute of calm conversation; a phantom manifestation in these conditions takes no additional effort. In a life-or-death situation, each word costs 2 weeks of charge. Factors such as the target soul-searching or seeking guidance, having a trinket or similar item of yours in their possession, and being in a place of significance to your relationship each halve the cost of communication. (This list is not exhaustive.) Charge does not carry over from one activation of this feature to the next, and other perks cannot affect this resource in any way.

In other worlds, those sensitive to ghosts, spirits, or other analogous beings that exist in the current setting may be able to sense your presence while you are 'active', and may even be able to see or hear you when you choose to communicate with your target, but you are impossible to detect while not 'awake' and are immune to banishment, containment, or other forms of interference.

As a final benefit, even friends and allies unaware of your undying nature are never overly traumatized by your death(s). That is not to say they don't care, but they can swiftly move past it and draw strength and motivation from the tragedy rather than giving in to grief. While certainly good for their future mental state, the most immediate effect is that candidates in your presence at the time of your death are more likely to rally to victory, or at least survival, in the moments you are least able to assist them.

## Notes

If you took **Hollow-cron Hoarder**, you must find all 50 hollow-crons before the scenario will start. If you're not keeping track, your Benefactor will be sure to remind you when you are ready to begin.

If you decide you really don't want to die for some reason, you may forfeit the scenario early. Doing so will prevent you from gaining even the alt-form consolation prize, as you never became a Force Ghost to begin with. If you die after the normal end of the Jump but before choosing an apprentice, you immediately fail the scenario, but still receive your Ghost alt-form and may continue as normal. The scenario does not change the effects of dying before the normal end of your Jump.

If a Chain-wide effect limits or prevents companion respawns within a Jump, imported companions may attempt this scenario. This is the only exception to the 'companions cannot take scenarios' rule. Companions lose the **Death, Yet the Force** feature while changes to Chain-wide rules remove the limits on respawning that made them eligible for the scenario in the first place, but regain it if further changes reinstate the limit.

## REVAN'S REDEMPTION

Revan got a really rough break. Losing his faith during the Mandalorian Wars, being corrupted by Vitiate and sent back to destroy the Republic, being brainwashed back to the Light side of the force, then being captured again and tortured into insanity... he may be the strangest Woobie of the Old Republic Era. If you want to offer him a happier ending, read on.

### The Challenge

If you want to try to fit the broken pieces of one of the Galaxy's most reviled heroes and revered villains back together, you have your work cut out for you. Your first priority will be securing Revan's release from the Imperial Prison he's hidden in; if he has already escaped, you'll need to whisk him out of the Foundry before a ragged band of Imperial misfits put him down. Given his state of mind following his release, he's unlikely to come quietly regardless of when you intercept him; you'll have a fight on your hands, and one made more difficult by the necessity of taking him alive.

The next challenge is to undo the corruption, brainwashing, and trauma inflicted on him by both the Jedi and Sith orders, restoring his free will to pursue redemption. Revan did not turn back to the Light willingly, and to do so again would not be a redemption worth boasting of. His earlier sudden fall to the Dark Side was not precisely his choice, either, but the groundwork was laid long before his journey into the Unknown Regions. Removing the brainwashing will require Force techniques or similar psychic abilities; if you and your companions lack any such capabilities, the spirit of Meetra Surik may be able to assist you, but it will be even more difficult than if you could do so directly.

Third, you must convince Revan, now free of the shackles both sides have placed on him, to seek his own redemption, and help him walk the path. Even without the brainwashing and mental contamination from the Jedi Council and the Emperor (respectively), this is no easy task; he became known as the Revanchist for his desire to retaliate against the Mandalorians, and the fact that he still identified as Revan throughout the chaos of his life is proof enough that revenge is a mantle he wears easily. There is no redemption to be found in completing his mission to destroy the Emperor; only by abandoning his mission and allowing others to bear the torch will he find peace. It bears repeating that he must choose to do so of his own free will, so eliminating the Emperor yourself before completing the scenario will hamper his redemption rather than hasten it.

Once redeemed, Revan would want to submit himself to the present-day Jedi Council for judgment. As an additional challenge, you can try to convince them to forgive him and accept him back, as the most likely outcome without your intervention is for him to be banished and disavowed. There is no extra credit for doing so, but he'd appreciate it.

### If You Succeed [Scenario Reward]

You may take Revan himself and his loyal friend, the revived Meetra Surik, as companions (see following page). Both are capable teachers and leaders, and they possess knowledge of all contemporary Force and Saber techniques between them.

### If You Fail [Consolation Prize]

A pair of Revan and Meetra Surik bobble-head figures.

## REVAN

### HUMAN MALE – GREY JEDI

Perks:	Cost	pg
Force Sensitivity	—	7
Extraordinary Power	300	8
Required Primary Powers	Free	13
Discipline: Duty (Lightside)	100	13
Discipline: Combat (Both)	200	14
Discipline: Lore (Both)	200	14
Master-Apprentice Affinity	100	6
Crossing Lines	400	10
Inspiring Presence	400	16
Juggernaut	600	12

#### Items:

Lightsaber	Free	23
Synthplate Armor	100	29
Communicator (Upgraded)	50	29
Speederbike	Free	33
Jumper Warranty	Free	33
Bobble-heads <sup>2</sup>	N/A	51

## MEETRA SURIK

### HUMAN FEMALE – JEDI

Perks:	Cost	pg
Force Sensitivity	—	7
Unusual Gift – Force Bonds	200	8
Required Primary Powers	Free	13
Discipline: Duty (Lightside)	100	13
Discipline: Mind (Lightside)	100	13
Discipline: Combat (Lightside)	200	14
Discipline: Lore (Lightside)	200	14
Master-Apprentice Affinity	100	6
Inspiring Presence	400	16
That Weird Light Around You	600	16

#### Items:

Lightsaber	Free	23
Synthweave Armor	50	29
Communicator (Upgraded)	50	30
Speederbike	Free	33
Jumper Warranty	Free	33

## Notes

As fully-statted companions, Revan and Meetra may not make additional purchases at the end of the Jump. If you have previously recruited Revan and/or Meetra Surik from another Jump, the parallel-universe versions may choose to remain separate, or merge as though through a Jump identity import. Each pair may decide separately. The pair must agree, and it is up to the Jumper to mediate if they don't.

<sup>2</sup> Your Benefactor seems to have packed the bobble-head consolation prizes in Revan's luggage by mistake. Or maybe it was intentional? Either way, Revan doesn't seem overly fond of the things and would probably give them to you if you were to ask.

## THE FACE OF EVIL

What would you do for power? Lie? Cheat? Steal? Eat every sapient being in the Galaxy? If you answered 'Yes' to the last one, this is the scenario for you.

You monster.

### The Challenge

Vitiate planned to conduct a horrific ritual that would strip the Force from the Galaxy to grant him God-like power, killing everything within in the process, but he will fail. You're going to show him how it's done by co-opting and completing the ritual yourself. Normally, this would count as Apotheosis and disqualify you from continuing your Chain, but doing so through this scenario will allow you to continue regardless. You have only the normal 10 years to accomplish this goal.

First, in order to have a hope of actually performing the Sith Emperor's Ritual, you will need to learn everything there is to know about the Ritual itself. Ripping it out of Vitiate's mind is the most direct method, although not 'easy' by any stretch. Other records exist, in enough detail for Darth Bane to modify the ritual into the Thought Bomb that would end the Brotherhood of the Sith in 1000 BBY, but finding them and piecing them together will be a challenge.

Second, the stepping stone. The Ritual's execution requires the deaths of millions to be channeled through thousands of Dark-side Adepts working together towards their own destruction to bring about the beneficiary's first step towards apotheosis. Vitiate required 8000 mind-controlled Dark Lords of the Sith working in concert for 10 days to complete the Ritual of Nathema; you will need to do the same just to have the power to enact the full Galactic Ritual. You need not be a Force Adept yourself to absorb the power, and even if you had no Force power to speak of before, completing this step makes you one of the most powerful Force users alive. Be warned: your 'test run' will cause a disturbance in the Force strong enough to be felt throughout the entire Galaxy.

Third, you must use your new power to enact the Emperor's final goal: draining the entire Galaxy dry of the Force. You will need orders of magnitude more minions, both for the Ritual itself and for its defense. Just starting the Ritual requires mass murder on a Galactic scale to fuel the building Sith magic, and you will have to defend your chosen site from everyone else in the setting for several days as you enact the ritual. Yes, everyone.

Unlike Vitiate, your failure is not predestined; as a result, the unprecedented threat you pose will draw a reaction from the Force itself. The moment you begin, every single Force Adept in the setting will know where you are, what you are doing, and the consequences of your success. The Republic and Empire will fight side by side to halt the ritual, and in the closing hours, even the Ones on Mortis will abandon their posts to join the fray; if that allows Abeloth to escape, she'll come too. If the Ritual is disrupted, you fail the scenario—and potentially your Chain as well, if the backlash is strong enough to kill you through whatever defenses you have left. If it succeeds, everything in the Galaxy except you dies forever.

### If You Succeed [Scenario Reward]

You... you *did* manage to get the power from the Ritual, right? What? You seriously want more? Fine. Your reward is that you and your remaining companions get to *leave*. Unlike everyone else in the Galaxy.

Who are all dead.

Because you *ate their souls*.

### If You Fail [Consolation Prize]

The Sith word for 'second place' is the same as the Sith word for 'loser'.

## The Ritual's Power

Should you succeed, God-like power is only the beginning of your reward. Having consumed all of the Force in the Galaxy, you now 'are' the Force, and thus bring its metaphysics with you wherever you go, causing Force sensitives to appear naturally in your wake. You gain strength from the negative emotions users feel while wielding your Force, and are able to grant Force sensitivity to others directly. You are immortal, your body merely an avatar, and you cannot be killed for good without destroying your Force itself. You may grant and rescind this immortality to others as you see fit without any of the alchemical processes the Emperor required, but it will still have great costs for the recipient.

The actual metaphysics of your new Force differ from the Force as it existed previously: there is no Light side to be found. Due to the horrific scale of the death that fueled your ascension, your Dark Force is antithetical to living beings and inherently corrupting to all who wield it. Those who use it without your 'blessing' of immortality age more quickly as the Dark energy erodes their life force and transfers it to you, and even those who do have such a blessing suffer the effects of Dark side corruption more rapidly and severely than anyone who merely used the Dark side of the unadulterated Force. With effort, you are able to partially reverse the corruption of your favored servants. You, of course, are immune to these effects.

## Notes

If you do not complete the Ritual within your normal 10 year Jump duration, you fail the scenario, even if you have additional time from other rules. Completing the Ritual after a scenario failure counts as a normal, setting-binding Apotheosis. You Benefactor will alert you should the scenario window close.

Success renders all other scenarios impossible and forfeits their rewards and consolation prizes. The Ritual will 'kill' even beings that are not 'alive', per se, such as Droids. It also leaves the area affected so barren of the Force that life will never be able to return. The result of the Galactic Ritual is the end of the Force, and thus life, in the Galaxy for all time. Nothing but ash will remain.

You must evacuate all companions you do not wish to kill before you begin the Ritual; your Warehouse locks at that time for the safety of those within. Companions who are still in the Jump during the Ritual are caught in the effect with everything else, killing them permanently with no possibility of resurrection. You gain all powers and perks held by the companions the Ritual consumes but do not benefit from multiple copies of the same perk unless the perk contains explicit rules for multiple purchases. Don't be surprised if stranded companions who aren't willing to suffer a True Death for your benefit turn against you and aid your enemies in stopping your mad plan.

Canonical details on the Sith Emperor's Ritual itself are sparse; in fact, 'Sith Emperor's Ritual' is the only name by which it is known. To quote the starwars.fandom.com wiki:

During the time of the Great Hyperspace War, the Sith Lord Vitiate developed a ritual of Sith magic that granted him immortality and immense strength in the Force. Using the strength of eight thousand Sith Lords to power the Sith magic, Vitiate was able to strip the Force itself from the planet Nathema at the expense of every living thing on the world, and as the Sith Emperor of the reconstituted Sith Empire, he later developed an artificial version of the ritual by combining it with Sith alchemy and cybernetics. With the Sith magic, the Emperor was able to grant immortality to his favored servants, and he intended to use the ritual on a galactic scale in order to consume all life in the galaxy and thereby ensure that he would never be defeated.

Consult [the Wookieepedia article itself](#) for what few additional details exist and prepare to fanwank the rest. The one thing you can be absolutely sure of is that this is by far the hardest (and most morally reprehensible) challenge on offer.

# THE END

Well, your stay in the Galaxy has come to a close. What will you do now?

## Stay

Thousands of years of history have yet to be made. What better way to see the results of your meddling than observing them firsthand? Time to see what your Legacy will be.

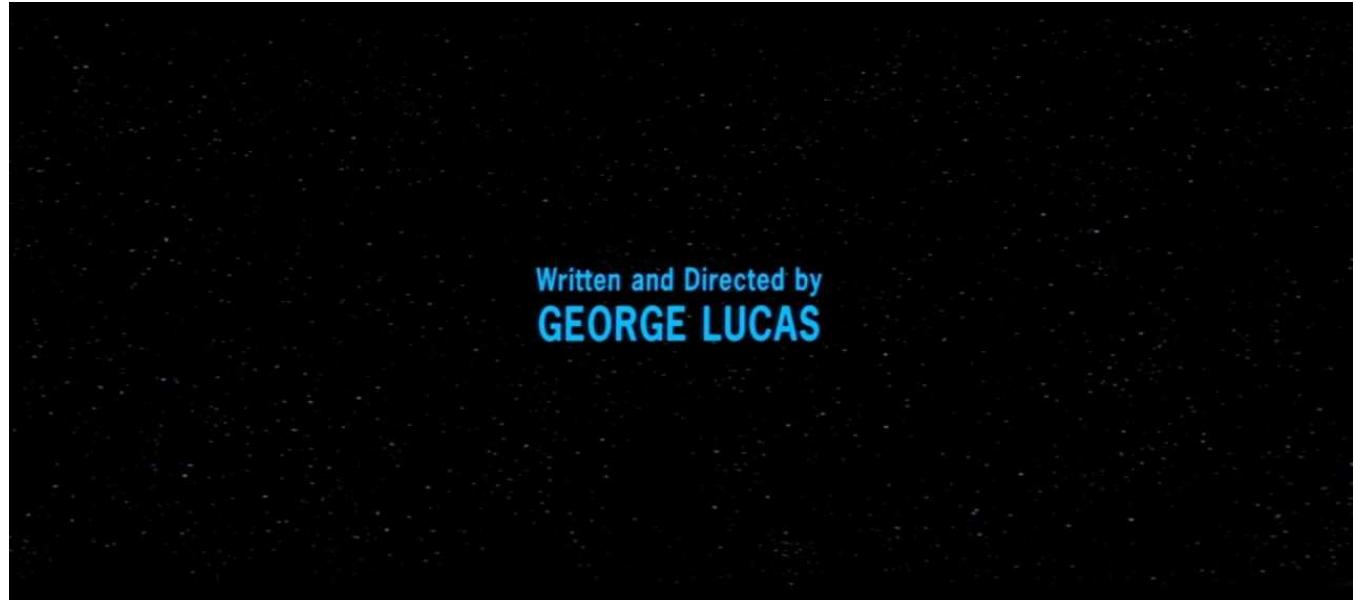
## Go Home

Really? Had enough? You're not the first, and you won't be the last, but you are the... fifth, I think? Very well. Thanks for playing.

## Continue

More adventures await you in other universes. Onward to wherever you may go.

Whatever you choose, may the Force be with you...



Written and Directed by  
**GEORGE LUCAS**

# APPENDIX A: QUICK REFERENCE

## TERMINOLOGY

**Ship Points** and **Item Points** are sub-types of **Choice Points**. Anything bought with **IP** or **SP** can be said to have been 'bought with **CP**' or be '**CP-bought**'. Anything you can buy with **IP** or **SP** may be bought with **CP**, or with any combination of **CP** and the associated sub-type. **Free** perks, items, and ships are still considered 'purchases' for all purposes.

### Skill Levels:

Knowledge of something is the bare minimum at which you could claim 'skill' in a field; you know a few things about it and can probably work out how to use the tools, but have never formally studied it.

Familiarity is the next step up; you're a novice with some experience but not a lot of it. In the context of learning a trade, you'd be an able assistant but not yet ready to do everything yourself; in a scholarly context, you'd be well on your way to completing a formal education.

Proficiency at something means you have trained to a level at which you do not need further instruction to perform the tasks associated with that skill. You may have graduated from an apprenticeship or completed a full education from a larger institution.

Expertise is next; a level of experience at which you would be considered a good instructor for others. You are an authority on the topic and fully capable of training another to the level of Proficiency, if not higher.

Mastery of something means that you have risen to or surpassed the best of the best; a level of skill that might make others actively seek you out to train under you if you advertise it. Acquiring this level of skill at a young age is worthy of the terms 'prodigy' or 'savant'.

## ITEM IMPORT GUIDELINES

The following chart shows the recommended guidelines for what items can be imported into what:

Item	pg	Accepts imports from	Item	pg	Accepts imports from
Sidequest Board	20	quest trackers	Grenade Launcher	26	explosive launcher
Vibroknife	23	1h melee or thrown	Flamethrower	26	chemical sprayer
Vibroblade	23	melee weapon	Cryo-Sprayer	26	chemical sprayer
Lightsaber	23	melee weapon	Toxin Kit	26	dart launcher
Blaster Pistol	24	ranged (rifle or smaller)	Rocket Mount	27	explosive launcher
Ion Blaster	24	ranged (rifle or smaller)	Armor	29	clothing or armor
Holdout Pistol	24	comparable sidearm	Force Focus	30	casting focus
Scatterblaster	25	ranged (rifle or smaller)	Speeder	33	light ground vehicle
Blaster Rifle	25	ranged weapon (any)	Shuttle	33	personal flying vehicle
Repeater	26	ranged (rifle or larger)	Starfighter	33	personal flying vehicle

What constitutes a 'similar item' for the purpose of importing is ultimately up to your Benefactor; they may or may not accept your interpretation, and they are the final authority on the matter.

## SHIP FREEBIES

The following table shows which **Upgrades** are included with each Ship for ease of reference.

### XS Stock

Upgrade	Cost	pg
Opaque Hull	50	37
Additional Internal Space	50	37
Advanced Cargo Handling	50	37

### D5 Mantis

Upgrade	Cost	pg
Reinforced Hull	50	36
Hidden Compartments	50	37
Advanced Navigation System	50	38

### Defender

Upgrade	Cost	pg
Supercharged Shields	50	36
Medical Center	50	36
Priority Docking Authorization	50	38

### Fury

Upgrade	Cost	pg
Heavy Laser Battery	50	36
Beckon Call	50	37
Priority Docking Authorization	50	38

### Thunderclap

Upgrade	Cost	pg
Reinforced Hull	50	36
Communications Suite	50	37
Fabricators	50	38

### Phantom

Upgrade	Cost	pg
Luxury Accommodations	50	35
Opaque Hull	50	37
Low-Profile Hull	50	38

## EXTERNAL LINKS

### The Force

[Force Aspects \(Wookieepedia Article\)](#)

[Force Powers \(Wookieepedia Article\)](#)

### Saber Forms

[Seven Forms of Lightsaber Combat \(Wookieepedia Article\)](#)

(Note: Vaapad will not be invented until near the fall of the Republic, approximately 3500 years in the future, and as such is not available in this Jump.)

# APPENDIX B: NOTES AND DETAILS

## ...ON CHARACTER CREATION

You cannot take both sets of 1000 Choice Points at the beginning of the Document. No, not even with **A Foot In Each Well**.

You may take a Disreputable **Background** without the drawback if you want a more 'interesting' history without the Fiat-enforced inconvenience. You may even create your own background history (and bonuses) as long as those bonuses are sensible and comparably powerful to the options provided.

## ...ON PERKS

### Master-Apprentice Affinity

The bonus also applies to physical and metaphysical training, such as fitness and the **Unlimited Potential** perk, so long as the master is 'better' than the apprentice. The magnitude of the bonus and its rate of growth are left deliberately vague because the alternative involves more calculus than most would find entertaining; assume the bonus is 'large' and grows 'pretty fast' and leave it at that. If both master and apprentice have this perk, the bonuses sum rather than multiplying (e.g. two 100% bonus/2x speed modifiers add to 200%/3x speed rather than multiplying to 300%/4x speed).

### Juggernaut

The point of the final 'protection' clause is to invoke the sort of character who is too popular, cool, or merchandise-friendly to kill off-screen; the sort of character who ignores "certain" death to reappear in the next release, or in the Stinger of the work itself. The canonical example from the Original Trilogy-era Expanded Universe would be Boba Fett's escape from the Sarlacc Pit following Episode VI.

### Silver Tongue

You get a fiat guarantee of 1 attempt at diplomacy against any target, no matter how unreasonable, unusual, unfriendly, or unknowable they are. Of course it would take truly ludicrous social-fu to talk down something like a Tyranid Hive Fleet, but you'll have your shot at it before it eats you.

### Adept Perks and the Force

You may purchase Adept perks without Force Sensitivity, but half of them are useless without it.

### A Foot in Each Well

The perk grants you both versions of all **Adept** perks that vary by alignment. You would receive a full education from both academies from **Discipline: Duty**, and/or both versions of **Discipline: Mind**'s mental management and understand of both philosophies. Likewise, **Discipline: Combat** would include all Jedi and Sith combat techniques, and **Discipline: Lore** would grant all the Force Powers from both alignments and a deep and intimate understanding of both the Light and Dark sides of the Force.

Examples of 'mutually exclusive' powers include opposite energies in settings where they tend to mutually annihilate (Divine/Demonic power, *Magicka* elements that cancel out, et cetera), opposing forces like Free Magic and Charter Magic, and so on. The corruption protection would help against the ill effects of Black Magic in *Dresden Files* but not those of Psykery in *Warhammer 40k* because the Warp's corruption is not associated with any specific techniques. It does not offer any protection against consequences that are part and parcel of a technique, such as turning yourself into a Weird Force Lich the way Darth Nihilus did, or against mundane issues like letting your power go to your head in an entirely mundane fashion.

## That Weird Light Around You

Aside from the final "fail-safe", the perk offers three related-but-independent probability-based defenses. First, you are protected from the "Instant" component of "Instant Death" attacks, as fortune prevents your enemies from striking a fatal blow without giving you a chance to counter or escape. Second, you are greatly favored by random chance when it comes to avoiding personal injury to the point that you are nigh-immune to attacks that rely on luck, be it random flailing or speculative fire. Third and finally, as long as enough of your armor remains to block an attack, it will block the entire attack.

The fail-safe trigger tends towards a generous (that is, user-favorable) interpretation of its effects: if an attack would deplete all your defense, knock you unconscious, and leave you open for a coup de grâce, the perk would block the primary attack rather than merely making your foe execute you twice. However, it can only trigger once for any given target within its lockout period: if three people with the perk are protecting a VIP, only one trigger can protect that VIP across the 10-year 'cooldown'. If more than one person with the perk is in range, the closest one to the target in question expends the ability. The innate knowledge included with the ability lets you know if a target has the feature locked out, and for roughly how long if so, just by looking at them.

Upon starting a Jump, you may choose to extend the triggered protection to scenario failure events, Jump failure events (default), or only Chain-ending events (if different from Jump-failure events); in Jumps where death is not an automatic Jump or Chain failure, you choose whether it would prevent your (first) death or only trigger for the selected failure conditions. You cannot change your choices once the Jump begins, even if it has not triggered yet. It specifically reacts to and nullifies attacks; the definition of "attack" is broad enough to cover things like slander, frame-ups, and character assassination, but if something cannot be conceptualized as an attack in some way, the protection will not trigger.

## Support Staff

You may recruit staff members as companions, in which case they may still function as part of the Staff if they wish; otherwise, a new Staff member of the relevant specialization appears in their place. You may choose to relax or remove the 'unflinching loyalty' component when promoting Staff to companions.

## That Weird Light Around You vs Juggernaut

In TTRPG terms, **That Weird Light Around You** fudges dice rolls so you don't take hits, while **Juggernaut** gives you a ton of Hit Points so you don't die when you get hit. **Light** can protect others, synergizes with **Inspiring Presence** and **Elite**, and generally hurts less; **Juggernaut** has no cooldown on its 'defy death' ability, keeps you going to the last hit-point, and is overall more dependable if survival is your only concern.

## ...ON ITEMS

### Restocking

If you are carrying a mix of CP-bought and in-Jump-sourced supplies like power packs or grenades, you do not need to keep track of which are which. (In fact, unless the CP-bought items are explicitly different, there's no way to tell!) It is always assumed that you use the Restock-able resources first.

By default, neither your ship nor your Warehouse are valid 'staging points' for Restocking items, as they are not 'fixed' or 'in-Jump', respectively. The **Fabricators** upgrade (pg. 38) lets you Restock from your ship, but your Warehouse cannot become a valid Restock point despite its nominal status as a 'warehouse'.

### Item Imports

'Esoteric properties' include just about every 'special feature' of an item. A sword made of an ultra-light metal that never loses its edge will impart its light weight and sharpness to your new melee weapon even though those are technically 'physical properties'. Blessings, enchantments, unique properties, and 'Fiat' effects are almost always considered 'esoteric'.

Importing a weapon only changes the final weapon's characteristics (weight, accuracy, and so on) as much as its properties modify those characteristics; similarly, imported armor does not protect parts of your body the armor's current form doesn't cover or provide practical features that form lacks unless you or your armor possess a property that allows it to do so.

If you wish, you may have the imported item cosmetically influence the new item's form. The influence provides no functional changes, but may, for example, apply a paint-job or decorative detailing.

### Common Material Cache

The basic blueprints include most items that are easy to acquire on the primary or black markets, including standard issue gear for the Republic and Empire. To make rarer or higher-quality equipment, you'll need to purchase the items for **CP**, acquire their blueprints in-universe, or reverse-engineer the items yourself.

Additional blueprints from **CP** purchases include blueprints for **Ships**, not just items. **Vehicle** and **Ship** blueprints reflect purchased upgrades, but only as much as can be achieved without Fiat effects: for example, the blueprint for a vehicle with the **Need for Speed** upgrade would create a high-performance but still 'ordinary' vehicle. **Jumper Warranty** and the **Ship** equivalent **Made Like They Used To** are purely 'special' properties and do not affect the blueprints at all.

### Sidequest Board

The actual item is the [list of nearby jobs](#); the data-slate (or whatever other forms it may take) is merely an included interface. If you have another quest-tracking item or ability, it can access all the information included with on the Board. The interface's form never compromises its ease of use, and you can keep it in data-slate form if you prefer. 'Nearby' means anywhere you can easily travel while the information is still relevant, so the range of the Board scales naturally to your means of transport.

The Board does not create or intensify problems for the people in the world; it only helps you find those problems and predicts your rewards for solving them.

## Lightsaber

Your lightsaber's blade may be any color, including black, but either the blade itself or the corona around it must be bright and highly visible. You may choose any appropriate sound effects for its activation, hum, and so forth, as well as visual effects that do not affect the saber's performance, such as the jagged, crackling energy of unstable lightsabers.

You may stack lightsaber upgrades, allowing for a pair of crossguard saberstaffs if you're willing to pay for the privilege. You only need to buy one upgrade for a pair of sabers, and may apply it to one or both. Your off-hand saber may be a different variant (length, hilt, etc) to the main-hand saber; for example, photo sabers are common off-hand weapons. More exotic weapons like the light-whip are allowed but merit the same surcharge as the 'blade-ier' variants.

## Training Holocrons

The discount is specific to your alignment: for example, a Jedi would not get a discount on purchasing Sith Holocrons. The **Drop-In** background bonus and **A Foot In Each Well** eliminate this restriction.

## Holocron Crafting Station

The holocrons have the effect of all your teaching perks, including those that allow you to teach normally unteachable skills. General teaching perks apply to both the creation and use: if you have a ten-fold 'teaching multiplier', each 8 hours of meditation will store 10 years of training, rather than 1; an 'update' will take 6 minutes, instead of 60; and the end user will learn 10 times faster while studying from the holocron, rather than at their normal rate. Teaching perks with specific limitations on their targets (such as **Master-Apprentice Affinity**) do not speed up holocron creation but do apply their benefits if the student qualifies for the bonus.

## Field Repair Kit

The Kit can provide any small, mundane components necessary for repair, but the effect is targeted: if the job needs a specific type of screw, the Kit will provide it, but it cannot conjure up arbitrary parts without a machine to fix. The kit cannot provide parts made of materials that are exceptionally rare or difficult to acquire within the context of their origin setting.

## Astromech Droid

The **50 IP** option on **Expert Systems** grant a second choice; you may not purchase all three options. If you really need all three, buy a second droid.

## Vehicles

If your Warehouse cannot accommodate the replacement vehicle, you may have it delivered directly to your ship instead. If your Warehouse can't accommodate your replacement vehicle and your ship has been destroyed, you may have the new vehicle appear in a suitable space you own, such as a rented hangar, or in any sufficiently secluded location. If you're in a situation where you cannot acquire or reach such a place... what the hell have you been doing?

## Starfighter

**Heavy Fighters** have additional missile hard-points and up-sized blasters. **Fighter-Bombers** gain a Torpedo Tube (pg 36). Both types have upgraded shields and armor compared to the Light Fighter, but the trade-off for their durability and armaments is lower speed, acceleration, and maneuverability. **Need for Speed** offsets this penalty, resulting in a heavy strike craft with the performance of an Interceptor.

## ...ON SHIPS

The 'comparably-sized' qualifier on ship imports, like on items, is up to the discretion of the Benefactor. It mostly exists to prevent a Jumper from importing a Titan into a ship sized for only a dozen people.

### Standard Accommodations

You do not need to set aside any 'configurable space' for subsystems like life support or purely functional areas like the cockpit and engine room. Rooms added by other upgrades, such as the comm center from the free **Communication Suite**, also do not count against your limited space. The default kitchen, dining area, workspace, and so on have a total volume of 200 m<sup>3</sup>, leaving the listed 300 m<sup>3</sup> for sleeping areas and cargo from an assumed 500 m<sup>3</sup> starting space; if you wish, you may shrink these to no less than half their original volume to reclaim up to 100 m<sup>3</sup>, but the resulting rooms will be cramped. By the same token, you may also enlarge the common areas or add new rooms if cargo space is not a concern.

You may interpolate between the listed Room sizes; for example, you could define **Modest Quarters** as being between **Cramped** and **Comfortable** at 45 m<sup>3</sup>. Furniture appropriate for the size and comfort of the space is included; for **Military Bunks**, that means only a footlocker per cot, while larger **Quarters** gain steadily nicer beds, wardrobes, dressers, desks, and chairs as room permits. **Luxurious Quarters** include a full-featured (if slightly cramped) master bathroom, and you may add even more space if you don't want to deal with the 'slightly cramped' qualifier.

### Luxury Accommodations / Made Like They Used To

If you have both **Luxury Accommodations** and **Made Like They Used To**, the ship Restocks finer food and keeps the Bar fully supplied with high-quality liquor and cocktail mixers.

### Turbolaser Batteries

Turbolasers are sized for capital ships to engage other capital ships or bombard targets from orbit; sticking them on a corvette-sized vessel is akin to putting a 16 inch gun on an inflatable dingy. The **200 SP** total investment buys you the ability to freely ignore the question of how your ship manages to power them, dissipate the heat, and other practical concerns; by Fiat, your ship has Turbolasers and they work, period. If you are importing another vessel with weapons that are already comparable to Turbolasers, the upgrade raises those weapons' performance to the level of Turbolasers in any ways they are inferior but does not further increase their performance in any areas in which they are equivalent or superior.

## ...ON DRAWBACKS

You may take both 1 drawback for **Item Points** and 1 drawback for **Ship Points**. You may not apply this effect partially; the entire value of the drawback is converted to the chosen type. All **CP** types and sub-types, including extra points awarded by alternate point rewards, count against your Drawback Limit. You may exceed the Limit but receive no points for doing so.

### It's Up To You

If you're interested in meeting (and possibly recruiting) one or more of *The Old Republic*'s canon follower characters, this is the best way to do it. Anyone who takes a player-character role is guaranteed to meet the canon supporting cast unless they annihilate the plot rails beyond any hope of recovery.

### Force Anomaly / Force Blind

You may take both **Force Anomaly** and **Force Blind**; the former only states that your presence in the Force is 'weird', and being as hopelessly imperceptible as the latter makes you is a worthy oddity in its own right.

### Back to School

This is all about subverting the standard Jump-purchase convenience of new powers, skills, and toys; in other words, it forces anyone who takes it to live through (some of the) experiences required for a normal person to 'earn' what they bought this Jump. The training isn't particularly dangerous unless other drawbacks make it so, Guarantee or no Guarantee; even the Sith Academy is 'only' intended to kill the 'weaker' applicants. (It should go without saying that **Heroic Difficulty** throws any notion of 'safety' out the window.) [The tutorial is unskippable.](#)

Any chosen scenario(s) do not start until your training is complete; for scenarios with a set start time, your school adventure begins at such a time that you finish your training at the appropriate moment.

You get [either](#) one perk or one item to start with, not one of each. If you are an **Adept**, you have the requisite **Force Sensitivity** Feature and may select another purchase. You do not need to take **Adventure Ready** as your starter feature to speak Galactic Standard, but you may not be able to read the aurebesh if your background history is illiterate; **Drop-ins** and some **Disreputable** sorts, particularly slaves, will need to learn the hard way if they don't know it from other *Star Wars* Jumps or plain old fandom geekery.

≡ΚΥΝ ΣΠΩ ΝΥΛΤΑΤΑΝΙΝ ΠΩΙ ΕΩΙ ΖΩΙ ΖΩΛΑΝΙΝ ΜΑΛΙΝ ΝΩΙ ΚΥΠΑΝΙΝ..

### Heroic Difficulty

Taking this drawback with **It's Up To You** binds you to the plot more tightly than you would be otherwise because you'll be obligated to do your Class storyline quests. Said plot may not follow the game's because enough divergences will push the story off the rails sooner or later, but you are bound to a plot of some description. Don't be surprised to see a subset of the canon "Heroic Missions" in your to-do list, either.

### Limit Breakers

Extra points awarded by alternate point rewards still count against your Limit; thus, taking **Away** (normally **400**) for **SP** (now **600**) would eat up **200** points of your Limit. Taking all available Limit Breakers and the maximum limit would grant a total of **+2000 CP** (or some combination of it and its subtypes). Doing so is extremely dangerous if not outright deadly, of course, but you're welcome to try.

### Far, Far Away

#### Far

For the purposes of bringing items into the Jump, 'reasonably carried on your person' means without wearing the item in question. If you can't fit it in your pockets or easily pick it up and tuck it under your arm, you won't be able to bring it along. Items cannot be replaced but will still Restock (if applicable).

# APPENDIX C: ACKNOWLEDGMENTS

## LUCASARTS AND BIOWARE

Without which there would be no Old Republic to Jump at all.

## HELP WITH THE JUMP ITSELF

**@Amrynel**, for proofreading, feedback on drawbacks, suggesting numerous improvements to the **Vehicle** and **Ship** sections of the document including upgrade options, invaluable feedback on the **Astromech Droid** item and associated features, proofreading, providing canon weapon descriptions and statistics, and more.

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**@Neuron**, for granting permission to model the **Pax Jumperia** Dark-side scenario reward off his similar *Force Unleashed* scenario reward.

**/u/Shinnieshin**, for pointing out an unforgivable lack of proper **Backgrounds**, and providing feedback on the first draft of **Noble Scion**.

**Everyone** on SpaceBattles.com and Reddit who caught spelling and formatting errors, or asked questions about unclear parts of the document. Apologies if your name doesn't appear here specifically!

## RESEARCH AND IMAGES

Images and information sourced from The Old Republic gamepedia Wiki, promotional materials (including trailers), Wookieepedia, and (in one case) the credits to *Episode IV*.

## AND YOU

Tag **@Tempestuous** on SpaceBattles.com's General Jumpchain thread or send a PM directly with any questions or corrections. The author is also available on Reddit as **/u/tempestuously**.

# APPENDIX D: CHangelog

## v1.1.0

Added spelling and grammar errors.

### Classes:

Separated **Bounty Hunter** and **Smuggler** into a new category of 'Neutral' classes, the **Freelancer**.

Added **Marine** and **Operative** classes to mirror **Trooper** and **Agent** in super-categories known as **Soldier** and **Spook** respectively.

Removed note on **Jedi** and **Sith** requiring a **Force Power** purchase due to changes to **Force** and **Adept** perks.

Class Perks now cost **100, 200, 200, 400, 400, 600** (was **100, 100, 200, 200, 300, 400, 600**).

**200** and **400** perks fall into two specializations, depending on the class:

**Freelancers** have a Utility line and a line unique to their subclass.

**Adepts** have a Combat line and a Mysticism line.

**Soldiers** have a Teamwork/Leadership line and an Action Hero line.

**Spooks** have a Secret Agent line and a Special Forces line.

### General:

Removed **50** and **150 CP** options from **Ace**.

Moved **Scrounger** and **Crossing Lines** to **Freelancer**.

Moved **Delayed Gratification** to **Force** subsection.

Split up **Backline Support** into **Support Staff** (for **Spooks**) and **The Corps** (for **Soldiers**).

Added **Score** by **John Williams** for all your musical needs.

Added **Wandering Craftsman** for all your crafting needs.

Moved **Master-Apprentice Affinity** from **Adept**. Cost reduced (**300→100**). Effect reduced accordingly.

### The Force:

Replaced variable Force strengths with **Talents**: distinctive specialties and rare gifts among Force sensitives.

New **+100 CP** drawback option: **Force Blind**. See **Drawbacks**.

Reworked **Unlimited Potential** into a more general Uncapper. Cost increased (**200→400**).

### Freelancer:

Now has **Scrounger** as the **100/Free** perk for the category.

New **200 CP** perk: **Back-Alley Doctor**. Medical skills of the most questionable sort.

Now has **Crossing Lines** as the **400 CP** perk for the category.

### Smuggler:

New **200 CP** **Smuggler**-specific perk: **Scrapper**. Basic combat skills.

Golden Opportunity price increased (**200→400**).

Retained **Silver Tongue (600)** from **Interloper**.

### Bounty Hunter:

New **200 CP** **Bounty Hunter**-specific perk: **Dead or Alive**. Attacks are less lethal if you don't intend to kill the target, and you always know if you've killed someone you're trying to kill.

New **400 CP** **Bounty Hunter**-specific perk: **Bag of Tricks**. Weapons and gadget skills, plus encumbrance load increase.

**Relentless Pursuit** reworked into **Juggernaut (600)**. Now focused on defense on par with the **Soldier** capstone.

### Adept:

Completely reworked **Adept** perks to bring the tree in line with other classes'.

Eliminated **Force Discipline** and **Lightsaber Form** point-buy systems. Associated perks removed.

**Subtle Manipulator** and **A Moment's Reprieve** removed.

**Master-Apprentice Affinity** moved to **General Perks**.

New **100/Free** perk: **Required Primary Powers**. Grants the **100 CP** level of Force sensitivity, eliminating the need for a separate purchase.

New **200 CP** perk: **Discipline: Duty**. Combat line perk granting multidisciplinary skills associated with Jedi and Sith characters, plus some basic training.

New **200 CP** perk: **Discipline: Mind**. Mysticism line rework of **Mental Mastery**.

New **400 CP** perk: **Discipline: Combat**. Combat line perk granting combat skills to make you skilled at combat.

Does combat still look like a word to you? Combat.

New **400 CP** perk: **Discipline: Lore**. Mysticism line perk. All the Force Powers and more.

**A Foot In Each Well** wasn't changed.

### Soldier:

Redesigned **Loaded for Bear** as a general 'Boot Camp' skill set. Now grants moderate leadership abilities. Moved packing bonus to **Bounty Hunter's Bag of Tricks**. Now has 'weapons won't break or malfunction' feature previously on **Elite**.

New **200 CP** perk: **The Corps**. Grants the interchangeable soldiers and supply drops from **Backline Support**.

Merged elements of **Command and Control** into **Inspiring Presence** and **The Corps**.

**My Kit Don't Quit** now affects all items, rather than only offensive items. Duplicate items now grant 'charges'.

**Inspiring Presence** now provides additional bonuses to affected allies and includes skill component of **Veteran Field Medic**. Cost increased (300→400).

Moved defensive component of **Elite** to **That Weird Light Around You**. Adjusted **That Weird Light Around You** to keep it in line with other 600-point perks.

### Spook:

Reworked perk tree for separation from **Smuggler**:

New **100/Free** perk: **Spycraft**. All the training necessary to be a spy.

New **200 CP** perk: **Cloak and Dagger**. Secret Agent line perk focusing on stealth take-downs, assassination techniques, and CQC.

New **200 CP** perk: **Guns Blazing**. Special Forces line perk focusing on straight combat. Broadly similar to **Elite** but not quite as good.

New **400 CP** perk: **Dressed to Ingress**. Secret Agent line perk focusing on infiltration through HUMINT and social engineering.

New **400 CP** perk: **Phantom Menace**. Special Forces perk focusing on infiltration through stealth, without leaving a trace.

New **600 CP** perk: **Support Staff**. The expert personnel from the old **Backline Support**, but better.

### Items:

Changed how discounts are labeled and calculated for ease of use:

Previously, items marked **(Discount)** were free below a certain cost, while items marked **(Discount Only)** always cost 50%. Now, items marked **(Free)** are free once, while items marked **(Discount)** always cost 50%.

Add-on purchases are no longer affected by discounts.

Item prices increased across the board to remove **25 IP** increments and encourage use of **CP** in addition to **IP**. Discounted items that cost **50 IP** now grant two copies to avoid 'half-unit' costs.

Item discount labels now use class categories (e.g. **Adept**) where applicable.

Adjusted item discounts to reflect changes to class organization:

Most items that were previously discounted to **Trooper** are now discounted for **Soldiers**.

Most items that were previously discounted to **Agent** are now discounted for **Spooks**.

Some items that were previously discounted to **Bounty Hunter** are now discounted for all **Freelancers**.

Some items that were previously discounted to **Smuggler** are now discounted for all **Freelancers**.

**Rebreathers and Field Repair Kit** are now discounted to **Smugglers**.

**Sidequest Board** is now discounted to **Bounty Hunters**.

**Medical Probe Droid** is now discounted to **Spooks**.

Weapon discounts have been corrected to properly reflect the game's weapon options:

**Spooks** now have **Blaster Rifles** discounted.

**Bounty Hunters** now have **Blaster Pistols** discounted instead of **Rifles** and **Repeaters**.

**Bounty Hunters** no longer have **Grenades** discounted.

**Holocrons** and the **Holocron Crafting Station** are now listed under **Resources** (was **Equipment**).

**Force Training Holocrons** reworked due to changes to **Adepts**.

Added **Planetary Estate** to **Resources**. A fully upgraded Stronghold (or equivalent). Price: **300 IP**.

Replaced **Prototype Beam Rifle** with **Multirole Combat Rifle**, which imitates an **Agent** PC's odd mix of attacks.

Minor improvements to other **Blaster Rifles** to keep them competitive with the new **MCR**.

Removed unnecessarily complicated all-in-one **Armory** option from **Blaster Rifles**.

Removed **Medium Repeater**.

Fused **Blaster Cannon** to the **Heavy Repeater**.

Blueprints from **Common Material Cache** now include purchased **Ships** rather than excluding them.

Moved **Grenade Launcher** and **Flamethrower** from **Weapons→Explosives, Incendiaries, and Ammunition** to **Weapons→Ranged**. Renamed former category to **Weapons→Explosives and Ammunition**.

Added **Cryo-sprayer Gauntlet**, discounted to **Bounty Hunters**, under **Weapons→Ranged**. Price: **100 IP**.

Added **Toxin Kit**, discounted to **Spooks**, under **Weapons→Ranged**. Price: **200 IP**.

Added **Heavy Ammo Pack**, discounted to **Soldiers**, under **Weapons→Explosives and Ammunition**. Price: **100 IP**.

Frag Grenades are no longer described as randomly failing to kill people right next to the explosion.

Added **Stim Kit**. Price: **100 IP**.

Corrected **Force Focus** cost from **CP** to **IP**.

**Astromech Droids** must now be purchased in **Item** form; a companion may then import as said droid if they want to, though they receive few benefits for doing so beyond questionable entertainment value. Droids now select from a wider variety of bonuses and include **200 IP** worth of integrated items rather than a single gadget.

The **Vertical Freedom** vehicle upgrade can now be applied to **Shuttles** and **Starfighters** to grant them hyperdrive capability.

#### **Ships:**

Ship cost changed to **Free** for same-faction ships and **50 SP** for other faction's ships (was **Free** for class ship, **50 SP** for same faction, **100 SP** for other faction).

Reduced starting free space from  $500 \text{ m}^3$  to  $300 \text{ m}^3$  to account for included rooms.

Merged **Weapons** and **Defense** into **Combat** category because there were only two in each anyway.

**Cargo** upgrades now come in **50 SP** increments (was **25 IP**). Cost per  $\text{m}^3$  unchanged. Can be split.

**Hidden Compartments** and **Advanced Navigation System** nerfed to intended performance.

**Fabricators** cost reduced (**100 SP**  $\rightarrow$  **50 SP**).

Removed **Thermal Reservoir**.

**Cloaking Device**'s crystal is now replaced after 24 hours without use rather than healing gradually over 12.

#### **Free Upgrades:**

**XS Stock** now gets Additional Internal Space instead of Hidden Compartments.

**D5-Mantis** now gets Reinforced Hull, Hidden Compartments, and Advanced Navigation System (was Reinforced Hull and Fabricators).

**Thunderclap** now gets Communications Suite in addition to Reinforced Hull and Fabricators.

**Fury** now gets Heavy Laser Battery and Beckon Call instead of Supercharged Shield Generator and Medical Center.

#### **Companions:**

**Partner** renamed to **Guest Star**. Removed unnecessarily complicated special rules. Moved **Ship**→**IP** conversion rules to main section to emulate some aspects of previous rules if desired.

Completely reworked how **Astromech Droids** work (see entry in **Items**, above).

#### **Drawbacks:**

The word "drawback" is no longer capitalized to match the treatment of "perk", "item", "companion", etc.

The reduction to Drawback Limit and Group Drawback **CP** is now waved for companions who cannot respawn during the Jump, as they have more to lose than respawning companions.

Rearranged drawbacks. Sort priority is now type (Toggles, General, Restricted, Limit Breaker) > cost > name.

**It's Up To You** no longer restricts 'redundant' drawbacks.

Reworked **Hollow-cron Hoarder**. Added compulsive collecting; removed optional rules. Clarified placement.

Removed **Disreputable Background**'s 'extra-strength' option.

Removed **Bounty Hunted**.

Reworked **Got a Bad Feeling About This**. Adds extra steps to 'adventures'. Payout reduced (**400**→**200**).

**Heroic Expectations** renamed to **Heroic Difficulty**. Now adds difficulty to 'adventures' using the old **Bounty Hunted**'s 'soft-scaling' difficulty feature. Payout unchanged (**300**).

Added **Force Blind**. Grants no Force sensitivity, removes it if present, and slightly penalizes intuition and luck.

**Back to School** now allows you to take a 'starter' worth **100 CP** or less after discounts (was **0 CP**).

**Binds on Pickup** now applies its temporary effect to all items ever bought with **CP**, ruining hand-me-down equipment for the duration and thus making it no longer 'free points'. (Or at least less 'free points').

Separated the 'Blind Jump' feature from **Far, Far Away** into **The Commandment of Sir Alec Guinness**. Payout rebalanced (**200/400/800**→**100/300/600**).

Added **No Revives** companion-restricted toggle. Disables respawning for that individual, altering their rule-set with regards to the Drawback Limit and Group Drawback **CP**.

Added **Astromech Droid**-restricted drawback: **Mode Lock**. Disables alt-forms and locks **Slapstick Sidekick** on.

#### **Scenarios:**

**Pax Jumperia**'s Warlord option no longer requires you to remain head of state continuously.

Companions who complete **Mentor Syndrome** now regain the **Death, Yet the Force** feature if Chain-wide rules reinstate limits on respawning after previously removing them.

Rearranged information between **Mentor Syndrome**'s core rules and notes.

Reworked **Revan's Redemption** to accommodate a Jumper using the **Contracted Universe** drawback to "uncanonize" *Shadow of Revan*. Adjusted builds for awarded companions to reflect changes to **Adept** perks.

## Appendices:

**Appendix A: Terminology** is now a subsection of **Appendix A: Quick Reference**.  
Replaced **Force Powers** and **Saber Forms** Appendices with External Links subsection in **Quick Reference**, containing links to the articles the previous Appendices were summaries of anyway.  
Moved chart on **Item Imports** from **Notes to Quick Reference**.  
Added table showing all included ship upgrades to **Quick Reference** for ease of browsing.  
Removed the excessively and needlessly crunch-heavy **Weapon Stat Blocks** Appendix.  
Added **Notes** for new perks and drawbacks.  
Added **Notes** expanding on **Ship** space allocation.  
Truncated **Changelog** to initial release (-6 pages).  
Various wording adjustments that do not intentionally affect the described function of the entry in question.

## v1.0.0

Stable Release