

Star Wars: Revenge Of The Sith – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

**War! The Republic is crumbling
under attacks by the ruthless
Sith Lord, Count Dooku.
There are heroes on both sides.
Evil is everywhere.**

**In a stunning move, the
fiendish droid leader, General
Grievous, has swept into the
Republic capital and kidnapped
Chancellor Palpatine, leader of
the Galactic Senate.**

**As the Separatist Droid Army
attempts to flee the besieged
capital with their valuable
hostage, two Jedi Knights lead a
desperate mission to rescue the
captive Chancellor....**

**Now, a new element has entered
the story, the presence and
actions of which could alter the
events of this entire saga.**

Welcome to the galaxy far, far away, in which the events of Star Wars take place. You are here shortly before the rise of Darth Vader, the existence of the Death Star, the tyrannical reign of the Emperor, and all the events that follow. Exactly which later events happen, legendary or otherwise, is not important for now.

You are here at the end of the Prequels, Episode 3 in fact. It is a darker time than in the recent past, in a galaxy torn apart by the war between the CIS and Republic, but it may become yet darker if given the opportunity. Unless you have other conditions stating otherwise, you start off just as Anakin Skywalker and Obi-Wan Kenobi are flying through the battle above coruscant towards the CIS Flagship on their rescue mission.

Will you allow the events that unfold to take place? Will you seek to be a hero seeking to end this dark time, or will you be one of those applauding what will come?

Whatever your choices over the 10 years you will be staying here, take 1000CP to spend, and may the Force be with you...

Starting Location

This is where you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Coruscant, Corusca Sector** – The administrative centre of the galaxy, home to important features such as the Jedi Temple and the Galactic Senate. This planet is essentially one immense city. There is a battle happening in orbit, so you may want to beware of debris that make it through the atmosphere if you happen to be outside. You can start at any notable location on it you like.
2. **Separatist Blockade, Coruscant** – You start onboard a large ship currently in orbit of Coruscant. You can choose whether you are on a Republic or CIS vessel. Amidst the chaos, two Jedi Starfighters are making their way towards the CIS Flagship, which you can choose to be on. Be prepared for a bumpy landing if you stick around on the front half of that ship, but at least it would be better than the back half.
3. **Utapau, Tarabba Sector** – There is no war here, unless you brought it with you. A remote and rocky planet covered with enormous sinkholes, with a massive ‘world-ocean’ beneath its surface. Most Utapauns lived on the most stabilized continent, and the native population is composed of the tall, gaunt Pau'ans and the short, stubby Utai. Because of the lack of timber on the planet, Utapaun architecture is primarily constructed out of the bones of deceased animals. If you are sticking around and not following someone's order to move elsewhere, be careful not to get caught up in the conflict to come. You can appear anywhere on this planet, just be aware that some of those inhabiting the 10th level of one of the sinkholes might not appreciate any unauthorised visitors.
4. **Kashyyyk, Mytaranor Sector** – What about the Droid attack on the Wookies? Perhaps you're here because of that. Welcome to the wroshyr tree-covered forest homeworld of the Wookies. It is a major navigational point and of prime strategic importance to the Republic. Cities on this world are built in the planets trees. Should you leave these areas, be wary of the dangerous wildlife such as the Wyyyschokk Spiders and carnivorous plants. The capital of Kashyyyk, Kachirho, sprawls along the shoreline of the tropical Wawaatt Archipelago and will come to be the site of the final battle between the Republic and Separatists on this planet. You can start off there if you like, or any other location on the planet you think you could survive in.
5. **Mustafar, Atravis Sector** – This is a volcanic planet which generates a great deal of scanning interference. Take care of yourself, or the dangers of this planet might do that for you. You can start off in one of the specially shielded facilities, or anywhere else on the planet you are reasonably sure you can survive. Just be careful not to damage anything controlling systems that should protect you from the heat.

6. **Polis Massa, Subterral Sector** – More accurately, this is the remains of the planet Polis Massa, now an asteroid field far from any major hyperspace lanes. It has a habitable area, specifically The Archaeological Research Council base. It is occupied by the Kallidahin, a species of humanoids who lack facial features and communicate only through telepathy, and who have been here so long they are also come to be known as Polis Massans. The base includes mining operations and a medical centre, though it's debatable whether it is currently well suited for species other than the locals. You might want to appear inside it unless you can survive in a vacuum.
7. **Alderaan, Alderaan Sector** – Heck of a place. Incredible history. Good party town. Even has great sunsets. Currently represented in the Senate by Viceroy Bail Organa. The galaxy knows Alderaan as 'the planet of beauty' where nature, poetry, philosophy, art, couture, and cuisine are freely shared all with all. It does not possess any natural satellites, so if at some point in the future it looks like it's suddenly gained a moon... best not to stick around. You can choose to appear at any notable location on this planet, such as the capital city Aldera, and have a good look around while you have the opportunity.
8. **Tatooine, Arkanis Sector** – What a desolate place this is. Part of a binary star system, the planet is oppressed by scorching suns, resulting in the world lacking the necessary surface water to sustain large populations. As a result, many residents of the planet instead draw water from the atmosphere via moisture farms. Native residents include Jawa, small creatures who scavenge and travel the deserts in abandoned mining machines known as Sandcrawlers, and Tusken Raiders, who often attack isolated settlements on the fringes of their territory and are hostile to outsiders. Jabba the Hutt owns a palace here in the Dune Sea, but his wealth is an exception as a poor standard of living is common amongst the other settlements. Should you find yourself in the desert, be wary of dangers such as Krayt Dragons and stumbling into the Great Pit of Carkoon. The Boonta Eve Classic Podrace is held on this planet annually, held in and around the Grand Arena in Mos Espa. You can choose to appear at any notable location on this planet, just be aware that you won't really be able to avoid sand.
9. **Free Choice** – You can pick any of the above, or anywhere else you would like to start off in the galaxy where Star Wars takes place.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

Outsider – Do you fit in here? Well, you can if you like, but you don't need to have a set background in this setting if you don't want one. Something about you might be out of place, but you have talents and knowledge that could make you a useful guide if you wanted to be. Even if you aren't good at much, you might have an unusual amount of luck that could make an outside observer think you are hiding some great talent... though none of the locals will think you are anything special unless you want them to.

Chancellor – You are the sort of figure that leads the people and provides wise guidance, respected and beloved. You may be a politician of some sort, chosen to represent the people. You are certainly well regarded, akin to a father figure to some. Those you choose to mentor could certainly achieve great things with your aid, as you could be the source of knowledge they could not be taught by others.

Supporter – You might not be at the forefront of politics anymore, but you can certainly aid those involved within that area. Clear communication with others is still your forte, and your experience has leant you the skills to get many different parties to listen to each other so that the best choices can be made rather than forcing them to go along with a decision of your choice. With the sort of sophistication and culture you exude, it would not be surprising if you grew up somewhere like Alderaan or Naboo.

Mentor – Your experiences have forged you into a wise and powerful figure. You have long since accepted that failure is as great a teacher as success and have learned from your own mistakes and those of others. While you might have a preference for more polite approaches, you can adapt to exploit the less civilised nature of others. In these turbulent times, you might be a mountain; your will cannot be broken no matter how much the storms rage and given time your opponents will see how you rise above them.

Chosen One – Is this the end of your tale, or is it just the end of your current role in a grander tale? In this darkening age of fear and doubt, you are one of those whose presence reassures all that everything is going to be all right in the end. Fast and fearless, you are most likely the one to see through things to the end, though from certain points of view your choices of approach may seem questionable to those used to a more rigid approach. When something is impossible, when it cannot be done, you are going to try and do it anyway because you are the Jumper and you don't believe in impossible.

Threat – You don't care much about politics, or helping people, or using more patient approaches to victory. The galaxy is at war and you thriving in it. Even if you don't have special powers, you have experience in waging brutal war, and have survived despite the chaos. Instinct has made you a warrior that even the self-appointed peacekeepers of the galaxy may fear to deal with. Perhaps you can use that fear, and your ruthlessness has

turned you into a killing machine. It might have cost you a lot, but you can gain so much more it will be worth it for you.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your species, pick one that fits for your Origin and background so long as a Drawback doesn't prevent it, but it has to be a species that is featured within *Revenge Of The Sith*. For example, you could choose to be a human, some manner of droid, a Kaleesh, a Pau'an, a Wookie, or a Mustafarian.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free/100 – **Basic Communication** – Much of this setting speaks Basic. Now you can as well. Though there are more obscure languages that you might need a translator for, you can communicate with the majority of the people in this Galaxy. This is Free here, but you can pay 100CP to have the same sort of benefit in other settings.

Free/100 – **General Jabs** – It's a big galaxy, but sometimes the smallest things cause problems. No, not Midi-chlorians in this case, but other minute organisms. You are now as immune as anyone else would be if they had access to all the local general vaccinations and treatments to deal with common viruses and allergies, and your immune system can deal with the less serious diseases you might encounter fairly easily. It's Free here, but you can pay 100CP to have the same apply in any setting you might visit in the future.

200 – **Will Of The Force** – Would you prefer that events carry on as they would otherwise, influenced by forces beyond your comprehension? Then trust in the Force, for it shall ensure that the main elements of canon happen regardless of your actions. No butterfly major events by accident, albeit at a cost of ability to change anything. For better or worse, the rails of canon will hold steady.

200 – **The Force Of Will** – Or do you want to forge your own path, break free of any shackles of predestined events? Your actions will change things regardless of precognitive abilities, destiny shaping effects, and other forces that try to ensure that things go along a specific path. For better or worse, canon can be derailed with your influence.

400 – **A New Hope** – This story happened a long time ago in a galaxy far, far away. It is already over. Nothing can be done to change it. It is a story of love and loss, brotherhood and betrayal, courage and sacrifice and the death of dreams. It is a story of the blurred line between our best and our worst. It is the story of the end of an age. The dark is generous, and it is patient, and it always wins—but in the heart of its strength lies weakness: one lone candle is enough to hold it back. Hope is more than a candle. Hope can ignite the stars. You now carry that hope within you, the promise for something better. When others make the wrong choices, when ancient foretelling's fix a terrible fate in place, you can turn even the most fallen back to a brighter time. You aren't part of any prophesy, and you can do more. This is a Capstone Booster for the 600CP Perks here.

Outsider

100 – **Local** – Whether or not you choose to be from whatever location you start in, you have enough general knowledge of the area, its history and any customs that you could plausibly pass yourself off as a local or particularly well informed tourist. This adapts for any starting location you begin in or have lived in due to your Origin choices in other settings.

100 – **Binary** – You are fluent in the peculiar language used by some droids such as Astromechs, allowing you to understand a variety of droids that communicate in a series of beeps, whistles and other electronic sounds. You can also speak this language just as well, though exactly how you accomplish this and whether anyone finds it notable is up to you. Considering few can understand this, you can get away with saying quite a lot when most of your audience just hears beeps and whistling.

200 – **Proper Protocol** – Were you made for this sort of thing? You now know all of the languages present within whatever setting you are in. You have no specific restrictions on being able to use them even if there usually would be. You are also aware of how to pilot vehicles in the setting, not to the point you can do tricks with just this alone, but you can use any vehicle properly and be at least an average driver or pilot. You are also aware of how to properly address others, which is good for formal occasions and when you want to get on somebody's good side. Or at the very least stay off their bad side. Calling someone 'my lord' might be received well, while calling someone else 'master' might end poorly. You won't run into that particular problem anymore.

200 – **Neutrality** – Sometimes it's possible to be put in a position where you just have to keep working alongside people that you once respected but have become increasingly reprehensible. This could be quite dangerous, considering the abrupt mood shifts and tendency of those that alter their alignment to lash out even at those they'd once never have dreamed of hurting. This doesn't get you away from them, but it does provide some protection. Even if some of your allies turn evil or oppose the cause you follow, they will treat you the same as they always did so long as you do not obviously work against them. They will not strike you in rage or hurt you out of a newfound sense of sadism. If you do leave them and re-encounter them at some later point and are still not directly opposing them, this protection will still apply. If they had some close personal connection to you they might even discretely aid your survival so long as it didn't work against their goals.

400 – **Custom Model** – You might look average on the outside, but you have something special on the inside. Perhaps someone was tinkering with you, or it's the result of some experimental surgery, depending on whether you are mechanical or more organic. You now have various tools and tricks that others of your kind might not naturally have concealed within your body, either surgically implanted or hidden components in a mechanical body. Exactly what this includes is up to you, but you need to have space for them to go and some manner of plausibly accessing the components that would be required. You could be a living swiss army knife and toolbox, or perhaps have some sort of concealed weapons or communication system, so long as you can justify it within the setting. These hidden contents won't cause any problems, won't malfunction, and do not require maintenance.

400 – **Whistle While You Work** – You have an extraordinary ability to hack into, navigate, alter, and manipulate electronic systems. You already have familiarity with most common systems, and if you get some more experience or detailed plans of other systems you will be able to deal with them just as easily. You can find ways around security systems in these computers just as well. You might need tools to use your talents effectively, or perhaps you have some other way of connecting with electronic systems. If something needs to be done with a computer system, you can probably manage it.

600 – **Memory Backup** – Being considered an inconvenient witness to something could be a problem, particularly if others have the ability to easily erase or alter your memory. Now it doesn't matter if you are a droid or organic, as you have immunity against having your mind altered against your will or parts of it erased. Even better, you can convince others you no longer possess the "erased" knowledge, so they don't try taking more permanent measures to silence you.

Capstone Boosted – Usually it would be possible for a droid to get around some of the issues of getting their memory deleted by having a backup elsewhere. Since you are already immune to that problem, but it would be unfair to deny that advantage, you can now have a single full backup of your memory stored wherever you want. This acts as a reusable one-up, so long as there is some way your mind can be put into a working body before the end of the Jump. You could store this within a mechanical ally, or within another secure area. Use will, however, cost you any new memories or experiences since the most recent update. You can also act as a memory backup for your allies, regardless of your mechanical or organic natures. It's not a one-up for them, but you can restore any lost memories since the last time they backed themselves up with you. The transfer and update method is up to you, but could be something like an electronic system or some sort of mental melding.

600 – **A Mere Droid** – Or a mere alien, or a mere human, or... well, whatever you seem to be, you don't have to give off any sort of sense of importance. You are capable of being easily overlooked and underestimated, even while you are able to discretely help others. Unless you obviously pull off something miraculous and let it be known, others will consider what you do as just your duty and not make a fuss of it.

Capstone Boosted – Being in the right place at the right time to do something extremely important would usually be difficult to accomplish. Not so much for you. You instinctively know when and where important events will occur, giving you some knowledge that makes you able to attend or avoid them. What you do is up to you, but the right person in the right place can make all the difference in the galaxy.

Chancellor

100 – **Supreme Secret Keeper** – You certainly seem to be a very trustworthy and friendly person. You can be like family to anyone, always there, always caring, always free with advice and unstinting aid. A sympathetic ear and a kindly, loving, unconditional acceptance of others exactly as they are. People feel like they can tell you all sorts of things, things they could never share with their other friends and loved ones.

100 – **Do It!** – You are very good at manipulating and motivating people and have a way with words and speeches. You are particularly good at compelling people to make spectacularly bad decisions, everything from killing a prisoner and not being able to get any information out of them as a result, to siding with you during a conflict they are conflicted over. You know exactly what to say to goad them into it, and they might be convinced it was entirely their idea. The less they actually want to make the poor decision the harder it will be, but convincing someone who is reluctant to take revenge on someone who maimed them and harmed their friend might be as simple as asking them to do it.

200 – **Not From A Jedi** – Others you tell of fantastic and terrible abilities may ask you if it is possible to learn them. Usually they would not be able to, but now you can teach people anything you are capable of doing. When it comes to Perks, over time you can teach them weaker variations of the same thing, and if they have potential they could become as potent as your own, if not stronger. You don't have to do this, as stringing someone along with promises of unnatural power is an entirely valid tactic for you. The more they desire any particular power you might possess, the easier it is to string them along even if you have no intention of ever sharing it with them.

200 – **I Am The Senate** – Even if that's not exactly the case yet, you have influence over any democratic system you represent that some would consider to be unnatural. If you are a high-ranking politician, you will never be punished by the same system you have influenced and worked in. Be aware that some may try to use other methods to deal with you if the legal approach is clearly not an effective option. But if you have enough power in the system, that might as well be treason.

400 – **I'm Too Weak!** – You may or may not look old and feeble, but you can certainly give that impression when you need to. You are able to accurately and convincingly pretend to be weak and vulnerable, even to those with special abilities or should know full well how powerful you are. You can use this to catch your opponents by surprise as you exploit their openings, gain mercy from those who might not give it otherwise, and even significantly delay those who will make the killing blow to let you do something about it. This can also be used to help you manipulate others, pretending to be helpless in the face of your opponent to make you more sympathetic. Unless you show them yourself, they will never grasp the full extent of your power.

400 – **The Attempt On My Life** – It might have left you scarred and deformed, but your will is stronger than ever. As is public sympathy. You are able to twist injuries and attacks on your person, your allies and your resources to your advantage, turning others against your attackers even if they should have little reason to suspect them. Depending on how much

influence you have, and how much the people like you and distrust those who apparently harmed you, you could get an entire population to turn on those who were once considered heroes and protectors. If you were beloved by the people, those people would cheer as you announced plans to hunt down and destroy those who have harmed you.

600 – Execute Order 66 – Sometimes the most effective plans are the ones hidden in plain sight. Order 66 was one of 150 Contingency Orders that the Clones had. Some sources claim that the Jedi were aware of the existence of the order, but as the list also included orders to forcibly arrest the Supreme Chancellor it was overlooked. Others suggest a specific device was hidden inside the Clones to force them into following the order. You can use either approach, either concealing a particular order or instruction in a way that is overlooked or setting up devices that can enforce an order even against the will of those that intend to carry it out. Nobody will notice this threat until it is too late, and almost none who this contingency is applied to will disobey orders or resist the compulsion to carry them out. You can apply this to any force that you have some influence in the creation or formation of, and your methods could involve a hidden code within robotic forces, long-term hypnotic triggers, or just forces so loyal they will follow your orders. When it is triggered, it will be up to as effective as the execution of the order against the Jedi.

Capstone Boosted – Despite the preparation and work that went into the Great Plan, Order 66 was not entirely successful. Some Jedi were able to escape, either through becoming aware of the Clones actions fast enough to react, or perhaps some Clones were able to resist or ignore the order. Factors that were impossible to entirely control, from malfunctions to clashes of loyalty, led to the plan not being as effective as it could have been. That is no longer a problem for you. So long as deliberate action is not taken to circumvent, deny or avoid the triggering of your long-term concealed orders, it will be carried out exactly as effectively as you had planned. Decades or more of careful planning is not going to be negated or weakened by a stroke of luck.

600 – Thunderous Applause – Is this how liberty dies? Perhaps, if that's what you were aiming for. If you can convince others that following your plans will benefit them, or keep those they care about safe, then they will have your full support. If your plans don't seem to have a downside for them, or they are not sufficiently aware of the consequences, they might even applaud as you seize control. You are giving them the safety and security they wanted so badly, after all.

Capstone Boosted – Not everyone is going to agree to your plans all the time, either because they are losing something because of them or there is some personal reason they oppose you. But they're going to find it much harder to work against you, as those opposing you may eventually find reasons not to do so. It could be fear of reprisal, despair at being outnumbered, or justifications that your acts have benefited others. Any alliances that form against you will be fractured at best, different approaches and desires causing disagreements or even outright infighting.

Supporter

100 – **How Long Is It Going To Take** – For people to be honest with each other? Not long, when it comes to you and those you know well. They won't be evasive about the truth and will not like to hide things from you. If you suspect they are and they like you enough, it won't take much more time and effort for them to tell you than you asking them politely. This isn't great for interrogation, but sometimes it's nice to have open and honest relationships.

100 – **This War Represents A Failure To Listen** – As someone who would not usually condone a course of action that led to war, you would want to avoid such failures wherever possible. You can now properly listen to people and get other people to listen to each other. You won't overlook when someone clearly wants or needs to tell you someone, and when you need to tell somebody else something then they will actually listen and take into account what you say as well. Even in a chamber with hundreds of people arguing, you are able to get people to quiet down and properly listen to each issue in turn without speaking over each other.

200 – **It's Time For You To Leave** – If you end up going somewhere that you are not allowed to be, so long as you are not obviously trying to break a law or cause a problem and could pass your presence off as bad timing or simple ignorance, those enforcing the restriction will politely ask you to leave. While they may escort you out of the restricted area or otherwise ensure that you leave, they will not shoot you on sight for trespassing unless you do something like shooting them first.

200 – **Have You Ever Considered We May Be On The Wrong Side?** – Sometimes you might take a good long look at your allies and realise their actions have become exactly what you were all supposed to be working against in the first place. You have the ability to notice this in yourself and others, but more importantly you are able to broach the subject without being branded a traitor or working against those you are trying to protect. Getting people to listen and agree you have a good point might take other capabilities, but this is certainly a good start.

400 – **Going Down A Path I Can't Follow** – Sometimes those you work with will disappoint you in a more obvious manner, but there are times that your own love or trust in another will blind you to their flaws and mistakes. You might come up with any amount of desperate rationalisations to keep supporting or staying with those who are clearly not doing something you can personally condone, and quite likely end up getting dragged down with them. This will let you avoid that. If someone you care about in any way is using approaches or has a goal that you in your right mind would not approve of, you will know and be able to make the choice to not follow them any further. Others will remain aware of your personal limitations, the lines you will not cross, and not try to force you across them even if they want you to. They might make the offer to join their new empire, but if they actually liked you at all they will actually take no for an answer with no argument or ill will.

400 – **Bail Out** – Sometimes getting yourself out of danger isn't enough. You are now very good at getting others out of difficult and dangerous situations. If you plan ahead, you can

even arrange to show up where they need you to be at the right time. As long as you were not obviously involved in whatever situation you rescued your ally from then you will be capable of sheltering them while you flee the area. You won't get chased doing this unless you are obviously involved. Bear in mind this only covers the immediate running and hiding. You may need a solution for the longer term or hope that those you rescue have somewhere safe to go.

600 – So This Is How Liberty Dies – Being aware that something is going horribly wrong is one thing, being able to persuade others that the change must be resisted is often far more difficult. You can identify the flaws, hidden and obvious, within any system of governance. You can also find where corruption within a system exists, read between the lines of triumphant speeches of safety and security, spot the misuse of executive orders, and perceive when the rights of others and you yourself are being limited. If rot or exploitation are present within any system, organisation or position, then you will be able to find it. Those responsible won't be able to cover it up either, as you will quickly be able to get your hands on valid evidence once you know what to look for that won't just vanish or get easily dismissed.

Capstone Boosted – Being able to find a problem is a good start, but you might need to do more than just point it out. You might not be able to fix the damage alone, or institute reform without taking apart or bringing down an existing system or regime. You might not be a fighter or wielder of power, but what you can do is organise opposition that might be able to do something about it. Starting everything from peaceful protests to armed rebellion is now within your skillset. You are able to spark successful rebellions and resistance movements to what you oppose. This doesn't give you talent to run such things by yourself, but you are certainly the best at establishing, organising and concealing such movements.

600 – I Know There Is Still – Good in something? Well, if there is any, you at the very least will know if there are any redeeming factors in something or someone. A system might have become corrupt, but you can still see where it works. A person might have become a monster, but you can see any good in them. If there is a way back from what something has become, then you will be able to see it. You can accurately sense whether someone or something still has redeemable traits and know what those are.

Capstone Boosted – You are able to redeem anyone and anything that have even the faintest traces of being redeemable. Once you accomplish this, it will stick. There will be no sliding back into evil later, or some loss of ability that comes with the change. It might take years in some cases and a staggering amount of effort and help, but you'll manage it eventually. Only in the most extreme cases would this redemption require the one seeking it to sacrifice their lives, and that sacrifice sticking.

Mentor

100 – Wait A Minute, How Did This Happen? – You might apparently not be smart enough to avoid making mistakes, but what you can certainly do is learn from them. If you are about to make a mistake you have made before, you will realise this. By thinking about mistakes you and others have made, you can plan around them to avoid repeating them. Seeing someone you cared about fall to a specific move, you could meditate on it and come up with a counter to avoid it. If you made a dramatic leap that could have gotten you killed by your opponent, you can consider all the ways it could have gone wrong. Knowing how not to do things or realising when someone else is about to make a mistake you have seen before, could come in handy. Also useful for explaining how you might have made a mistake.

100 – Sith Lords Are Our Speciality – Based on the personal record of the one who claimed this, it really isn't. However, where they did not manage to win the fight, they were able to survive the immediate conflict. Consider this a sort of light plot armour, which kicks in whenever you are knocked out of a fight or otherwise thought dead. You won't be killed while unconscious even if it was convenient, and if you are blasted into a pit then nobody will successfully find the body to finish you off.

200 – Another Happy Landing – You don't need to be afraid of dying in a crash after a dramatic fight anymore. Even if you end up flying half a ship, somehow it will be able to crash land safely enough that you and your allies are relatively unharmed. It won't hit anything important that will get people you don't want harmed killed, and you don't even need to be the one flying the ship for this to work.

200 – Hello There – You may or may not be passive, but you are certainly a master at being passive aggressive, and certainly using the aggressive nature of others to your advantage. You are able to exploit the honour, arrogance and pride of others, putting them at a disadvantage or manoeuvring them into doing something foolish. You can reliably challenge your opponents into one-on-one duels when their forces outnumber you because you know their ego will compel them to agree to it. You could even goad someone into trying a foolishly timed leap in the middle of pitched combat because you know how to take advantage of it. You are insightful, cunning, and have a very sharp wit to go along with it.

400 – So Uncivilized – While you might prefer to use a more elegant weapon from a more civilised age, the realities of war may force you to resort to other trusty weapons. You have the ability to use ranged weapons such as the blasters found here with as much accuracy as your preferred weapon. While this might tempt you to use a gun all the time, this Perk also benefits from not relying on them. So long as you do not usually use a gun as your preferred weapon, the sudden change in tactics will take your opponents by surprise, considerably more than would be expected from simply switching weapons or combat approach. So long as you seem to retain this preference, your opponents will also ignore any firearms you could potentially use, perhaps believing you would stick to more civilised weapons even if it was to your detriment. When the ancient weapons fail, a good blaster is a surprisingly good fallback for you.

400 – My Allegiance Is To The Republic – Or it might be to something else specific, but once you have dedicated yourself to some cause then absolutely nothing will make you sway from it outside of your own careful decision making. This is a combination of willpower, determination, and immunity to effects that will artificially influence your loyalty or decision making. You could declare your allegiance to democracy, and no amount of persuasion by others or temptation of power would ever have the slightest chance of turning you into a dictator or one who would support it. You could decide to spend the rest of your life protecting another and you will have the will and concentration to spend decades watching over them without regret or boredom. You could even set yourself on a quest to destroy an incredibly corruptive artefact, and the thought of using it yourself would never even cross your mind. Such loyalty to a cause may not be an easy path to walk, and you may have to fight those who have fallen from it, but you will find you have the inner strength to do so even if it breaks your heart.

600 – The High Ground – You might not be the strongest or the most experienced, you might not have some significant physical advantage or unnatural power, but you are undeniably the master of defensive combat. It may take some time and effort to finally finish off your opponents, but until then even someone more powerful than you are would be hard pressed to even harm you. You are a master at using the environment and your position relative to your opponents to your advantage in combat, and while they may relentlessly and furiously flail at you, you simply need to hold out until they make a mistake and you finish the fight. You're quite good at that too, thanks to your impressive endurance. Should you have access to some form of mystical might such as the Force, you would be able to increase the latter further, along with enhancing your strength considerably.

Capstone Boosted – Sometimes your opponents are just so much more powerful than you it's practically uncivilised to be fighting them. You know how to turn a fight against even a superior opponent and have a keen eye for weaknesses in their abilities and strategies. A deadly cyborg may mostly be tough enough that striking it would do more damage to you than it, but you would be able to target its vulnerable organic components. Another enemy might be vastly more powerful than you, but you would know the best tactic is to stall and wear them down until their arrogance leads them to make a critical mistake. It might take a lot of time, effort and skill, but there will always be a weakness and there will always be a winning strategy.

600 – You Were The Chosen One – Sometimes people you believed in can disappoint you. While this doesn't stop that from happening, you can now sum up your extreme disappointment in whatever fallen figure you might have believed in, and they cannot deny their mistakes. Not to you. More importantly, despite their fall from grace or change in alignment that opposes your own, they will not be able to use any new tricks against you that they might have gained from it. Even if their new position should give them raw power that would crush you, or new special abilities you cannot counter, they will unconsciously hold back to the amount you can potentially withstand and stick to their older and well known abilities. Even if time and their efforts have made them a master in their eyes, they are only a master of evil against you.

Capstone Boosted – In the end, you might fail them. But perhaps you can avoid failing others. You know whether letting someone suffer and live is better for

everyone else than killing them off. If someone could eventually be redeemed, but millions could die before that point, you will be aware of this as a consequence of letting them live.

Chosen One

100 – **This Is Where The Fun Begins** – Confident, aren't you? You can take dangerous and stressful situations in stride, giving an air of confidence and bravery even in the middle of pitched battle. This doesn't make you any better than you already are, but you won't panic or show worry even if things are going wrong. You could easily become known as a hero without fear.

100 – **Always On The Move** – You're very quick on your feet, which might be quite an advantage in the sort of situations you might find yourself in. You have fantastic agility, reaction speed that seems precognitive even if you can't see the future, and impressive acrobatic and athletic abilities. You have enough skill and stamina to make consistent and precise high-speed manoeuvres over a long period of time. This applies to piloted vehicles as well as when you are on foot.

200 – **Enough** – There might only be one of you. One is enough. One is enough because the adults are wrong, and their younglings are right. Though this is the end of the age of heroes, it has saved its best for last. You might not succeed, but you are certainly going to inspire stories with your actions.

200 – **I See Through The Lies Of The Jedi** – How many other lies have you been told by the Council? You won't be fooled by them or anyone else any longer. Now you are able to tell when someone is trying to deceive you, even if they are doing it to aid you. Nobody will be able to manipulate you directly by explaining something from a certain point of view either, or other forms of lying by omission. Whether you like the truth and what you do with it once you find it is up to you.

400 – **From My Point Of View** – Dealing in absolutes is a tricky thing that will often lead to disagreements and arguments. The nature of good and evil, right and wrong, sometimes subjective and sometimes considered to be factually a certain way. This doesn't resolve the wider issues or debates, but it does allow you to personally decide how such things are applied, in particular to abilities or items that use some manner of absolute judgement or moral valuation you may or may not agree with. You might consider an action as good or neutral at worst and varying based on the situation, while the setting you are in decries it as evil no matter the situation. You can now enforce your point of view on the setting rather than the other way around. Here, you could use Force abilities that are considered only available to a certain side of the spectrum without issue, so long as from your point of view you can justify their use. Elsewhere this might let you use abilities linked to alignment or moral values as you desire, such as using something that usually only targets "evil" on something that in-setting might be considered "good", so long as it works from your point of view. Using something that is considered inherently "evil" for what you consider to be a "good" action will work the same way, so long as it is from your point of view. This helps with the consequences as well, for example in a setting where using necromancy is considered foul and evil, but you use it to revive someone innocent who died of misfortune, you won't end up corrupting them or yourself with the act. They will not be adversely affected by it, and so long as it was justified from your point of view even beings within the

setting that enforce things as absolutes will not be able to argue, interfere with or try to undo your efforts.

400 – Shatterpoint – These are usually complex Force phenomenon's, perceivable via innate talent or immense focus. Akin to fault lines in objects, living beings or different pathways that could occur at specific moments, some can learn to influence these. You are particularly adept at noticing these, as you now have the properties of a living Shatterpoint that could potentially change everything with your actions, such as bringing balance to the Force or leaving it in darkness. While others cannot sense this unless you desire it, you can use this nature to cause events to transpire completely differently than they might otherwise have. It enhances any precognitive abilities you might have, making you more aware of the consequences of your choices. You can also sense Shatterpoints in other people, indicating that they could be responsible for some considerable change in the way things are, though these will usually not last for long. For example, for a short time someone might be a Shatterpoint capable of starting or ending a war, but that would vanish once they are no longer in the same influential position. With time, you can learn to sense and manipulate them in inanimate objects. This could let you note the weak points in their composition and allow energy to flow into these points, potentially shattering objects thought to be indestructible.

600 – I Have Brought Peace, Freedom, Justice And Security – To your new Empire? Well, if you can kill whoever is in charge that is entirely the case. You can take over any organisation or group, no matter how large or how powerful, by personally slaying those who lead it. Since you showed yourself to be more powerful than those who would have the most power, nobody will directly oppose you or argue with the results of this duel. You're going to need to act quickly to assume this now empty position and get things to continue to run smoothly though, decapitating the head of state isn't going to be good for the body of the state.

Capstone Boosted – Stories tend to brush over or outright deny the various problems that eliminating a governing body would cause. Like how all the celebrating in the streets is going to cause a mess that is going to take a while to clean up, or international relations being thrown into disarray. It's all well and good overthrowing an evil Emperor, but if they had contingencies in place for the event they could still trigger. You won't be throwing anywhere into chaos unintentionally with such a sudden change, as the system will somehow adjust itself to act in the way you intend. If you actually wanted peace, freedom, justice and security to be the hallmarks of your new Empire, then that will be accomplished rather than disasters and infighting, with those scorched earth plans never being triggered. If you wanted to burn it all down, then instead the destruction of the head of state will ultimately ruin the rest of the body, and even contingencies the previous ruler set up to stabilize things will no longer function without their presence.

600 – You Underestimate My Power – It's not just your overconfidence, because with this you now have a perfectly accurate estimation of your power in comparison to any situation opponent you might have, actual or theoretical. This doesn't account for additional factors like unexpected reinforcements or powerups they wouldn't usually have access to, but at least it will update in the event those sorts of surprises happen. Because knowing that you

can't measure up to something is infuriating, you can also train and enhance what power you have in order to make yourself capable of performing the feats you need. This will vary depending on the type of power, but you will know how to do it. If you are not physically strong enough, you will know a training regimen to improve that. If you are not smart enough, you could figure out how to learn more effectively. If it's a skill, then practicing becomes easier and you may even be able to find suitable teachers. If you lack some sort of mystical might, then you will be able to find methods to improve that as well, though bear in mind that this might require sacrifice of some sort.

Capstone Boosted – Now someone else underestimating your power is a little understandable, because you have somehow managed to break any hard limits on it. You are now capable of improving your abilities without limit and given time and perhaps other resources you can acquire you will be able to put even the greatest masters to shame. Others might claim they have unlimited power, but you have unlimited potential. Now, you can become more powerful than any Jedi has ever dreamed of.

Threat

100 – **Warlord** – You don't need mystical powers or technological terrors, you were a fighter long before the Jedi got involved. You possess experience and not inconsiderable skill as a tactician, strategist and commander. If you had competent armies to lead, you'd be a formidable threat. Even by yourself in your natural state you are a talented and brutal warrior. You might not fight in a civilised manner, but you are highly effective regardless.

100 – **Time To Abandon Ship** – Some might consider you a coward if you exploit this too much, but that doesn't reduce the value of a well-timed tactical retreat. You know when the best time is to escape the situation, you know the best routes to take, and you can even sabotage the ability of others to escape while you do so. You might be able to exploit a system feature or flaw to launch all the escape pods on a ship to prevent anyone else taking them, or you might know to destroy a bridge to prevent most people using the same route. Though you can still be followed and perhaps even caught, it will not be easy.

200 – **Grievous Intentions** – You have great ability to use underhanded tactics, with considerable effectiveness even against opponents with abilities and strength you lack that could beat you in a fair fight. Sneak attacks, ambushes, overwhelming forces, dirty tricks and intimidation favour you. Special abilities and foresight that would usually let others avoid these issues don't seem to work quite as well when it comes to your efforts.

200 – **General Jumper** – Sometimes, people can just drop in and take you by surprise. This doesn't prevent that, but now you are able to respond and adapt quickly to sudden and unexpected changes, like a dangerous opponent showing up. You might not have mystical powers of precognition, but instinct and experience has also given you an uncanny awareness of when you or your forces are going to be ambushed.

400 – **I've Been Trained In Your Arts** – Whether it's Jedi arts or something else, you have been trained in combat that allows you to face those considered to be the best warriors in the setting. You know how they fight and can use any weaknesses or vulnerabilities in the style against them, as well as being able to predict what they can do. This will not guarantee victory against the greatest of them or the masters of their own style, but you can cut down the average ones fairly easily if you exploit every advantage you can.

400 – **A Fine Addition To My Collection** – When trying to collect something, or face specific opponents that defeating would enable you to collect the item, you have significantly better luck in doing so. The items you seek will not be destroyed, and those you add to your collection will be safe from others attempts to steal or damage them. If it is a particular weapon or tool, you also gain increasing familiarity with the manufacture and uses of the item, to the point you could noticeably improve at lightsaber combat the more lightsabers you collect. It can't be something mass produced and easily available to you, there has to be some degree of rarity, effort or challenge in acquiring it to get that improvement.

600 – **Hunter** – You are more machine than what you were before, but unlike others you have only become greater for it. Your enhanced body is stronger, more durable, more agile and much faster than a purely organic one would be. What few organs you have remaining

are heavily protected within your new frame. You could survive in the vacuum of space or deep underwater. Biological weapons, disease and viruses are useless against you. Pain is practically no issue for you, and the loss of your new cybernetic limbs might only slow you down briefly as you adjust to what is left. Even additional limbs pose no issue, as your enhancements allow you to use them as if they were natural to you, and you have complete ambidexterity with them. When pressing the offense, it is possible for you to attack as many as twenty times per second, enough to overwhelm most Jedi defences. Advanced combat algorithms allow analysis of most opponents attacks and allow responding in kind. Finally, you can directly control any of your automated forces via an antennae system, giving extra control in battle. While you can specify the design to your preference, by default it will match the appearance of General Grievous, and will be at least as combat effective as he was in his prime without the limitations to Force sensitivity brought about by the conversion. Unlike him, your personality and emotions have not been tampered with, and you will not face any sort of respiratory or other biological issues from the conversion.

Capstone Boosted – It seems you have received further enhancements, ridding you of flaws that could conceivably be brought about by your mechanical form and making you even more effective in combat. Your frame is now imbued with a Cortosis weave that renders it far more resistant to lightsabers, and upgrades to your control systems have rendered you immune to electromagnetic and similar weapons that are usually effective against electronic threats. Covering of vital organs has been similarly enhanced, to the point you can shrug off multiple high powered blaster shots if they are able to get through your external armour, and you now have a potent fire suppression and emergency medical system in the event of successful damage to these areas.

600 – Grievous Threat – If you are to succeed in combat against the best of the Jedi, you must have fear, surprise, & intimidation on your side. But if any one element is lacking, it would be best for you to retreat. You must break them before you engage them, only then will you secure victory, and have your trophy. Though you may already be formidable, if you are able to gain a psychological advantage over your opponents by making them distracted or afraid, they will be far more likely to fumble and not use any special abilities they have as effectively. If you can do this to an opponent that could usually crush your chest with a gesture rather than face you directly, they will instead use other less effective means to face you. Even someone that could fling you away or hold you in the air might instead try using that same power to throw something at you, and if you work on them enough they might stop using those abilities altogether. They might even resort to trying to engage you in melee despite being weaker and less durable than you are. Force or not, they must realise they are doomed.

Capstone Boosted – While there was an effort involving blood transfusion to artificially induce the ability to manipulate the Force in you, or perhaps enhance it if you were already capable, this ultimately failed. However, you seem to have instead become resistant to the Force and other mystical or psionic abilities. This doesn't affect your own ability to use such means, and somehow doesn't restrict things you actually want to happen to you, but anything you would want to oppose are only half as effective at most. Weaker practitioners of such arts might not be able to affect you at all, while more powerful figures will have difficulty. The nebulous nature of this defence applies to direct and indirect effects, harm and influence.

Force Ability

If you want the ability to use the Force and haven't acquired it elsewhere somehow, you can purchase it here. If you already have some ability to use the Force, you can consider this a way to boost your existing power and experience. In terms of specific abilities, you can certainly use ones consistently shown during The Revenge Of The Sith if they are clearly within your "tier", and if you can reasonably argue that ones documented elsewhere are possible for someone of your power and skill, you can use those as well.

100 – Force Sensitive – You have the lowest possible connection to the Force. You might be able to sense or intuit things, but you have no ability to use it to act on the world. You may seem to have quicker reflexes than most, or feel things about places or situations, but you cannot do much more than that.

200 – Beginner – You are actually able to use the Force to some extent, akin to the level of a beginner Padawan. You can move small things with some concentration or somehow intuitively react to things you cannot see, as an example.

400 – Senior – You are on the level of a fully trained Padawan, having enough training to be a competent wielder of the Force.

600 – Master – You have gained more power and experience after your standard training, placing you on an equal level to an average Jedi Master, and capable of the same feats as Obi-Wan. Anakin is also in the high end of this category, though he does not officially hold the rank.

800 – Legend – You have notably greater might and knowledge of the Force and how to use it than most of its wielders in this time, placing you on the same level as the venerable Yoda or twisted Sideous.

While it is possible to increase your "tier" and you could justifiably end up with far more control at the expense of power or vice-versa than the equal measures shown here, this will take time, practice and effort. Use local ages and abilities as a rough guideline for how long it would take. If you have a great talent or some method of accelerating training or learning faster, this will shorten the time required.

Items

General Undiscounted

Free – **Star Wars: Jump Edition** – You have a collection of all the media ever produced for Star Wars, Canon or Legends, and quite a few bits that were not released to the public. Yes, that includes behind-the-scenes footage, production notes, blooper reels, and a copy of The Holiday Special. You even have original unedited versions of films as well as later ones. Once you are done here, you will receive another collection that shows the version of events you got involved in.

100 – **Duel Of The Fates** – Not only do you now have the full soundtrack from Star Wars available at any time, you can have it set to play at appropriately dramatic moments. Only those you want to hear it will, but it will not be regarded as odd and cannot be used for anything other than setting the mood.

Outsider

100 – **Basic Garments** – The clothes on your back, and of course other parts of your body should that help you blend in as a local. It's nothing fancy, but it will be appropriate for whatever the local conditions are, seen as local garb.

100 – **Plausible ID** – You have a form of identification that backs up whatever position you intend to have. This is all the paperwork, ID's and records that would be needed to have a position in a society that has such records. This adapts to provide a history for any similar positions you take up in other Jumps.

200 – **Galaxy Map** – Lost? The Galaxy is a big place, so this collection of maps in any form of media you want can help to locate where you are in the grander scope of things. Digital or physical, it will cover an area up to the size of a galaxy and down to a single region on a planet, marking where you are.

200 – **Republic Credits** – Enough money in the most widely accepted local currency to easily support you for a year, perhaps even stretching it to ten if you live frugally in an inexpensive area. You will find it converts into any form of currency you need, both for places here that don't accept Republic Credits and in other Jumps.

400 – **Homemade Evacuation Pod** – Also called a Kashyyyk Pod, as it is one of the simple vessels constructed by the Uurbahhahvoovv Joiners & Artisans for last-resort evacuation by the Wookiees of Kashyyyk. It is capable of propelling a single passenger into interplanetary space, at which point it utilises a distress beacon to call for aid. Yours will leave a planet without issue or detection by threats, and only those you want to find you will be able to detect and track down the beacon. Should you need to flee from a planet and get into orbit, you will find this hidden at any suitably remote location. This is an escape option that is available once per day.

400 – **Consular Ship** – Useful for diplomatic missions, this CR90 corvette is mainly white but can have decorations such as dark red lines on its surface. This hyperspace capable ship features dining rooms for hosting state dinners, as well as conference centres suitable for negotiations with interstellar dignitaries. It carries four 8-passenger-capacity escape pods in addition to eight smaller, 4-passenger-capacity ones. It is armed with two double turbolaser turrets as well as four single turbolaser turrets. It comes with a loyal and fully trained crew that double as a small security force, though don't expect them to do much more than slow down trained soldiers. It has unlimited fuel and ammunition, enough supplies to sustain a full crew and passenger complement for a decade, and if destroyed or damaged you can summon another after a day has passed.

600 – **Zillo Beast** – While one of the last known specimens was killed during the Clone Wars, you seem to have acquired one somehow. You somehow managed to get the clone of the original that the Chancellor ordered to be created. Maybe with everything else going on during and after the Clone Wars they forgot about it. This is a gargantuan serpent-like creature, 97m tall with a lengthy whip-like tail. Its tail contains eight sharp spikes, and the beast itself possesses a third arm protruding from its back. Its heavy plated armour is

invulnerable to explosions, blaster fire, and even lightsaber strikes. However, it is possible to stun or damage the creature by exploiting any gaps between its armoured plates, and it is vulnerable to poison. This one is somehow trained and will respond to your commands, apparently regarding you fondly, and like the original it is semi-sentient. It should be noted some beneficial mutation during the process has toughened the gaps between its plates with no loss of flexibility and made its interior just as durable as its exterior. That shouldn't be a problem except for anyone that tries the old trick of going inside a large creature to attack it from the inside, which they will quickly find is just as unbreakable. Perhaps you can carefully study your new pet as a basis for some new type of armour, or you'd prefer to use it for a more direct role in any conflict. It is quite capable of sensing various forms of mystical energy as well, should you have specific targets in mind. If somehow slain or lost, you will find it back in your care alive and well after one year.

600 – **A Duo** – A classic pair for Star Wars, one to deal with etiquette, customs and translation, the other to handle the more practical and mechanical side of things. Since the most famous pair of droids are only available as Companions should you be able to persuade them, these two are happy to join you instead. They look a little different from the other two, with the Protocol Droid having a dark silver covering and red photoreceptors, while the Astromech has black plating and an orange photoreceptor. Still, they are loyal to you and do what they can to help. They'll watch your back and will prove quite capable of handling themselves if you run into trouble. Since they are clearly just a harmless Protocol and Astromech Droid, they are easily overlooked, ignored and underestimated by others when not directly interacting with them, and will not become targeted in combat unless you decide to get them to actively participate in the fighting. They can count as Companions if you like, with all the rules and benefits that you usually apply. They do not require recharging and will not run out of resources they require for their immediate functions, and if lost or destroyed they will return after one year if there is no way to restore them sooner.

Chancellor

100 – Traditional Robes – You represent the people and need to dress the part, but you might want to keep some of your features obscured. These robes will do the trick, coming in dull and dark colours as well as something more suitable for a coronation. You will find them comfortable to wear and not irritable to any sore skin or injuries and will conceal any features of your appearance you do not want to show those around you. You can freely choose from amongst them a number with designs and decorations containing symbolism from ancient orders that only you and those you clue in on the reference will remember. You will also find that despite indications otherwise, you can easily move around without tripping or even getting the hood knocked down during a pitched battle.

100 – Hidden Weapon – Do you have something up your sleeve? You don't need particularly bulky clothes now or be worried about it getting caught as you try to dramatically draw it, as this concealed weapon of your choice will somehow be hidden on your person until it is needed, at which point it will drop into your hand. If you lose it or it is destroyed, you will need to reacquire or replace it as you would with any other weapon. You can buy multiple of these if you need spares.

200 – Jumpers Guard – You have been allowed your own set of private guards. This squad of red-clad soldiers are elite bodyguards for you. It seems these ones have been given the same training regime that has been proposed for future guards of the leader of the galactic government, utterly loyal to you and highly skilled in various forms of martial arts, including Echani. They are equipped with vibroswords and force pikes, in addition to heavy blaster pistols for ranged combat. If you keep them around, you will find they are quite adept at combatting anyone weaker than you are. They are less useful against those who would overpower or equally match you, and in such situations, you might be better off fleeing or fighting personally rather than relying on your guards to deal with them. While they will not dramatically pose unless you instruct them otherwise, they are exceptionally good at protecting or avenging you, and are particularly effective against opponents whose combat abilities favour style over substance. Since they are intended to protect you at all times, all you need to do is call for them and at least two will step into view from obscured areas and can be dismissed in a similar manner. This appearing and vanishing capability will not be regarded as unusual, though their sudden appearance can still take those that threaten you by surprise. They have unlimited ammunition for their weapons, and if killed or injured you can summon them again after one hour.

200 – Emergency Powers – Did you acquire these here at some point? Well, now you don't have to relinquish them at all. While you have this, you have several significant extensions to your authority that you would not otherwise be allowed to have. Exactly what these additional capabilities are will depend on your position within a given organisation, ranging from something like free parking if you are low ranking, to being able to create and enforce new regulations or restrictions if you are close to the top. If you had the highest rank in a government, you might be able to grant yourself ever more power even if it would be against their normal function. At that point you may get others disagreeing with your use of the power, but perhaps you could eventually dissolve their methods of opposing you.

400 – Senate Building – Regardless of who the Senate may be, the structure belongs to you now. This immense mushroom-shaped building is durable enough to resist orbital bombardment and protected from smaller threats by blue robed Senate Guards who stand watch and blend in with the formal surroundings. They can also be found at the entrances to many of the delegate platforms and at the entrances to the building itself, but while they can move around the structure they cannot be moved elsewhere for other purposes. Colossal statues outside the building commemorate the Republic's ancient founders, and in other Jumps you can have these altered to a design of your choice if you would find the current setup unsuitable. At the centre of the building is the large, rotund Galactic Senate Chamber. It holds seats on circular platforms for the senators and delegates who meet to pass laws and discuss legislation. When a member wishes to speak, the platform can disconnect from the wall, allowing the member to be seen and heard by all others. In the centre is a podium from which the Supreme Chancellor would direct the business of the Senate, containing a sound amplification system capable of drowning out noise in the rest of the chamber should you want to make a speech or restore order. While it might become obsolete here in the future, this impressive structure can be used to run entire governments regardless of the scale of what they are governing, with enough room for representatives from every part of the territory controlled by the government. You will find paperwork seems to deal with itself as effectively as you would want it to be, so if you are using it for your own purposes you could have it done automatically in order to make governing more efficient, but you could sabotage governing systems that you lend it to by causing it to create overwhelming amounts of paperwork for their political and administrative processes. In future Jumps, you can lend the structure out to any government or equivalent administrative group, at which point it will be placed appropriately for their use, or you can import it into any territory or properties you own. Alternatively you can have it installed into your Warehouse, though you would need to accommodate any needs for representatives to access it there if you intended to use it in such a way that involved them. If somehow damaged or destroyed, you will find it restored after one day.

400 – Grand Medical Facility – You can keep others from dying...though they might want to once you are done with them. This towering structure is an imposing spire that defaults to being on Coruscant, but you can establish it within territories you own or attach it to other properties such as the Warehouse in this and other Jumps. It features four landing pads for emergency cases near the top of the structure, and the interior is lined with ultradense walls of neuranium shielding to conceal any radiation leak from the building's reactor. Surrounding this shielding is an exterior shell of durasteel armoured with a lanthanide and duralium alloy. While you can use this as an entirely benign hospital, putting to use the Reconstruction Chamber and a host of medical droids, you could instead use it for your own darker operations. A concealed area within the structure has space for an extensive collection of your choice, with the various defences of the structure interfering with any attempts to detect even potent contents with technological or mystical forces. Those you would be willing to treat in this medical facility will survive so long as there is any of their body left, and it provides you the capabilities to restore lost flesh or perhaps turn your patients into cyborgs should you not want to restore them as they were. The price for the most severe of injuries, those you want to keep alive at all costs when they should be dead long before you reach them, is that another they care about will expire in their place, as if you drained the life out of them and into your patient to sustain them. Once they are on the

operating table, you can restrict how much the patients are repaired, using medicines or replacements that limit them, and you can implant undetectable devices such as trackers or failsafes to do something to them in the event of something happening to you. They may have been younger and far more powerful than you once, but not anymore. You can even sabotage their recovery, preventing them from using any further methods of repairing or improving their ruined body, keeping them in the condition you want them to be in. You can also make the healing and restoration process as prolonged and painful as you want, and the patient will not be able to escape or die while they are under your 'care' even if they want to. If somehow damaged or destroyed, you will find it restored after one day.

600 – **The Shadow** – You could certainly be called that. This is more of a capability you can attach to yourself rather than a physical Item, but you can have its properties applied to a physical object you possess if you prefer. While you have this active, you appear as a living black hole in the Force, as well as similar means of mystical detection. This conceals any powers of your own and attempts to use emotion-based combat or abilities will be far less effective against you.

600 – **Ultimate Weapon Construction Site** – Are you working on something that is taking a lot of time and resources to build? Now you can have a location that is more or less ideal for the latter, with a large workforce to do the work for you. Anything under construction in this area will not be found by your enemies or directly sabotaged before it is deployed, unless you decide to bring in outside workers who may have a reason to work against you and they are able to hide some sort of flaw within the construction process. As your operators seem to learn from their work, you will find each subsequent project built here will take far less time and resources to build so long as you remain within the same setting. You could go from a planet-destroying space station that would be ruinously expensive for a galactic-scale economy, to being able to produce equally or more powerful weapons with far less time and effort. This could allow somewhat ridiculous mass production of planet-threatening weaponry after a certain point if you stay in a setting and keep repeatedly churning out superweapons for a few decades. You can decide exactly where you want this location to be, and in future Jumps you can import it into any area that has sufficient space for what you intend to build, include it into territories or buildings you own, or even have it accessible via the Warehouse.

Supporter

100 – **Childcare Kit** – Might be useful for you, or perhaps a gift for someone else who is going to have children. Adopted or not, this includes a tailored set of toys, clothes, and everything else you will need to take care of up to two children from birth till the age of 10, including early education material. It comes with a book that seems to adapt to each child, giving you guidance on raising them to the best of your ability. If somehow lost, damaged or destroyed, you can get a replacement set after one minute.

100 – **Extensive Wardrobe** – You have a wardrobe with enough contents to wear an entirely different outfit every day for at least a month, ranging from more elaborate and formal designs to simpler and more comfortable options, as well as some you might prefer to wear in more private situations. If somehow lost, damaged or destroyed, you can get a replacement set after one minute.

200 – **Jumper's Apartment** – By default, this is located on Coruscant, on the top floors of the Senate Apartment Complex on Coruscant, allotted to you by the Naboo Embassy and identical to the one allotted to their own political representative. Any sort of rent or fee for the location has been covered. It even has paperwork in place to convert it into a restaurant if you like. Made up of several rooms, the chambers are accessed via an exterior turbolift which deposits guests in a small lobby. Flowing into a wide, low ceiling sitting room, this main chamber is focused by a series of yellow cream coloured sofas and chairs that are meant to encourage peaceful discussion. The ceiling and walls of the chamber are of a ribbed design, arching over the room to allow natural light to flow in through the floor to ceiling clari-crystalline windows and expansive skylights. On either side of the sitting room, transparisteel doors can retract to allow passage onto the small open-air balconies which overlook the Senate District. Small tables are dotted with carefully placed art brought in from around the galaxy and can include work from your homeworld if you like. Leading out of the sitting room are two hallways which lead into the private chambers such as the bedroom with a broad window on one side. A large pillared area, the lightly furnished veranda is accessed by two staircases on either side of a central hallway which leads further into the depths of the apartment. Equipped with a sitting area with two sofas and a bubbling fountain, the room is illuminated by disk shaped lamps at night, as well as a small illuminator. A wish globe that creates seemingly sourceless light is situated off in a corner, while several hanging orbs and vases dot the darker corners of the room. At the mouth of the veranda is a small docking area for personal airspeeders to rest. Flanked by two bronzium statues of a design of your choice, the veranda's mouth is constantly guarded by a particle and energy shield which prevents attacks or accidental falls over the railing-less area. The space between the simple white columns is filled with the plain white drapes that stretched from floor to ceiling. In other Jumps you can import this property into any others you own, place it in an appropriate location, or import it into the Warehouse.

200 – **J-Type Star Skiff** – Sometimes called the Naboo Star Skiff, this type of vessel is intended for passenger transport. Unlike previous vessels used by the Naboo Royalty, this variation has a duller coating and has been equipped with a pair of top-mounted laser cannons. It is 29 meters in length, and 49.3 meters wing to wing. Inside, it had a remarkably fast 0.5 hyperdrive and is spacious despite its small size, equipped with lockers and a

medical suite in addition to the standard cabins and compartments. It can hold up to 6 passengers. Though it is not intended for smuggling, you will find it is equipped with a sensor jamming system and there is a space large enough to hide a single human that is capable of hiding its contents from all means of detection while it is sealed, even those onboard the ship. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

400 – Private Meeting Room – Even if you and others share concerns about constitutional amendments that weaken the legislature or the potential rise of a dictatorship, actually meeting to discuss such developments can be dangerous. Now you have somewhere to meet without the fear of being arrested as traitors or spied upon. This room, which can be attached to any property you own, protects those within it from any attempts at monitoring or otherwise spying on the room and what occurs within it. It will not appear as a blank spot to any sensory technologies or abilities either, just generating generic but believable conversations and events to such comprehensive monitoring efforts that will be overlooked. Any agreements by those within it to keep secrets will be enforced, so once someone verbally agrees to keep a secret, even if they don't want to, they will not even reveal it to their family or loved ones.

400 – XJ-2 Airspeeder – Despite the red and silver colour scheme, this vehicle is actually an excellent choice for getting anywhere discretely. It is registered under a pseudonym, which will allow you to use it to travel without being monitored. Even if you're not wearing any sort of disguise, or using it from your own home, as far as anyone can tell it's just 'Jun Perr' going out for a drive and no person or system will notice its occupants. In the event you are somehow chased while driving it, you will find it has been modified for high speed and manoeuvrability, and the steering yoke is modified to allow for sharp turns. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after a day has passed.

600 – The Rebellion – Turns out it won't take almost twenty years, since you're paying this much CP for it. It might be a peaceful movement, or perhaps a more combat based alliance, but it will be extensive and include all those within the setting that oppose the currently established power and system of governance. Though it might not be as well-equipped or as powerful as their opponents, this network of cells are almost impossible to track down even by setting-dominating powers, and their assets include everything from obvious engines of war to discrete intelligence networks. You have the forces you can use to overthrow any despotic regime, now you just need to seek out the best opportunities to apply them. Even if they are somehow wiped out, you will find some hidden remnant or sympathiser rebuilds the organisation after one year.

600 – Peaceful Planet – A peaceful and cultured planet, perhaps neutral in this grand conflict but not seen as a strategic asset and thus left alone. While this might be a nice place to retire and escape the dark times, you'll find it has an uncanny resemblance to another planet here, as if it was that one remade. In fact, it would make such a perfect replacement for such a world, that if somehow lost, due to either some accident or deliberate action, those on the original planet will find themselves alive and well on this one in that event. You can apply this suspiciously-similar-replacement effect to any inhabited place up to the size

of an entire planet, and the relocation-to-safety effect will apply to anyone in or on it at the time, with the sole exception of you. If the original gets blown up, you'll want to be watching from a safe distance. This safety-net effect only applies to a single target once per Jump, but hopefully you won't end up getting the same place blown up twice.

Mentor

100 – **Master's Robes** – A set of comfortable and practical robes, equally suited to conditions with pouring rain or scorching deserts, and surprisingly durable. Comes with a grooming kit that helps if you want to style your hair in a particular way or groom a beard, either option won't be uncomfortable or get in the way after treating it with this. If it is somehow lost, damaged or destroyed, you can get a replacement set after one minute.

100 – **Council Position** – You are on the Jedi Council, and have been granted the rank of Master. How you have this if you aren't a Jedi or have no ability with the Force is up to you, perhaps you were put there as a representative and showed enough wisdom to be granted the other privileges. This comes with a combined seat and holoprojector that you can adjust the height of should you require it. This position in future Jumps can be applied to give you similar high-ranking positions in mystical or religious organisations.

200 – **Weapon You Definitely Didn't Lose** – It would be embarrassing to lose your elegant weapon after lecturing someone else about doing the same, so this will help you get it back. Should you somehow lose your weapon, it will quickly be retrieved and given back to you, even by those who will eventually regret arming you again.

200 – **Weapon Of The Fallen** – This acts as a placeholder for any weapon of those that die, either in body or in spirit. Any enemy, ally, or one that has become the other and died may be gone, but at least you will have something to pass onto those who will continue their legacy in some way. Even if they should fall somewhere that might destroy or lose the weapon forever, you will still be able to acquire it. You may have failed them, but at least you didn't lose this.

400 – **Beacon Redirector** – Has someone set a trap, some message or beacon calling in people who will then be attacked? If you can get to the source of such a message, this Item will secretly recalibrate the system to instead warn them away. For those that set the trap to discover this recalibration, a long time it will take. Should the Item be lost, damaged or destroyed, you will be able to summon another after one day.

400 – **New Identity** – Sometimes the wisest course of action is not to confront a threat but to hide from it. Now you can, as this new identity will provide you with a simple and obscure life out of the grasp of those you are hiding from. Even if you don't alter your appearance, only those who know you personally or those you tell will know that this is you. So long as nobody you have faced before personally tracks you down, you could live under this name for a long time.

600 – **Security Recordings** – Is there something you must know? This is a secure and unknown record of security recordings of where you live, work, or regularly visit. Should something happen, you and others who know of this will be able to find out without a shadow of a doubt what happened and who is responsible. Just bear in mind you might not like the truth you find.

600 – **Place Of Exile Or Vigil** – Failed have you, and into exile you must go? Or perhaps you have decided to protect something, or someone? You can establish this Item in a suitable location of your choice. So long as you are in this place, or at least within the vicinity, you will be aware of all threats towards it or its contents. It is almost impossible for you or that which you seek to protect to be tracked down. It would need something on the scale of an epic artefact to locate you or those here that you intend to protect and acquiring or preparing such a thing would be a difficult task that would take years.

Chosen One

100 – **Dark Robes** – A set of comfortable and practical robes, equally suited to conditions with pouring rain or scorching deserts, and surprisingly durable though not fireproof. They come with a set of gloves that go up to the elbow and are somewhat darker than the attire Jedi usually wear. If it is somehow lost, damaged or destroyed, you can get a replacement set after one minute.

100 – **A Seat** – Take it. It doesn't grant you any real authority, but it's surprisingly comfortable and has a built-in holographic projector so you can appear to be sitting on it when you are communicating from elsewhere. If it is somehow lost, damaged or destroyed you can get a replacement after one minute. The one downside is that the height adjusting system is completely inoperable.

200 – **Personal Representative Position** – Your friendship with someone powerful seems to have paid off. It shows that they trust you, and though you can use this to get into any organisation you want as someone's representative, be aware that it does not give you an official rank. You can act on someone else's behalf within that organisation and can relay back anything you learn without any security concerns. It is up to you whether you are also reporting on anyone's actions in a way you are not supposed to or being used as a spy for either side, which somehow will not count as something like treason.

200 – **Book Of Bad Puns** – Even if you are walking a dark path, you might need something to brighten the mood. This reaches a compromise, containing a huge assortment of jokes for a variety of situations, amusing to you and others you want to entertain and somehow not detracting from any mystique or sense of dread you otherwise possess. If you were throttling someone who has overstepped, you could warn them not to 'choke on their ambitions', and if you lose it somehow you will find it replaced after one hour. You could call many of the contents of this book 'dad jokes'.

400 – **Customised Eta-2 Actis-Class Light Interceptor** – Designed to replace the Delta-7 Aethersprite-class light interceptor, the Eta-2 is a smaller vessel but possessed superior firepower. Measuring 5.47 meters in length, this is a highly manoeuvrable combat-oriented starfighter utilized by the Jedi Order to lead troops in battle during the final days of the Clone Wars. As with earlier Jedi starfighters, the ship lacks a hyperdrive and relies on an external hyperspace transport ring to reach hyperspace. Despite this, it is faster than its Aethersprite predecessor, with a maximum speed of 1500km/h. Intended to be piloted by a single pilot, it has the assistance of a single externally mounted astromech droid for navigation and repair assistance. For defence, the ship features two laser cannons and two ion cannons. Unlike laser cannons, the ship's ion cannons fire bursts of plasma that causes temporary electrical disruptions to their target upon impact. Yours is a unique model, which can be in a colour of your choice such as yellow or black, has been modified to be significantly more responsive, and can be linked with any computer systems you have in order to control it remotely. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

400 – **50J** – You have your own Clone Trooper battalion, an elite legion under your control. They are highly experienced, known for their courage, and capable of using unconventional tactics to succeed. If they are wiped out or depleted in numbers, you will find their losses are replaced after one day. They default to being consisted of standard troopers, although its ranks include various specialists such as Advanced Recon Commandos and Advanced Recon Force Scout Troopers. They equipped with Phase II Clone Trooper Armor, though their variation shares the Phase 1's internal life support system, and it is lighter and stronger than the previous version. When they are called upon, they will automatically be equipped with the best equipment for the job and the environment, such as cold assault gear if they are deployed in arctic environments, or heavy weaponry if deployed against targets with armour. They always seem to bring enough ammunition for the job as well, as they don't seem to run out. You will find that they seem to bypass usual effects of fate or fortune manipulation and plot armour, so any opponents relying upon such capabilities will quickly find themselves against truly superior forces and firepower. Under your command, will these become known as Jumper's Fist?

600 – **Iconic Armour** – Your body might be broken, but your spirit is strong. Especially if you are protected by this suit. It's exact appearance is up to you, though you can base it upon any design that you know of or as an apparent replica, and you will find decorative additions such as capes and cloaks will not cause any problems for you while actually providing additional protection. This cybernetic attire is a combination of powerful armour and a life support system. The latter ensures that your body receives enough oxygen, nutrients, and any medicines or painkillers that you require. Should you be lacking any organic components, you will find that its cybernetics will cover those functions, so even if you were quadruple amputee with severe damage to other organs, you will find that this setup provides new limbs and covers functions such as breathing. Should you already have artificial limbs or components, you will find the suit allows you to control them in a far more natural manner and even renders them significantly stronger than they would otherwise be. It has built-in voice amplification and alteration system if you are incapable of talking normally or want to sound different than you would without the suit. It is immune to attempts to manipulate it against you, such as hacking or technopathy. It can endure nearly any environment, including the vacuum of space and direct exposure to fire, molten rock, frigid conditions and corrosive atmospheres. Because this one was designed solely to aid you rather than limit you in some way, you will find it is flexible enough to allow you to move normally and very well insulated against dangerous energy such as lightning as well, regardless of the source being technological, natural or mystical. In terms of defence, it has ten protective layers, each one made of very strong alloy that can protect the wearer from explosions and weapons, as it is durable enough to shrug off blaster fire. The armour's boots feature magnetic clamps, which can magnetically adhere the suit to a metallic surface. You will also find that its computer systems can be linked to any other computer systems you own, allowing intuitive control through the suit itself. This is possible through exterior systems of your choice or through the internal mouth controls, which also allow discrete control over the visual overlays, optical magnification, comlink-frequency selection, boot magnetization, and targeted audio amplification for surveillance. Though it defaults to being comfortable, you will find that the more pain you feel while wearing this armour the more powerful you will be, which could be useful in combat or should you want to adjust the suit to be less pleasant to wear for such an advantage. There is a feature about it of your choice

that is particularly memorable, which could be its appearance, something it allows you to do, or even the sound it makes. You won't be travelling anywhere without being recognised if you're wearing this, as its appearance and specific feature will be closely associated with you in the minds of the setting's populace. If you somehow still die while wearing this armour, you will find that you are not entirely gone. While you will not be able to directly interact with the living world with this alone, you will find that your spirit is anchored to the armour, allowing you to remain tethered to life so long as it exists. Even if it was deliberately burned and all but the head of it was turned to ash, you could still cling to the melted helmet of this armour and communicate with your follower's decades after your own demise so you can show them the way to finish what you started. Finally, while wearing this suit you will find yourself terrifying to others if you desire it, emitting a soul shuddering dread with your mere presence should you want to. If others attempted to ambush you while you are outnumbered, they would quickly find that all you are surrounded by is fear and dead men.

600 – Fortress Jumper – The closest equivalent to this is not yet constructed within the setting and may not be at all depending on the events that will take place, but enough CP can give you assets that many would consider to be unnatural. It embodies determination to accomplish the impossible, being the ninth and finally successful version of the construction. Should it somehow be destroyed, damaged or lost, you will find it mysteriously restored after one year. Though it is present in an otherwise inhospitable and dangerous location, here defaulting to the volcanic planet of Mustafar, you will find that the conditions of its environment will not damage the structure or anyone inside it. It seems that someone who had a hand in designing it had previously experienced a flaw in environmental defence systems, so this protection cannot be removed unless you want it to be. In future Jumps you can place it into any territory you control, import it into other buildings you own, or have the Fortress and its volcanic surroundings accessed via your Warehouse. It is a towering, obsidian structure divided by a gap in the middle of the tower resembling tuning forks, which harnesses the surrounding lava for energy. It is protected by a battalion-level garrison consisting of specially equipped Lava Troopers, security droids, and All Terrain Defence Pods capable of punching through medium vehicle plating and with armour that renders them near-immune to blaster fire. If the garrison is not enough, you will find that channelling power through the Fortress itself can be used to manipulate the surrounding environment in ways such as calling down lightning and triggering eruptions of lava. You will find that dark powers are far more potent here, perhaps due to what it is built over. Beneath the dark fortress and accessible from within it lies a chamber which could be said to be a major reason why the reason this structure was built in the first place. Several rectangular stones are placed at an incline around the table at the centre of the cave, which serves as a focusing chamber for the energies of this location. The massive obsidian tower channels ambient mystical power, harnessing the lava surrounding it for energy. When activated with enough power from both the environment and the user of this masterpiece, it can tear open a portal that allows the revival of even long-dead figures so long as something connected to them is used in the ritual. You could even use this to revive your own body if it is lost, though you will of course need to somehow be present spiritually or mentally in some way such as possessing something or someone with a connection to you. Bear in mind that this grand ritual cannot be used to forcibly revive someone that does not want to return to life. This structure can be placed to overlook the sight of your greatest defeats and can

optionally remind you of your greatest regrets for a noticeable boost to your power if you are willing to suffer for such things. If a door to the greatest powers of the Dark Side is locked, then this structure will be your key.

Threat

100 – Your Collection – To which you can easily make additions. This is not the complete collection by itself, this Item is in fact a cloak or other sufficiently roomy article of clothing that you can link to where you intend to keep your collection, such as your Warehouse or other secure area you own. Opening it, you can retrieve or store any item that you might want to collect or have already added to said collection. If there is enough room within the Item itself you can display any favourite features of your collection. Only you can access your collection through this Item, and it can only be used to transport things you would add to the collection. You or allies cannot just disappear inside the cloak to escape to safety, and others cannot use it to sneak into your vaults or Warehouse. Any damage to the Item will not be transferred to the collection or where it is stored either, and it will not accidentally catch on things or cause you problems. If it is somehow destroyed, damaged or lost you can summon another one minute later.

100 – Grievance Striker – A custom DT-57 "Annihilator" blaster pistol, perhaps not the most civilised of weapons but a good fallback should you lose your preferred option and need to settle a grudge. While this is not the most powerful of weapons, it will be available when you need it and seems to cause disproportionately more damage towards organic or partially organic enemies regardless of their armour. Yours has a safety feature that prevents it from being used against you. It has unlimited ammunition, and if destroyed, damaged or lost you can summon another one minute later.

200 – IG-100 MagnaGuard Bodyguards – Also known as the Self-Motivating Heuristically Programmed Combat Droid, these advanced Droids are built to your specifications to fight any specific type of target very effectively. Roughly two meters tall, with a humanoid body shape, but possessing a far-superior mechanical anatomy that allows for superhuman acrobatics, speed, and combat ability. Their internal systems are furnished with advanced combat learning programs, which allow them to adapt to a highly diverse variety of tasks ranging from melee and ranged combat to starfighter control. This also allows you to train them in any combat that you are capable of and can physically be achieved with their capabilities. The faces of the MagnaGuards feature two red or yellow photoreceptor "eyes," which are complemented by a backup system mounted on the chest to prevent an easy defeat via decapitation. Their weapon of choice is the lightsaber-resistant electrostaff, and they wear cloaks and head wraps similar to the garments of the Kaleesh Izoshra elite. They default to being fully optimized to battle and kill Force users, though this specification can be altered to target any specific group. This is due to not only their impeccable melee functionality but also their capability to withstand a massive loss of structural integrity before total system failure, as well as their inability to feel pain. Even after decapitation, or bisection, they can continue to effectively engage a target. The only sure way to destroy a MagnaGuard is to destroy the chest, which is plated with strong duranium armour that is resistant but not immune to lightsabers. You have four of these droids at your command, and they do not run out of power or ammunition. If destroyed or damaged you can summon them after an hour has passed, and it is up to you whether they retain visible battle damage to potentially intimidate opponents. You can have them appear from any obscured spaces within your general area, even stepping out from behind you if there is enough concealed

space. It is also up to you if they remain silent in combat or if they should actively attempt to insult and intimidate their opponents.

200 – Tsmeu-6 Personal Wheel Bike – a Separatist ground craft resembling a giant wheel, with four clawed legs hanging from the sides. Originally created as all-terrain military reconnaissance vehicle and later adopted by civilians for racing, it can roll on the ground at great speed, crushing enemy soldiers in its path. The legs are engaged whenever the craft needs to climb steep cliffs. If you don't plan on sharing the rider, you can modify this bike by replacing the passenger seat with an ND-53 double laser cannon. Despite the complex controls, you will find its use quite intuitive. It can reach a speed of 330 km/h while rolling and 10km/h on its legs. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after an hour has passed.

400 – Soulless One – Your own personal starfighter, well equipped to allow you to make a rapid retreat from a doomed victory. It is a modified Belbullab-22 starfighter, a fast and agile prong-shaped vessel equipped with twin ion drives that can propel it to 1,100km/h in an atmosphere and an extremely powerful Class 2 hyperdrive, with a backup Class 5. To remain in touch with your forces while flying this fighter, a powerful but compact HoloNet transceiver has been installed onboard, allowing you to slice into legitimate and pirate networks. It is also outfitted with a deflector shield, and the entire hull is coated in a thin layer of impervium, making the fighter impenetrable to all but the heaviest of enemy fire. In terms of its own firepower, it has two sets of triple rapid-fire laser cannons. The starfighter was originally designed for a biological pilot, and the one-pilot cockpit is equipped with a life-support system should you need it. The controls are simple enough for the vessel to be piloted by a single limb, and you will find you are capable of matching the most agile of Jedi Starfighters while flying it. While it is more than adequate for use in combat, it is even better at escaping it as it seems to be immune to tracking using technological or mystical means. Just be wary you don't end up needing to retreat in it too many times, otherwise it might end up being nicknamed 'Spineless One'. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after a day has passed.

400 – Decoy – This might look a lot like a ship you usually use, and it certainly seems to be regarded as one by your enemies to the point they will believe you are aboard it, but that is in fact a ruse. A sister-ship to any vessel you own, it is similar enough in its appearance that you can convince your enemies that you are aboard it. If you are known for being particularly terrifying, you could use it to convince enemies to surrender under the belief that you are there in person while you are elsewhere. Alternatively, you could set it up as a target to attract your enemy's forces while your real focus is elsewhere. Attempts at determining whether you are onboard using technological or mystical abilities are inconclusive, allowing you to deceive all manner of enemies. If you are obviously personally acting in another area at the same time and this fact is communicated to those dealing with the decoy, then this deception will likely fail, but there are ways of blocking communications if you have the right resources. It has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after a day has passed.

600 – Malevolence III – While the first was lost during an early part of the Clone Wars and the second was destroyed before it was able to leave Pammant Docks, you have somehow

managed to acquire a previously unknown third of these Separatist Flagships designed as superweapons for their forces. As it is a far more recent model, your vessel has been customised with newer innovations that would be found on the current Separatist Flagship, giving it the capabilities of both a Subjugator-Class Heavy Cruiser and a Providence-Class Carrier/Destroyer. It is 4,845 metres long and its main armament is two enormous twin ion pulse cannons. Once fired, a wave of energy from the cannons expands over great distances and disables any spaceship within the target area. After enemy ships have been disabled, the additional weaponry mounted on this ship's vast hull can fire upon them. This approach takes advantage of the twin ion pulse cannons having a much greater range than most turbolaser batteries, allowing targeting of approaching fleets before they can attack effectively. As well as 500 twin turbolaser batteries intended to focus upon disabled ships, further armament includes two additional smaller ion cannons, a front firing arc of 14 quad turbolaser cannons and 34 dual laser cannons, 12 point-defence ion cannons, and 102 torpedo tubes. Each shot from the point-defence ion cannons releases as much heat as a 4.8 megaton bomb, while the maximum yield of one of the quad turbolasers is equivalent to a magnitude 10 groundquake. Onboard and ready for rapid deployment from its two main hangers are 120 Droid Tri-Fighters, 120 Vulture Droids, 160 Multi Troop Transports. For ground deployment there are 280 assorted droid armoured vehicles including AATs, Hailfire droids, OG-9 Homing Spider Droids and LM-432 Crab Droids. It also has capacity for its currently complete compliment of 1.5 million Battle Droids and has a cargo capacity of 50,000 tons. The conning tower and accompanying sensor and communications pod towards the back of the ship is connected to the rest of the vessel via turbolifts. It possesses comfortable quarters and an observation deck, and the interstellar communications array atop the communications pod can be used to broadcast information or propaganda over any available networks or jam communication systems over a system-wide area. This system can also be used to command and coordinate any armed forces you have within range of the communications array, making it a viable flagship. The more recently developed features that have been included are a safety system to prevent damage to the main ion cannons backfiring upon the rest of the vessel, and a number of ray shields placed at strategic points within the internal corridors of the ship to capture intruders. Equipped with sixteen massive sublight engines, the ship also has a powerful hyperdrive, allowing it to outrun Republic forces. To help prevent the escape of others, it is equipped with two tractor-beam batteries that can pull any freighter or smaller vessel aboard one of its docking bays. It comes fully staffed with a droid crew of 900, and has unlimited fuel and ammunition, and if destroyed or damaged you can summon another after one year has passed.

600 – Separatist Fleet – If you need a large number of armed forces to lead in your campaigns, this is a suitable choice. You now have control over a large collection of warships and other starships provided for the Separatists' armed forces by the contributing members of the Confederacy of Independent Systems. In terms of numbers, you have an equal quantity to the amount used by the CIS during the Battle of Coruscant, sufficient to threaten the Capital of the Galactic Republic and its defences in a war standing, which may be tens of thousands of ships. You are now in command of at least 1000 Munificent-Class Star Frigates, at least 1000 destroyers, including Recusant-Class light destroyers and Providence-Class Carrier/Destroyers, several dozen Lucrehulk-Class Battleships and Droid Control Ships, hundreds of millions of Battle Droids, and sufficient numbers of Fighters to accompany such

a fleet, including Vulture Droids, Droid Tri-Fighters and Spearhead Droids. While it might not be enough to take on the total combined forces of your enemies if they are on a similar scale as the Galactic Republic, you will find your fleet is also equipped with the Mass-Shadow Mines developed by the CIS during the late stages of the Clone Wars.

This is essentially an advanced proximity-based space mine that explodes when it detects the presence of a starship in hyperspace. After exploding, a gravity surge is released that simulates the effects of a planetary gravity well mass shadow and will force a ship out of hyperspace. The aim of the weapon is primarily to ambush ships journeying across hyperspace by shutting down their hyperspace engines. In future Jumps, you will find that this particular weapon somehow works on other faster-than-light transportation present within the settings, allowing you to delay enemy reinforcements or ambush unwary opponents who think they can speed past territory you control. The downside for getting this system-threatening armada is that if it is destroyed or diminished with no way to restore it using your own resources, it will be an entire year before it will automatically be restored or replaced.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. In cases where they have options to choose Perks from multiple Origins, you can mix and match from the available Origins so long they end up with only one 100CP Perk, only one 200CP and one only 400CP Perk from the available Origin options. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Inseparable Partner** (Free Outsider) – Both of you ended up thrown together in the strangest of circumstances, and you seem to get along well despite your differences. They may dislike danger or love adventure depending on your own attitudes towards it, which can serve to ground or encourage you as needed. Either way, they'll do their best to tag along with you wherever you go. They've got a sense of humour compatible with your own, and should you feel like you have no way out they'll do their best to support you. You'll be good at backing each other up in the future.

200 – **Vice Chancellor** (Free Chancellor, Perks from Chancellor and/or Supporter) – Someone needs to keep order when the senate is trying to make decisions, and this ally of yours is quite good at that. They have a voice that immediately calls attention and an air of carrying themselves that lets them settle down a chamber of squabbling delicates without alienating them. They can be made aware of any questionably legal or ethical plots and will actively participate in your schemes.

200 – **Gifted Acquaintance** (Free Supporter, Perks from Supporter and/or Outsider) – How exactly they ended up in your service is unclear, possibly part of some exchange with another ally of yours, but they quickly made themselves presentable for your position and will do their best to aid and advise you. They have a great knowledge of languages, a seemingly encyclopaedic knowledge of the appropriate protocol for positions of importance

and are quite talkative. While not suited for combat, they will do their best to get you to safety before you croak should you end up a heated situation.

200 – Good Friend (Free for Mentor, Perks from Chosen One and/or Threat) – Someone you have known for a very long time, perhaps close enough to regard each other as siblings. They are truly thankful to be your Companion. You might occasionally bicker and disagree, but your talents and personalities complement each other, and though they can occasionally be a bit overconfident in their abilities they will not let you down. They never have. You know each other well enough that you can accurately predict what the other will do in combat and can use that to your mutual advantage even against more experienced or powerful opponents.

200 – Wise Teacher (Free for Chosen One, Perks from Mentor and/or Chancellor) – It upset them that others don't seem to fully appreciate your talents, and thus they have approached you to offer their wisdom. They can help you know the subtleties of your abilities. If one is to understand a great mystery, they must understand all its aspects. Embrace a larger view of things. They know what troubles you, and ever since they have known you, they know you have been searching for a life of significance. And they'll lend you whatever knowledge they have available to help you achieve that. They have a fondness for the arts, and a great knowledge of history and mythology that includes information that others would consider forbidden. If you are searching for a power that your current tutors cannot or will not teach you, there's a good chance this source will be able to help you attain it.

200 – Reasonable Tactician (Free Threat) – A great tactician creates plans, a good tactician recognises the soundness of a plan presented to them, a fair tactician must see the plan succeed before offering approval. Those that have no tactical ability may never understand or accept it, nor such people understand or accept the tactician. You seem to have at least enough ability to accept this one. This loyal aide will ensure that your military leadership is a journey not a destination, helping your forces to prove themselves anew against fresh obstacles. While you can knowledge satisfaction in beating your enemies, they will remind you to never become complacent. So long as you have enemies to be identified, faced and vanquished, this ally will help you coordinate your forces and bring them crashing down upon them. What they lack in political skill or personal combat ability they make up for with their ability to exploit the psychology of opponents, understanding their culture and mindset in order to determine their most likely approaches to conflict. They see war as primarily a game of skill, and in a contest of mind matched against mind, tactics against tactics, they are arguably amongst the best.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Continuity Toggle** – While this Jump defaults to the setting as shown in the film, you can choose whether the contents and follow-up will be strictly New Canon, Legends, or instead following a comic, novel, or Fanfiction rendition of events.

0 – **The Saga Continues** – Are you here to continue your story? If you have been to a Star Wars Jump set before this one, you may continue in the same setting during this period. If there is a subsequent Star Wars Jump you want to go to after this one has completed, you may do so. Bear in mind that what occurs within this or future Jumps may vary from what you would expect due to your presence and influence.

0 – **Once More, The Jumper Shall Leave The Galaxy!** – Up to you and where you're going if you expect to have peace. You might not have even been here before. Regardless, so long as you actually survived you can use this to end the Jump once the events of the film have concluded rather than staying the entire 10 years, so long as you do not have Drawbacks that would be avoided by leaving at that point, or other conditions enforcing a longer stay. If there are any specific enemies coming after you due to Drawbacks, or conditions you need to meet, you'll need to deal with them first before you can use this early exit option.

100 – **I Have Seen A Security Hologram** – You have a bit of an odd reaction to traumatic or horrific events. If you were trying to tell a friend that you saw someone killing children, you would seemingly be struggling not to laugh out loud.

100 – **Scarred And Deformed** – You are, which really isn't going to be pleasant to look at. This certainly won't help making good first impressions, since you look quite creepy. You won't like looking at yourself in the mirror either. Maybe you'll start wearing a hood to try and avoid others staring at your almost melted visage?

100 – **I Don't Think The Jumper Can Handle It** – It might not be a lack of trust, but for some reason your superiors and immediate allies lack confidence in your abilities. They might try to avoid assigning you particularly important tasks or refuse you a promotion. This won't be life threatening, but it's going to get frustrating and won't make things any easier for you since your opponents won't underestimate you due to the Drawback alone.

100 – **That Business On Cato Neimodia** – It might not count as getting saved in your opinion, and it might not have been on Cato Neimodia at all. But you got into trouble and you were saved, though it was highly embarrassing for you. It's not going to be widely known, but the ones who did save you, quite possibly your own Companions, are going to keep bringing it up.

100 – **Jumper Scum** – Remarkably petty insults seem to be common around you, and often directed at you. You are poorly regarded by those that do not know you, and those that oppose you will openly insult you. This is usually small things, like commenting on your age

or height being unsuitable, but it could escalate if you insult them back or repeatedly antagonise them. You can still leave good impressions with people, but it's going to take more effort.

100 – **Fear Leads To Anger** – You are quite an emotional person. Generally, this might not be a bad thing, but you have difficulty hiding your real emotions, and this inability to calm yourself with ease could lead to longer-term issues if you use abilities that are affected by emotion.

200 – **It's Over, Jumper** – Overconfidence is your weakness. You might be powerful, but you have a habit of rushing into a situation or thinking you're unbeatable. This could cost you an arm and a leg if you're not careful, and you could get burned by your poor decisions. You might need others to remind you to look before you leap.

200 – **Not To Worry** – You might still be flying half a ship. You seem to have terrible luck when it comes to spaceflight. You might crash, you might get lost, perhaps you'll end up in an ambush, or maybe the ship you are trying to land will break in half. Nothing that will definitely kill you unless you're careless but be ready for a lot of bumpy landings at the very least.

200 – **Medically Speaking, Jumper Is Perfectly Healthy** – Or at least you'll be considered that by any doctors here, organic or artificial, even when you are not. It could be due to your unusual nature in this setting, lack of familiarity with your species, some sort of mystical effect or just incompetence, but you'd be better off treating any injuries yourself than trusting the locals. If you're dying, they certainly won't be able to figure out why.

200 – **Jumper, Lets Be Fair** – Today you were the Jumper and you deserve your glorious day with the politicians. The same for tomorrow, and the day after, as you will continue to be the Jumper. If you came here for conflict and adventure, this Drawback is a poor choice. You are barred from areas where adventure and excitement happen, locked into places where the height of conflict is a heated senate debate. You won't be getting directly involved in any Wars, and you probably won't encounter the Stars around here often either.

200 – **I Don't Trust Jumper** – It seems there is something inherently trustworthy about you. Even if you are actually a loyal person who keeps their word, others will find it difficult to trust you. This might make relationships tense, or potentially cause problems as others neglect to share important information.

200 – **Short Circuited** – Usually, your abilities come with some sort of built-in safety measure, or you've got a Perk that helps prevent you hurting yourself with your own capabilities. That doesn't work anymore. While you can defend yourself and be careful enough to avoid harm, you don't have automatic immunity to things like your own power being reflected back at you. Be careful about using anything that could shock you into not being able to turn off your abilities easily.

400 – **You Are On The Chain, But We Do Not Grant You The Rank Of Jumper** – What? This might seem unfair, but you will be locked out of any Perks or abilities you have from previous Jumps. You can still use the ones you purchased here, as well as your Body Mod.

400 – **How Can You Be On The Chain And Not Be A Jumper?** – Take the CP, young world walker. You are locked out of any Items and other resources you have acquired from other Jumps.

400 – **You Turned Them Against Me!** – You did that yourself, in your lust for CP. Your Companions now oppose your actions here. If you don't have Companions, then some of those you ally with will turn them against you. This won't do wonders for your relationships, but perhaps the additional power you could gain will be worth it, from your point of view.

400 – **POWAH! UNLIMITED POWAH!** – Did you get hit in the brain with force lightning? Some might get drunk on the darkside, but you seem to be somewhat mentally damaged by it considering your actions. Your impulse control has gone out the window, along with any long-term subtle actions and quite possibly with someone who annoyed you. On the plus side, your over-the-top behaviour is probably going to be quite entertaining.

400 – **Backstroke Of The West** – *The war came! The republic encountered. Two squares fight the vehemence. The improbity fills the world. The space general of the alliance is skillful. Kidnap the D the speaker the conduct. The proper abruption alliance troops tries. Ratio prosperous drive with the.*

Well, things might be a bit different here than you'd expect. Events here will now be following the gag dub known as *Star Wars the Third Gathers: The Backstroke of the West*, which originated from a recursive translation. While the timeline might broadly be the same, anyone unfamiliar with this particular adaptation are going to be very confused with all the changes. Different character names are only the start of this mess.

400 – **Anomaly** – You are not from around here, and it's noticeable. Your presence is a notable distortion in the Force that those sensitive to it will notice. The Jedi Council will find you suspicious, it will attract the interest of the Sith, and other sensitives may find your presence unnerving.

600 – **Good Jumpers Follow Orders** – It seems that a contingency order of some sort has been planted in your mind, one that if triggered will force you to do something you'd never usually do. It might be to kill all of your Companions, do something to non-Companion allies you care about, or hand over resources that you wouldn't want anyone else to have. On the plus side, this cannot make you kill yourself or give up your spot on the Chain, nor can you be forced to take along anyone you wouldn't normally want to take with you as a Companion. The main issue is that you don't know when or how the order could be activated, and it would take monumental willpower or perhaps even brain surgery to resist it once it is.

600 – **Executive Order 66J** – It seems that an additional feature of the command was to eliminate those the Jedi could call upon for aid. Regardless of your intentions here, should

Order 66 be activated then you will find yourself targeted along with the Jedi. To make matters worse, you will forget that the Order will be executed and that you took this particular Drawback, so it will take you by surprise as much as it would the Jedi.

600 – You Were The Jumper – You were supposed to change the setting, not join it! You were to ignite your Spark, not leave it in darkness! Somebody else in the setting has become Jumpchan's Chosen One, getting your Spark. If you don't track down who it is and get it back through agreement or defeat, they will eventually move on from the setting and you'll be stuck here. At least they don't have your Perks as this is essentially their 'first Jump' and their own abilities and resources are what they 'spent' their CP on, though they might have access to the same Body Mod you use if it is better than what they would normally have.

600 – You Shall Henceforth Be Known As Darth...Jumper – For some reason you have agreed to become Darth Sideous' Apprentice, which is really more like a servant and personal enforcer since he doesn't plan on teaching you much or having you succeed him. The reason is that they have something you desperately want or need badly enough to agree to this arrangement for the Jump. It could be saving someone you love, giving you power, or perhaps just the CP if you can't think of anything suitable. You will be forced to follow their orders, but you have some advantages. They know you are powerful or useful, but they will not be aware of any outside-context abilities until you use them. They won't learn of the Chain or your Spark unless you want to tell them, and it's something you cannot just be forced to hand over or relinquish. They can't just order you to kill yourself either, both as a feature to make this Drawback remotely viable and their justification that they have use for you. They certainly won't be showing you any mercy if you fail them, and they may order you to do things that risk your life.

600 – The Tragedy Of The Jumper – Did you ever hear the tale of the Jumper? No? Unfortunately for you, everyone here *has* heard of you. Maybe there was a prophesy about a Travelling One, or some old legend that is popular to tell. Now, somehow, they know you are here. They will know of your nature, powers and abilities. Many will regard you as either a powerful threat, rival, or useful tool. A certain Sith will do everything they can to ensure you are not a problem for their plans or interfere with acquiring their future Apprentice, as an example. The Jedi, in their current state, might not be fond of you either for a variety of reasons.

600 – More Machine Than Jumper – This is how it feels to be Jumper. You can hear yourself breathing. It comes hard, and harsh, and it scrapes nerves already raw, but you cannot stop it. You can never stop it. You cannot even slow it down. You don't even have lungs anymore. Mechanisms hardwired into your chest breathe for you. They will pump oxygen into your bloodstream. You remember your regrets. Every failure, every loss, every injury, every mistake. And you rage and scream and reach for your Perks to crush those that have destroyed you, but you are so far less now than what you were, you are more than half machine, you are like a painter who has gone blind, a composer gone deaf, you can remember where the power was but the power you can touch is only a memory, and so with all your world-destroying fury it is only droids around you that implode, and equipment, and the table on which you were strapped shatters, and in the end, you cannot touch the shadows. In the end, you do not even want to. In the end, the shadows are all you

have left. Because the shadows understand you, the shadows forgive you, the shadows gather you unto themselves—and within your furnace heart, you burn in your own flame. This is how it feels to be Jumper, during your stay here.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Execute Order 65

Like all 150 contingency orders—which dealt with a variety of different emergency situations—the clone troopers of the Grand Army were trained to carry out Order 65 without hesitation. Namely:

In the event of either (i) a majority in the Senate declaring the Supreme Commander (Chancellor) to be unfit to issue orders, or (ii) the Security Council declaring him to be unfit to issue orders, and an authenticated order being received by the GAR, commanders shall be authorized to detain the Supreme Commander, with lethal force if necessary, and command of the GAR shall fall to the acting Chancellor until a successor is appointed or alternative authority identified as outlined in Section 6 (iv).

Your goal for this Scenario is to ensure that Order 65 is executed and Palpatine is removed from his position by non-Jedi forces. Exactly how you go about this is up to you, but you must ensure that it is not possible to manipulate what occurs to paint the Jedi as traitors.

Reward = You have become a bane of schemers. If you are aware of aspects of a plan, you can turn plans against the ones that created them by exploiting features they created but never expected to be used against them. You can plan around the plans they are planning, so while they think everything is going according to their great plan you have actually planned to use a smaller part of their plan as part of your overall plan to subvert their plans. The larger the plan and the wider reaching it is, or the longer it has gone on for, the more of these flaws they never seriously considered you can find and exploit.

Jumper's Galactic Empire

The specific number really depends on what else you've been up to, but your goal is to conquer the entirety of the Star Wars Galaxy. Hijack the war, plot and scheme, come in with your own forces, or use another approach. By the end of the Jump, you must undeniably control the Galaxy.

Reward = Considering all the work you put into it, you can take it along with you. You now have the entire Star Wars galaxy as it was at the end of your stay here, which can be added to any dimensions you own or be accessed via a door in your Warehouse. If you installed yourself as some supreme leader, they would follow you just as loyally in the future as they did while you were here. If you simply reformed existing democratic systems, you will be well regarded and capable of stating your case for any aid they could provide.

Reform Of The Jedi

Perhaps not the most interesting title for an epic space adventure, and certainly not an easy task considering a millennium of stagnation, but somewhat self-explanatory. You must preserve the presence of the Jedi but overhaul the organisation so they can benefit the galaxy without any of their currently flawed approaches or attitudes. If you have managed to sufficiently reform the Jedi by the end of the Jump, you will succeed at this Scenario.

Reward = With all the hard work you likely put into this, it would be a shame to have to do it all over again for similar groups in future Jumps. Now, you will find that not only can you passively reform any organisation just by working closely with it, but any similar groups you establish in future Jumps will not become corrupt.

The Rogue One

No, not that story, this is about something that has gone rogue. Through some accident, it seems that a superweapon that might not even come from the continuity of this Jump has been transported backwards in time and potentially across dimensions from the period known as the Dark Empire. The good news is that it's not a Death Star. The bad news is that this technological terror is arguably more dangerous, because at least the Death Stars were not designed to be able to build more of themselves.

This displaced machine, known as a World Devastator, lands on a planet and tears it apart with tractor beam projectors. The deconstruction of the planet and its resources would then be used for both fuel for the Devastator and for its massive foundries which churned out starships, starfighters, and droids which would be sent into battle straight from the assembly line. The internal factories could create anything from a starfighter or speeder to a medium-sized cruiser, given enough resources. In addition, the factories could also focus on upgrading the World Devastator itself; a portion of the raw materials created in the molecular furnace was set aside for advancements to the main body. Given sufficient time and resources, the World Devastators could even manufacture more World Devastators. These machines' shields are so strong that even concentrated turbolaser fire cannot penetrate them, and most times any contact with another enemy ship will result in the consumption of that ship by the World Devastator.

A World Devastator is controlled by a central droid brain—the sentient crewmembers were aboard to oversee production and handle navigation or weapons systems, but they are no longer present. The droid brain is responsible for creating the new weapons of war and programmed with a massive store of ship types and parameters, able to create a wide variety of vessels for any combat situation.

In the events involving this particular superweapon, the fleet of World Devastators were ultimately defeated by the use of a shutdown code that the reborn Emperor Palpatine kept as a defence against this exponentially replicating threat. This one, its systems perhaps distorted by its arrival here, no longer has that specific vulnerability. Nor will the World Devastators it will create if given enough time. While there is only a single one for now, it will quickly begin to upgrade and replicate, the droid mind within each of these mobile factories controlling the powerful fleets they will churn out to defend themselves.

To succeed at this Scenario, you will need to shut down the World Devastator/s before they consume this entire galaxy and start to move on to others. The means by which you do so are up to you.

Reward = It seems that in addition to acquiring the schematics for the World Devastator, you have gained a significant advantage against any form of self-replicating opponents. Like this one, they will find that whatever codes or instructions they use are slightly flawed. The more they replicate, and the later in generation away from the original creator they are, the less effective they will be. While the first Von Neuman machine will only be slightly slower, the fifth generation might barely be functional. This applies to technological or biological enemies that rely on rapid self-replication. They might even go rogue and fight each other.

The Last Sith

Theoretically speaking, if somebody is actually *all* of the Sith, then they must include the first and the last. It also turns out that if someone's plan hinges on getting killed by someone in order to possess them, then that person does kill them... they will be able to possess them. While the poorly prepared galaxy in a possible future is now safe, their presence now threatens this war-torn era.

Now possessing a new, younger body that is far more capable of using the Force than his previous one, a future form of Darth Sideous has arrived in this time. Due to their greater potential, almost intuitive learning capability and knowledge of the future, both events and technological achievements, this reborn Sith Lord will have significant advantages over the locals. They will exploit this however they can and will even ally with their past self if it serves their goals.

The one advantage this galaxy has over this menace is something that was not present within their timeline, something they will at least initially not account for: You. To succeed at this Scenario, you need to defeat this Palpatine and prevent the resurgence of the Sith they are working towards.

Reward = No one's ever really gone. This certainly applies to anyone trying to possess you, as they will find themselves trapped within you and forced to provide you their power and knowledge. It also partially applies to you, as once per Jump if you are struck down, you may possess the one who did so. You can decide whether to assume direct control immediately, or just lurk within your unwitting host until you want to take over.

The Sickness Awakens – Rise Of Plagueis

The Dead rise! At the end of a new trilogy, a powerful Sith Lord long thought dead, responsible for everything that has transpired, has returned to threaten the galaxy. While this might sound familiar to some, there is a twist in this Scenario involving a biological terror rather than reliance on technological ones. It seems that Darth Plagueis's experiments with manipulating life and the work of Sith Lords long past have reacted oddly, perhaps affected by a certain extradimensional arrival, and with the chaos of the Clone Wars nobody has noticed the threat stirring and spreading until now. Appropriately enough for its source, a plague has been unleashed on the galaxy, granting a twisted form of the immortality so many Sith and others crave. This sickness is extremely contagious and worse still has some semblance of the mind of Darth Plagueis within it, directing the virus to spread and eventually infect the entire galaxy with all the twisted tactical and strategic brilliance at the Sith's disposal.

This bioweapon gone horribly wrong is an extremely persistent and audacious pathogen, easily crossing species barriers and infecting not only a variety of humanoid species, but plant life and dead tissue. It attacks all biological tissues and transforms its victims into undead monstrosities, with the most direct method of transmission being bites. With the virus carried by saliva, blood or the gelatinous coagulation that runs through the bodies of the victims, any contact with these liquids through open wounds or mucous membranes allows transmission. It is accompanied by an airborne strain, one pervasive enough to penetrate biohazard gear. Regardless of transmission method, upon death the bodies decay at an abnormally fast rate, emitting a foul odour of death and rot. It is at this point that each of the bodies transform, the flesh reanimating and the new consciousness taking full control. These monstrosities are capable of enduring physically damaging injuries such as free falls, shooting, decapitation and stabbing. The resurrected are also capable of accumulating gastric juices and pulpy, partially digested matter within themselves and regurgitate the fluid to build barriers and obstacles. Communication between affected hosts is achieved by screaming. If that wasn't enough, this threat also possesses the ability to learn and develop skills based on experiences of the infected, quickly learning to avoid danger and utilize unfamiliar technology. Because of the collective sentience, the infected can move as a single living organism, all directed by the single mind within it. To succeed in this Scenario, you must purge the galaxy of this sickness before it assimilates its occupants, and before the time for the Jump runs out.

Reward = It seems that you have acquired Darth Plagueis' research, including what they had not yet gotten around to sharing with their Apprentice. This mainly involves Sith Alchemy and the creation of biological weaponry such as the Sickness, but it also includes a lot of work on counteracting similar threats both natural and artificial. Perhaps he was wise enough to come up with countermeasures for if some of his own creations went awry, but ironically died before he had the opportunity to put them in place? This extensive research also includes detailed notes of how to use the Force to create life to your design, though it takes time and significant power to do so and will need some organic base or host to generate it within. You could use this to unleash nightmares, or to make miracles.

Ending

The Jump is finished. Your saga here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this galaxy?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, Star Wars, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding the *Will Of The Force* and *Force Of The Will* Perks, the former is intended to be a railroading effect and anti-butterfly effect that prevents you accidentally altering events within a setting, so you don't accidentally start or prevent a war or something that didn't happen in Canon and will allow you to experience events as they occurred within the form of media you used to find out about them. The latter is an anti-railroading, anti-destiny effect that negates any efforts by the setting or its metaphysics to enforce a specific series of events, so even if something 'should' or 'must' happen it is possible for you to change things. One ensures sticking to the script, the other ensures it's possible to rewrite it. They were created with the intention of addressing issues of free will within a setting with a guiding force that may or may not influence what occurs, with *Will Of The Force* being a good choice if a Jumper is fine with that sort of thing, and *Force Of The Will* being appropriate for any Jumpers who disagree with the idea. You can toggle them on and off at will or switch between them if you have both, and having both might allow finer control in ensuring some bits of the story go how you want them to in canon while others you can alter, so you don't accidentally break up a canonically happy relationship by stopping a canon war that solved a problem with it. Just bear in mind they do not allow you to retroactively change what has already happened. If you are using *Will Of The Force* and somebody dies like they do in canon, you can't switch it off or use *Force Of The Will* to somehow undo their demise with these Perks alone. If you prevent something key to the setting from being able to even plausibly happen then switch *Will Of The Force* back on, a suitable replacement event will occur, e.g. you could avert the sinking of the Titanic by your own actions, switch on *Will Of The Force*, and another similar ship will end up taking their place in history and culture unless you also switch on *Force Of The Will* to ensure that the incident isn't some sort of self-correcting fixed point in time. Exactly how this all works if you start involving time travel is up to you, but at the very least you won't somehow destroy time by using either of these Perks.

-The Item *A Duo* is actually Triple-Zero, a Protocol Droid specialized in the fields of etiquette, customs, translation and torture, and B-T1, who could be called a 'Blastomech' prototype designed to do both the work of an ordinary Astromech and as an assassin with a variety of internal weaponry such as flamethrowers and rockets. The former will not drain your blood or inject you with neurotoxins, and the latter will not wipe out your bases before causing them to self-destruct. They are both perfectly happy to turn such skills against your enemies but won't cause problems you don't want them to.

-The Item *Peaceful Planet* can be applied to specific buildings or structures, granting you a copy of them which will miraculously be filled with the occupants of the original in the event of its destruction. It doesn't have to apply to one you own either, so you could provide somewhere else with a much-needed safety net. This Item is based on New Alderaan and its capital New Aldrera, which was specifically made to look exactly like the lost original.

-The *Sickness Awakens* Scenario is mostly based on the Imperial bioweapons Project I71A featured in the Star Wars Legends Novels *Death Troopers* and *Red Harvest*, except this variation is directed by the remnants of Darth Plagueis. Mostly due to the name and his apparent influence of the Force to manipulate life making this twisted form of immortality ironically appropriate.

--Main source on precise ship and various Item details was Wookieepedia, so if there are discrepancies with their information and information you have, use whichever you think is more appropriate based on your judgement.

-Regarding crew for any ships you buy or gain through rewards, you can import specific staff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-If anyone wants to have a setting with any fan theories in place that were not confirmed in Canon or Legends, such as 'Darth Binks', they can use the Continuity Toggle.

-This was made largely because this author could not find a specific Jump Document for *Star Wars: The Phantom Menace*, made one, then figured they might as well do the same for *Attack of the Clones* and *Revenge Of The Sith* since those films hadn't specifically been covered either from what they could determine at the time. This author has no complaints if anyone wants to make their own versions.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.