

STAR WARS

MOVIE COMPILATION THE SKYWALKER SAGA

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

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

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

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

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

+500 CP

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

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

Force Sensitivity	3
Pre-Jump General Perks	4
Pre-Jump General Items	5
Custom Lightsaber	5
Hilt Types	5
Blade Types	7
Crystals	9
Scenario Options - An Extra Long Time Ago	16
Star Wars Knights of the Old Republic	16
Star Wars the Old Republic	17
Scenario Option - Choking Hazard	19
Prequel Trilogy	21
Episode I – The Phantom Menace	22
Episode II – Attack of the Clones	32
Scenario Options - The Clone Wars	39
Episode III – Revenge of the Sith	42
Scenario Options - Pre-Original Trilogy	53
The Bad Batch	53
Star Wars Rebels	53
The Force Unleashed	53
Soulcalibur IV	54
Original trilogy	54
Episode IV – A New Hope	56
Episode V – The Empire Strikes Back	58
Episode VI – Return of the Jedi	59
Scenario Options - Pre-Sequel Trilogy	60
The Mandalorian	60
The Book of Fett	60
Sequel Trilogy	61
Episode VII – The Force Awakens	62
Episode VIII – The Last Jedi	64
Episode IX – The Rise of Skywalker	66
Ending Choice:	68

Force Sensitivity

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

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

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

None +200 CP

You have no powers within the force.

Jedi Initiate/Sith Acolyte Free

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

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

Jedi Padawan/Sith Apprentice -100 CP

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

Jedi Knight/Sith Lord -200 CP

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

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

Jedi Master/Sith Darth -300 CP

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

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

Jedi Council Member/Sith Dark Councillor -500 CP

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

Jedi Grand Master/Sith Emperor -600 CP

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

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

Embodiment of the Force -800 CP

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

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

Pre-Jump General Perks

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

Opening Crawl - Free

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

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

Galactic Basic Standard - Free

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

Other Languages -50 CP/-300 CP

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

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

Force Suppression -100 CP

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

Independent Force -200 CP

Your power no longer comes from the force but instead your own energy field that acts as a mimicry of the force. This field is centered and localized on you with its power growing in size in proportion to your capabilities. You can choose to share its capabilities with others and use it to copy the properties of other similar energy fields.

Pre-Jump General Items

Republic Dataries - Free

Once per 168 hr cycle you can receive monetary equivalent required to buy a pre-owned spaceship on coruscant. You can take this money in any local currency type including Galactic Credit Standard, Calamari Flan, Chromium, Aurodium, Peggat, Wupiupi or Imperial Credit.

Lightsaber - Free/-50 CP

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

Custom Lightsaber

Using this section you can design a custom lightsaber as part of a lightsaber purchase.

Saver Modifications -100 CP

With this purchase you may purchase any number of components to switch out once per day and you may pay for additional features before or after completing any Mini-Jump or Scenario.

Twin Saber -100 CP

This can be purchased with any lightsaber allowing you to have a second lightsaber with the same component options as the one this is purchased with.

Hilt Types

Standard - Free

By far the easiest to use and the most common type of hilt seen in the galaxy.

Staff Hilt -50 CP

This lightsaber hilt can be between twice and seven times the length of a standard lightsaber.

Shoto Hilt -50 CP

This lightsaber hilt can be between half and one seventh the length of a standard lightsaber.

Curve-Hilted -50 CP

The curve-hilted lightsaber is designed to allow more precise movements as well as perfect flexibility in lightsaber-to-lightsaber combat.

It gives the wielder more power with overhand strikes and can change the angle of the attacks by the merest fraction of a degree.

Tonfa-Style -50 CP

This lightsaber is attached to a perpendicular handle. Its design allows for a wide variety of blocking, trapping, jabbing and slashing techniques making it a versatile and highly dangerous weapon in the hands of someone trained in its use.

Lightsaber Cane -100 CP

This lightsaber is disguised as a regular cane with the lightsaber emitter located on one end. The cane serves as a long handle, increasing the reach and range of the weapon.

Wrist Hilt -100 CP

The hilt of your lightsaber is incorporated into a wrist brace instead of a separate tool. This makes it easier and faster to have the lightsaber ready since the weapon is always close at hand. It also makes concealing the lightsaber much easier, allowing for surprise attacks.

Spinning Hilt -200 CP

The hilt of your lightsaber is connected to a circular rim that, when activated, can spin the blades along a track.

Hilt Addition

These additions to your lightsaber can be taken with any other hilt type.

Electrum -50 CP

This purchase gives your lightsaber hilt a plating of the gold-like metal electrum which is often described as giving items a majestic, regal appearance. In the last days of the Old Jedi Order, golden and electrum lightsabers were reserved for senior members of the Jedi Council.

Force Lock -50 CP

This lightsaber has an internal safety switch that prevents the lightsaber from activating while it is on. This switch can only be alternated using the force.

Blaster Hybrid -100 CP

The Hilt of your Lightsaber is able to fire blaster bolts allowing you to disguise it as a custom blaster.

Blade Types

Training Lightsaber +50 CP

The training lightsaber is used to practice lightsaber combat. While non-lethal, contact with the blade can cause bruising and even minor burns. This type of lightsaber is often used in conjunction with the basic Shii-Cho style of lightsaber combat.

Singlebladed - Free

The most common variety of lightsaber which has a blade of pure plasma emitted from the hilt and suspended in a force containment field. The field contained the immense heat of the plasma, protecting the wielder, and allowed the blade to keep its shape.

Firesaber - Free

This is a variation of the single blade with its crystals misaligned just enough to cause the energy of the blade to flare out randomly. This makes the blade less effective as a cutting tool, but far more dangerous as a weapon both for the user and their enemy.

Great Lightsaber -50 CP

This lightsaber can project a blade up to three meters in length. These large lightsabers are generally used only by beings of immense stature.

Short Lightsaber -50 CP

The short lightsaber employs a shorter blade than the more common lightsaber. The smaller blade allows for easier use in combat by those Jedi who are of a smaller stature. Also, a short lightsaber is sometimes utilized in the Jar'Kai combat style by individuals of normal stature.

Broadsaber -100 CP

The broadsaber is a type of specialized lightsaber that produces a broader and flatter blade than a standard lightsaber's cylindrical blade. This gives it a profile closer to that of a traditional metal sword. The broadsaber provided a larger overall surface for the blade and the edge of the blade is far more effective as a cutting tool but loses the advantages of an omnidirectional cutting edge

Lightwhip -100 CP

This variant of the lightsaber can have either a solid core or can become a long and flexible blade of energy that can be wielded like a whip.

Light Ring -100 CP

This odd variant of the lightsaber emits its blade out at a 90 degree angle before it wraps around and re-enters the hilt on the opposite side in a near perfect circle.

Lightsaber Rifle -200 CP

This odd form of lightsaber was developed as a ranged weapon, it is capable of producing an overwhelmingly powerful and destructive beam of energy identical to a standard lightsaber blade.

Blade Addition

These options can be purchased with any other Blade type.

Underwater Lightsaber -50 CP

Most lightsabers short out when the blade touches water, this blade is made to operate underwater due to two crystals employing a bifurcating cyclical-ignition pulse.

Forked Lightsaber -50 CP

This gives the lightsaber a second emitter coming out of the hilt at a 45-degree angle to the axis of the lightsaber.

Crossguard Lightsaber -100 CP

Your lightsaber gains two shorter blades perpendicular to it at the end of the hilt.

Dual-Phase -100 CP

Your lightsaber uses a combination of focusing crystals to create a blade that can extend up to double the original length with a simple instant activation.

Double-Bladed -200 CP

This can be purchased with any other Blade type. With this you can emit two blades from the lightsaber. Each blade can be activated independently of one another or simultaneously.

Joined Saber -100 CP [Requires Double-Bladed]

You may have your lightsaber be composed of two normal lightsabers attached together.

Fiber-Cord Link - Free [Requires Joined Saber]

A fiber-cord links each lightsaber in your double-bladed lightsaber allowing you to strike from unexpected angles and retract the cords in order to merge the sabers once again.

Hinged Saber - Free [Requires Double-Bladed]

Your double-bladed lightsaber is able to fold in half, making it easier to store while not in use.

Crystals

Adegan Crystals - Free

Adegan crystals were kyber crystals found in and around the Adega system. There were five different types of Adegan crystals Danite, Kathracite, Mephite, Pontite and Relacite though these are functionally identical for lightsaber use.

Though the crystals themselves are clear they produce either a green or blue lightsaber.

Amplification -50 CP

Amplification crystals are synthetically engineered silver crystals that produce a silver lightsaber blade.

Ankarres Sapphire -200 CP

This crystal is capable of magnifying the force healing powers of its wielder and is one of the most potent crystals that could be used in lightsaber creation. The blade of this crystal is a Sapphire blue.

Bane's Heart -250 CP

This copy of the synthetic Red lightsaber crystal was originally created for Darth Zannah. It has unique properties that makes it so that if it is used in a lightsaber, it causes that lightsaber to release an electrical discharge so that the blade is coated in a form of force lightning.

Barab Ingot -200 CP

When used in a lightsaber, the ingots produce a transparent blade that causes anything it strikes to burn and possibly catch fire.

Blackwing Crystal -50 CP

When used in a lightsaber, they produced a dark, smokey ash blade.

Bondara's Folly -50 CP

This rare lightsaber crystal causes the blade to give off a light-brown color.

Baas' Wisdom -150 CP

This uncommon crystal is seldom used in lightsaber construction. The crystal has the effect of causing a freezing effect when used during combat, often causing frostbite.

The crystal gives the lightsaber's blade a notable navy blue color.

Dahgee -100 CP

The Dahgee crystals have unique properties, causing the blades to have a zigzagging pattern with a dark silver core and a colored aura.

Damind -200 CP

This type of lightsaber crystal is unique to the planet Daminia. When set in a lightsaber's crystal chamber, damind creates a wider and longer blade and draws blaster fire to the blade. The blades are either a crystalline blue or a translucent red.

Dantari Crystal - Free/-50 CP/-150 CP

This type of lightsaber crystal is only found on Dantooine. For **Free** the blades produce either lightsaber blades coloured red, green, or blue however **-50 CP** they can also come in some rarer colors, purple, pink, and yellow.

If you have purchased **Crystal Switcher** you can pay **-150 CP** to get one of each crystal color.

Dark Kyber -100 CP

An almost unique variation of the Kyber Crystal that emits a blade with a black core which draws in surrounding light and color, leaving a faint white, electrical aura along its edges.

Dawn of Dagobah - Free

This odd lightsaber Crystal can only be found on the planet of Dagobah. The crystal gives the lightsaber blade a distinctive teal color.

Dragite -100 CP

Dragite gems are brittle kyber crystals found in the D'olop mountain range on the Expansion Region agriworld M'haeli. When they are in a lightsaber, they emitted a loud hum, and produce a disorienting shockwave when striking a solid target.

Durindfire -50 CP

The Durindfire gem was a precious crystal found on the planet Tatooine.

When used within a lightsaber they produce a white blade with a distinctive silver sheen.

Eralam -50 CP

A type of lightsaber crystal once mined on the third moon of the planet Erai. Eralam crystals produced a mostly transparent lightsaber blade.

Etaan crystal -200 CP

This indigo crystal forms in the depths of Etai. Unlike most lightsabers instead of deflecting blaster bolts they are absorbed into the blade causing it to glow brighter.

When clashing against another blade, the blade gives off all absorbed energy as a potentially deafening crack and flare of energy.

Firkrann -150 CP

Firkrann crystals are a heavy crystal mined on the planet Rafa V. The crystal passively emits an electrical charge that passively disrupts most droids.

Ghostfire Crystal -300 CP

A very particular rock found on a handful of planets. The crystal produced a transparent blade, that only produces an illusory afterimage of the saber. The blade does not produce the sound of most lightsabers being nearly completely silent.

Heart of the Guardian -150 CP

An ancient crystal that produces a unique bronze hue and yellow core. When inside of a lightsaber it emits a form of pressure that allows it to move without air drag allowing it to move far faster.

Hurrikaine -100 CP

These lightsaber crystals are from the planet Hurikane and produce a deep blue or violet colored blade. They are also surprisingly good at penetrating defenses.

Jenruax -100 CP

A refined form of Opila, the Jenruax crystal has been cleansed of impurities making the blade a lighter green color and more agile, thus better at deflecting blasterfire.

Kaiburr -1000 CP

This ancient Force relic, initially located on the planet Circarpous V. The crystal passively increases its users Force-sensitive power one thousand times over. Among its magnification of abilities were the ability to heal, to further augment a Force-user's connection to the Force, to project Force lightning by those typically unable, and to empower and energize a tired being close in proximity to the crystal. If used as a lightsaber Crystal it produces a pink blade.

Kasha -100 CP

Traditionally used by the Cereans as a meditation tool. When used as a lightsaber crystal, it produces an orange blade and helps clear the wielder's mind of distractions, even during tense combat.

Katak -150 CP

A red synthetic crystal that was developed to mimic a force parasite draining some of the life force of those within close vicinity and feeding it to the wielder. This would not be enough to instantly fatigue the victim, however prolonged exposure would prove to be fatal.

Krayt Dragon Pearl -100 CP/-250 CP

These lustrous, colored stones are found in the last chamber of the gizzard of krayt dragons. For **-100 CP** you may have a blue, green, red, white or black Pearl with any lightsaber they are inserted into producing a blade of the same color.

If you have purchased **Crystal Switcher** you can pay **-250 CP** to get one of each Pearl color.

Kyber Crystal - Free

A rare, Force-attuned crystal that grows naturally on various planets across the galaxy. These Crystals lack color before they are chosen, taking on a color to match the nature of the bonded owner.

Lambent -250 CP

A Type of crystal harvested by the Yuuzhan Vong from within a fruit. The Crystal can be used as communication crystals or light sources. They also can be used to sense or pre-sense hidden enemies. When placed within a lightsaber it will produce a violet blade.

Lava Crystal -50 CP

Only found on volcanic planets and moons such as Mustafar when placed within a lightsaber it generates a blade that resembles lava.

Lignan Crystal -300 CP

Made from Lignan ore this crystal produces a black wavy lightsaber blade that burns far hotter than normal crystals as well as enhances dark side force powers.

Lorrdian -200 CP

Supposedly these crystals were created by Force-sensitive Lorrdians who imbued certain gemstones with abilities. When these gems are installed in a lightsaber, they produce a blue lightsaber and help the user to read the actions of their opponents, enhancing the wielder's overall defenses and ability to deflect blaster bolts.

Mantle of the Force -150 CP

A powerful crystal that when placed in a lightsaber enhances the user's Force abilities it also gives the lightsaber a cyan colored blade.

Meditation Crystal -100 CP

These crystals assist in inducing meditation. Growing naturally on the Deep Core world, when placed inside a lightsaber it can assist the wielder to stay in closer connection to the Force during combat. These crystals can produce a Green or Blue lightsaber blade.

Nextor -50 CP

This type of crystal is mined on the world of M'haeli it is occasionally used in lightsaber construction producing a white blade that generates a highly volatile blade which produces notable pulses of light and sound whenever it makes an impact.

Opila - 50 CP

Mined from an asteroid field in the Fyrth system, when set in a lightsaber it produces a Dark green blade with white core.

Permafrost Crystal - Free

A rare lightsaber crystal found on the planet Hoth. When used in a lightsaber, they gave the blade an icy blue color.

Phond -150 CP

A byproduct resulting from rare impurities bonding during the making of certain alloys. When placed within a lightsaber this crystal produces a red or orange blade that produces a fiercely burning effect.

Qixonni -200 CP

These rare crystals were found within the remnants of a star that had gone supernova. It produces a dark red colored blade and slightly enhances the wielder's Force abilities, in addition to enhancing the lightsaber blade's power to a significant degree.

Rainbow Gem - Free/-100 CP

Also known as Gallinore gems, these gems are actually a form of silicon-based lifeforms native to the planet Gallinore. For **Free** the crystal produces a turquoise blade when placed within a lightsaber but for **-100 CP** blade created with this crystal is rainbow coloured.

Rubat -100 CP

The planet Phemis was the only known source of rubat. When placed in a lightsaber the blade produced is a golden bronze color with a sharpened appearance and definition, allowing its wielder to easily track the blade and strike opponents properly.

Ruusan -100 CP

Ruusan crystals came from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aided a Jedi in focusing the Force.

This produces an opalescent blade that can be pink, blue and sometimes orange.

Sapith -50 CP

The crystal was excreted by the now extinct Volice worm, a creature from the Ssi-ruuvi homeworld Lwhekk, once every eleven standard years. The blade is golden yellow with a silver core.

Sigil -250 CP

Mined in the Sigil system, the Sigil crystal has a searing effect once properly placed in a lightsaber. The blade produced from this crystal is coloured either a dark silver that resembles pewter or pale silver that borders on white.

Solari -300 CP

One of the oldest and most powerful lightsaber crystals only a Jedi who was pure in spirit and an ardent follower of the light side of the Force could use. It could not be corrupted by the dark side and its owner had to always stay pure of heart for it to function. Any blade produced from one of these crystals will have a shade of orange.

Stygium -200 CP

In its pure crystal form, it can be used as a lightsaber crystal. The natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

Synthetic Crystal - Free

A Synthetic lightsaber crystal, commonly referred to as a Synth-crystal, was a type of lightsaber crystal that was artificially created, rather than naturally formed by geological processes. Due to the methods used in their creation, they are formed with a red coloration.

Ultima Pearl -50 CP

An uncommon, silvery, lustrous, spherical pearls found on the deep ocean floor of Dac, that could be used as a form of lightsaber crystal. It produces a silvery-white blade.

Upari - Free

This type of lightsaber crystal is primarily encountered scattered in the orbit of forest worlds and produces a green-blue blade.

Velmorite -100 CP

Velmorite was a yellow lightsaber crystal found only on the planet Velmor. When used in a lightsaber, this crystal produces a gold thin blade for graceful, fluid wielding.

Vexxtal -150 CP

Little is known about Vexxtal Crystals or their origins. They are generally only found in the lightsabers of the dark side of the Force users. Producing a corrupting aura that is left on those wounded by lightsabers with this crystal.

The blade it produces has a silvery-green blade.

Crystal Addition

These options can be purchased with any other Crystal types.

Compressed Crystal - Free

A compressed energy crystal, also called compressed crystals and abbreviated CEC, is a type of lightsaber crystal. When used in lightsabers, they cause the energy blade to take on a peculiar "pulsating" appearance with a thinner core.

Crystal Switcher -100 CP [Discounted with Saver Modifications]

You are able to **Purchase Multiple Crystals** for your lightsaber and can switch between the different lightsaber crystals at will if more than one has been purchased.

Crystal Combiner -150 CP [Requires Crystal Switcher]

You are able to combine the abilities and or colours of multiple lightsaber crystals allowing you to produce either a rainbow like blade or combined blade with some or all of the abilities of each of the component crystals.

Complete Collection -3500 CP [Requires Crystal Switcher]

With this purchase you gain not only a copy of every crystal listed above but also a crystal farm within your warehouse with setting controls that allow you to create any type of lightsaber crystal. Any lightsaber crystals you have already purchased in this jump reduce the cost of this purchase.

Scenario Options - An Extra Long Time Ago

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



Star Wars Knights of the Old Republic

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

You may choose to replace **The Main Character** of this game or awaken alongside them with you being able to determine their appearance and name as if using the in-game options.

The Sith Darth Malak has betrayed his master Darth Revan and unleashed a Sith armada against the Republic. To complete this scenario you must search for Star Maps that together reveal the location of the Star Forge, an ancient space station and defeat Malak.

Reward:

If you complete the objective you may take HK-47 Blueprints, **The Ebon Hawk**, up to 16 willing followers as companions for **Free**, gain **+500 CP** and you can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

The Ebon Hawk

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



Star Wars the Old Republic

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

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

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

You may take this scenario once for each option but will only receive the Rewards and **Free Perks** for the first option you take.

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

Reward:

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

A Longer Time Ago

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

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

Old Republic Perks:

These perks can only be taken when starting or completing one of the “**Scenario Options - An Extra Long Time Ago**”. Each **Force Perk** will grow in proportion to your **Force Sensitivity**.

Force Project -100 CP (Free Jedi Consular)

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

Force Sweep -100 CP (Free Jedi Knight)

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

Dirty Kick -100 CP (Free Smuggler)

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

Sticky Plasma Grenade -100 CP (Free Trooper)

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

Force Lightning -100 CP (Free Sith Inquisitor)

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

Force Choke -100 CP (Free Sith Warrior)

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

Flamethrower -100 CP (Free Bounty Hunter)

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

Orbital Strike -100 CP (Free Imperial Agent)

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

Force Battle Meditation -400 CP (Discounted with The Ebon Hawk)

This Force ability allows you to enter a meditative state that considerably boosts the morale, stamina, and overall battle prowess of all your allies while simultaneously reducing the opposition's combat-effectiveness and eroding their will to fight.



Scenario Option - Choking Hazard

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

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

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

You can alternatively take the corresponding 5 Lego missions after completing the corresponding mini-jumps but will be locked out of the rewards until you have completed all 9 Mini-Jumps and their Lego missions.

Reward:

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

Mini-Figs

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

Red Brick Perks:

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

Studs Free

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

Super Gonk -50 CP

You gain a Gonk droid Alt-Forms that is indestructible, can move at 30MPH and can Jump up to 10 feet in the air but will not be able to interact with any other objects or people beyond brushing up against them..

Stud Magnet -50 CP

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

Walkie Talkie Disable -100 CP

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

Force Grapple Leap -100 CP

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

Character Studs -100 CP

Dead enemies will drop studs.

Score x2 -100 CP

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

Super Slap -200 CP

Any damage you inflict on others through slapping can be five times as powerful as it otherwise should be.

Perfect Deflect -200 CP

Deflected blaster bolts will go directly back to the shooter.

Red Brick Detector -300 CP

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

Regenerate Hearts -300 CP

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

Prequel Trilogy



You gain **+500 CP** which can only be spent in the Prequel Trilogy section.

Origin Selection:

Within this Jump you will have the option of what origin you have by selecting an origin you will lock into doing this Trilogy until you have completed Episode 3 the Revenge of the Sith.

Master

You are a teacher, it is your duty to give help and advice to the less experienced.

Diplomat

You are a representative, it is your duty to get a consensus and give direction.

Apprentice

You are the student, it is your duty to learn and grow from the teachings of others.

Politician

You are a leader, it is your duty to influence results and spread your influence,



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 32 BBY.

Perks:

The **100 CP** Perk is **Free** for each origin and the others cost 50% of their initial price.

Midi-chlorians are a microscopic lifeform -100 CP

Using this **Narrative Perk** you can selectively toggle any retcons from any continuity into the Jump.

Mind Tricks don't work on me. Only money -200 CP

Your mind is incredibly durable allowing you to ignore any form of Mind influencing ability such as a Jedi mind trick or even supernaturally induced hallucinations being able to see reality through them.

Master

Tell them we wish to board at once -100 CP

Using this perk you are able to get an invitation to any event or location as if the owner wanted you to arrive, however this will not guarantee a warm reception.

You are much wiser than I am -200 CP

Using this perk, anyone you attempt to teach will gain a substantial boost to their ability to determine the intentions of your explanations and retain any information you give them.

A thousand terrible things headed this way -400 CP

You are able to instinctively feel whenever something that would have malicious intentions towards you is headed your way as well as how long it would take it to get to you.

What happens to one of you affects the other -600 CP

Using this perk you are able to link the lifeforce of any two targets when they make physical contact so that any pleasure or pain that one feels will affect the other.

Apprentice

Are you an Angel -100 CP

You have a surprisingly smooth tongue allowing you to know the best lines to charm or attract someone in a romantic way.

You catch on pretty quick -200 CP

You have a brilliant mind that allows you to gather and understand knowledge at an accelerated rate, retaining it with greater ease and adapt it into any relevant perks, powers or abilities you possess.

Now this is Podracing -400 CP

You have an instinctive understanding of piloting vehicles with you being able to almost instantly know how a vehicle works and how to perfectly transfer any of your experiences and skills from using one vehicle into using another.

Wouldn't have lasted long if I weren't so good at fixing things -600 CP

You are a master engineer by Tatooine's standards being able to build and repair almost everything commercially available on the planet using nothing more than the junk available in a scrap yard. Using this you would be able to build a protocol droid, a top of the line pod racer and with enough time and scrap you could even build a fully functional spaceship.

Diplomat

My place is with my people -100 CP

You are well known by those you represent with everyone who you are responsible for feeling as though they know you personally.

As you know, our blockade is perfectly legal -200 CP

At the start of each jump you gain a full understanding of the galaxy's laws and legal structure gaining with this knowledge updating as appropriate. This perk updates each jump with you gaining all society's knowledge of laws and lawful responsibility.

After her! This one is a decoy! -400 CP

Whenever you have multiple people who could be you, you can create an uncertainty principle that allows you to retroactively change position with anyone else who could have been you.

I Am Queen Amidala, This is my decoy -600 CP

Using this **Narrative Perk** you are no longer limited to only replacing one character within a Jump you can now self insert as two different people with them both sharing an untraceable hivemind that allows them to communicate. This Perk can be fused with any other Self duplication perk or power granting each possible duplicate the benefits of all of them. This can be used in order to insert up to as many self duplicates into a continuity as you can create.

Politician

Don't center on your anxieties -100 CP

You are comfortable and confident regardless of the situation, you are still able to tell when things are going wrong but will no longer show the effects of nervousness or suffer their consequences.

The bureaucrats are in charge now -200 CP

You know the ins and outs of bureaucracy and how to tie things up with paperwork and so much red tape that permission to get things done will never happen without a lot of political power and a lot of people heavily pushing for it to get done.

I will make it legal -400 CP

You will always know how to make your illegal actions legal with the knowledge of every revlilent loophole and technicality that would with the right context make otherwise criminal actions completely lawful.

You will find controlling her will not be difficult -600 CP

You have learned the subtle and masterful art of leverage. Using this perk you will instinctively know exactly the right leverage to manipulate people even if they would otherwise not have anything that could be used to manipulate them. This will retroactively create something important to them for you to target.

Items:

Portable Shield -100 CP

This frame emits a portable bubble shield that is capable of deflecting energy weapons and even a lightsaber blade so long as it hits the shield itself.

Shield Generator -200 CP

This set of four industrial sized shield generators emit a bubble shield that is powerful enough to block orbital bombardment from artillery laze fire however should one get damaged the shield will destabilize.

The Scimitar -400 CP

This power hunting ship is equipped with a class 2 Hyperdrive, six laser cannons, a proton torpedo launcher, a minelayer and a cloaking device, that allows it to disappear from view and any pursuing ship's sensors. The Scimitar is also capable of tracking a ship's signature through hyperspace, something considered impossible for other ships.

Master

Jedi Robes -100 CP

These comfortable robes can be Toggled to draw eyes away from you and keep you comfortable and at a pleasant temperature.

Bongo -200 CP

These submersible vehicles are often used by the Gungans to traverse the oceans of Naboo, this sub is heavily armored against potential attack, allowing it to shake off the bites of monstrous ocean dwellers without gaining a scratch. Unlike most Bongo's this one has a special pressure system that protects its occupants no matter how deep the sub goes.

Spare Hyperdrive Generator -400 CP

You seem to have a large supply of spare parts for whatever vehicle you are driving, allowing you to quickly replace any broken transport that you need.

Convenient Astro mech -600 CP

This cool little Astro mech will always seem to show up and save the day whenever you are in a bind with it somehow being able to solve the solution it's almost like this little guy has indestructible plot armor.

Apprentice

Child's Memento -100 CP

This Japor snippet will passively bring you good luck and should you give it to someone else it will boost their feelings of affection towards you.

Pod Racer -200 CP

This high tech, high speed vehicle has been built with top of the line engines and top of the line Safety Systems that make this racer virtually crash proof even when going at mach speeds.

N-1 Starfighter -400 CP

This twin-seater patrol craft was developed by the Theed Palace Space Vessel Engineering Corps. The ship is designed to be sleek and agile, with a hyperdrive engine, and had a single on-board astromech droid which was mounted on the top of the craft.

It features an autopilot system and shielding, along with offensive weaponry that consisted of two blaster cannons and integrated proton torpedo launchers, with one double proton torpedo magazine, that could carry ten proton torpedoes.

C-3P0 Construction Kit -600 CP

This handy dandy construction kit comes with all the components you will need to create a top of the line protocol droid, including instructions and tools. You can also gain a new one every time you have completed the last with an option to wait 24 hours to gain a different construction kit for another type of canon droid.

Diplomat

Ascension Gun -100 CP

This S-5 heavy blaster pistol was modified to be able to fire a grappling hook attached to a tether, allowing the wielder to cross a horizontal gap or make a vertical climb.

The blaster itself has a heavy wooden grip stock and twin scopes for sighting and rangefinding. The blaster also features a dart launcher underneath the main barrel, able to fire either an anesthetic micro dart, a sting charge, or the grappling hook's tip.

Flash Speeder -200 CP

This lightweight repulsorlift landspeeder vehicle is a quick and agile patrol craft, with a turret-mounted heavy blaster cannon affixed to the rear spoiler.

The Globe of Peace -400 CP

This relic of the Naboo people is a glowing sphere that symbolizes the years of peace that reigned on the planet. This version is able to emit a passive field of peace draining the aggression and intention for conflict within everyone within its range.

J-type 327 Nubian royal starship -600 CP

Known as the Naboo Royal Starship, this craft is normally reserved only for use by the Naboo sovereign and is fully furnished with the highest available accommodations including bar's, spar's and large climate-controlled wardrobes that provided clothes for all occasions.

The ship has an impressive T-14 hyperdrive generator which is powerful enough to take the ship from Naboo to Tatoine in a single jump and the frame of the ship is coated in chromium which shields the ship from radiation and some laser fire.

Although this ship has no weapons it emits a passive field that makes it so that no one will be able to willingly target the ship and its deflector shields can withstand large laser cannons fire.

Politician

B1 Battle Droid Squad Collection -100 CP

With this purchase you get a squad of twenty self repairing B1 Battle Droid including one of each of the following variants: Commander Droid, Geonosis Droid, Firefighter Droid, Grapple Droid, Heavy Assault Droid, Kashyyyk Droid, Melee Droid, Pilot Droid, Security Droid, Rocket Droid, and ten regular Battle Droids.

Single Trooper Aerial Platform -200 CP

The S.T.A.P. is a Slim and lightweight repulsor lift craft fueled by high-voltage energy cells. This gives the S.T.A.P. impressive speed and maneuverability that allows it to quickly avoid weapons fire. The weapon also comes with a pair of forward-mounted blaster cannons.

Variable Geometry Self-Propelled Battle Droid, Mark I -400 CP

Also known as a vulture droid, this droid starfighter does not carry a pilot, but rather a droid brain. The vulture droid carried four blaster cannons and two energy torpedo launchers, and could reach 1200 kilo-meters per hour in a planet's atmosphere. When not in flight, the ship could transform into a walking weapons platform, used for ground patrol and troop support.

Lucrehulk-class Droid Control Ship -600 CP

This ship acts more as a mobile space station with a central sphere which acts as the ship's bridge and reactor assembly. The major feature of this ship is that it can mass produce droids and is able to control them using its array of Broadcast equipment. This ship is able to mass produce basic B-1 Battle Droids, Vulture Droids, C-9979 landing craft, Multi-Troop Transports, Armored Assault Tanks and Platoon Attack Craft though they will not be fiatbacked.

Companions:

Companions cannot purchase Companions.

Import -50/200 CP

You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP

For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.

Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP

You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.

After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Self Insert - Free

You can choose to replace any canon character in the Star Wars Prequel films gaining their body as a new AltForm, their knowledge of their life so far and any skills they have so far. Followers and companions may take this drawback.

Early Start - Free

You may choose to start this Jump up to 3 years before the start of the first film on 35 BBY.

Legends Continuity - Free - [Incompatible with "Darth & Droid!"]

You can select any aspects of the continuity from the Legends universe instead of the Disney Canon and make them canon, such as if the Yuuzhan Vong and the mother exist or not.

Fan Fact - Free - [Incompatible with "Darth & Droid!"]

You can select any fan theory and anything not directly stated within the star wars movie series and select for it to be canon within your Jump. Theories must be compatible with the franchise. Similarly, contradictory, illogical or inconsistent lore may be resolved in the way you choose through this option

Wilhelm scream +100 CP

Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

That will hold them +100 CP

Whenever you break through the first layer of defense on something a second one will appear that you had no knowledge of.

You must be mistaken +100 CP

People keep trying to gaslight you and claim that things you know to be true are false.

There is no civility only politics +100 CP

Every politician you interact with will be rude and actively offensive towards you.

Get us off this autopilot +100 CP

Every vehicle you enter might as well be a disney ride as you have no control over its movements.

I have a bad feeling about this +200 CP

You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

This is an unexpected move for her +200 CP

Your enemies keep making unexpected moves, characters will stop following the expected plot and people you think will act in measured and precise ways will suddenly take aggressive actions.

Mesa... clumsy +200 CP

You can't walk for more than a minute without causing an issue due to falling over or knocking something over.

The boy is dangerous +200 CP

For some reason everyone seems to treat you with suspicion and fear as if they expect that one wrong word would cause you to go kill a bunch of younglings one day.

We should not have made this bargain +300 CP

Whenever you are offered an agreement you will become oblivious to how good or bad it is for you.

Greed can be a powerful ally +300 CP

At least for your enemies as you tend to fall for every trick that you think will make you money.

The republic doesn't exist out here +400 CP

It seems that the Republic doesn't exist at all, within your jump there will not be any united collaboration of planets and instead a loose formation of trade agreements and non aggression packs.

There's always a bigger fish +400 CP

Whenever you have to deal with dangerous wildlife a new even more dangerous creature will be added to the environment who will only show up after you have dealt with whatever would have otherwise been the worst you would have faced.

The ability to speak does not make you intelligent +400 CP

You are dumb mowi mowi dum you are not good at thinking big and not good at knowing what days are talking about.

Darth & Droid +500 CP

With this instead of following the plot of the movies your prequel Jumps will now follow the plot and logic of a group of Tabletop players. Now instead of the Phantom Menace you will be in the continuity of The Phantasmal Malevolence.

It be a pity if you'd have to pay for me +600 CP

You are a slave and will be for most of the jump unless someone releases you or you find a way to safely remove the bomb inside of you.

R-Who? +600 CP

There is no R2-D2 within your continuity now you may think why is this so expensive? Well keep in mind that without him none of the main characters would have made it off Naboo alive and even if they had the Naboo fighters would have failed to bring down the trade federations droid command centers.

Darth Jar Jar +1000 CP - [Incompatible with "Darth & Droid!"]

You will forget you have taken this drawback and that it even exists. You also have my condolences. It seems that you have found yourself within George Lucas's original intention, the continuity where Jar Jar Binks is the true master of the sith dark lord above all dark lords. Unlike other drawbacks these points can be saved to be used in any other Prequel Mini-Jump from this Jump Document.

End of Mini-Jump

This Mini-Jump ends on 33 BBY and any relevant Mini-Jump-only drawbacks end. You will need to exist within the universe until 22 BBY before you can start the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select "Next:" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **Episode II – Attack of the Clones.**



You gain a **+500 CP** stipend to be spent specifically on this Mini-Jump with its start date being 22 BBY.

Perks:

The **100 CP** Perk is **Free** for each origin and the others cost 50% of their initial price.

There's still a danger here -100 CP

You are able to Toggle this perk so that while it is active it will give you a passive awareness of if there's anything in the area that is dangerous or a threat to you, but not what it is.

Don't try to grow up too fast -200 CP

You are able to actively control your age and the age of your companions or followers without causing any disorientation or discomfort so that a fully developed adult into a baby and back again without any issues.

Master

Truly wonderful the mind of a child -100 CP

Using this perk you will be able to understand the meaning and intentions behind any information you are given, preventing you from miss understanding what you are being told or its context.

Keepers of the peace not soldiers -200 CP

You are fully aware of the authority and rights that you have in relation to law and law enforcement allowing you to know what your rights and responsibilities are in each situation.

Next time try not to lose it -400 CP

Whenever you or someone you are responsible for loses an object it will appear in your warehouse after 20 minutes or earlier if you are searching for it specifically.

The difference between knowledge and wisdom -600 CP

You gain an in-depth understanding of anything you know allowing you to not only know when a piece of information is true but also why it is true. In order to understand information gained from this perk you will need to contemplate that information specifically.

Apprentice

Jedi business go back to your drinks -100 CP

Whenever you cause a disturbance you are able to cause onlookers to lose interest in your actions by saying that it is official business for one group or another. This will not prevent people from remembering your actions or interfering in what you're doing if your actions are related to them but if someone is not related to your actions they will ignore them.

This is a shortcut... I think -200 CP

You have a subconscious awareness of all maps and directions allowing you to learn how to catch up to people or get to locations in the shortest amount of distance possible.

Grown more beautiful I mean -400 CP

Using this perk you are able to keep the emotional attachment someone has for you active and sustained as though they had seen you on a frequent basis. You are also able to alter the interpretation of this affection the other party has for you in order for it to match the circumstance preventing you from getting friend-zoned or similar emotional dead ends.

I can sense everything going on in that room -600 CP

You can select a single location within your current continuity and gain a full awareness of everything that is occurring within that location including spiritual, magical, and other supernatural changes that are occurring regardless of where the location is in relation to yourself.

Diplomat

Aggressive negotiations -100 CP

Using this perk you will instinctively know when you will be able to have a safe and productive discussion or when the other party intends to do you harm without being willing to listen to you. This perk will also inform you the second that events change in your discussion making peaceful negotiations no longer possible.

Your presence is soothing -200 CP

You are able to toggle this perk in order to passively emit an aura of calm that you can use in order to help others become more comfortable and feel safer.

I want to know who's trying to kill me -400 CP

Whenever someone makes an active decision to kill you or orchestrate your murder you will become aware of who and where they are.

Shoot her or something -600 CP

This plot armor perk makes it so that people keep forgetting to kill when you are not actively interacting with them and they are not specifically targeting you.

Politician

May I suggest -100 CP

You are aware how best to phrase your forceful demands so that they sound as though they were polite suggestions while keeping those you are speaking to aware how much choice they have in the matter.

Your patience has paid off -200 CP

By activating this perk while talking about someone's success you are able to make them subconsciously think you had something to do with their success and feel a sense of appreciation towards you.

Perhaps someone your familiar with -400 CP

Using this Meta perk you are able to import any of your companions or followers as character inserts within the jump gaining their knowledge, history and none fiat backed abilities.

The finest army in the galaxy -600 CP

You are able to passively grant any perks that are free for you to any subordinates who are loyal to you. You may toggle specific perks so that subordinates will not gain them and should a subordinate stop being loyal they will lose all the perks that this grants them.

Items:

Death Sticks - Free

Congratulations you now have a lifetime supply of death sticks, a highly addictive illicit substance readily found in the underworld of Coruscant and other locales across the galaxy.

Phase I Clone Armor -100 CP

This clone trooper armor was the standard issue armor that was used by the clone troopers of the Grand Army of the Republic during the early phase of the Clone Wars.

The armor is blaster resistant while being pressurized to offer protection from extreme temperatures and temporary protection from the vacuum of space.

Inside the Phase I helmet is a life support system, a tracking device for monitoring troop movements, and a display screen, which was built into the helmet's viewplate

Jump Pack -200 CP

This personal aerial transportation device allows you to fly into and through the air with great mobility, it also has a limitless supply of internal fuel that cannot be extracted.

Holo Blueprint -400 CP

At the start of each jump the prototype blueprints for the most complex machine in that jump's continuity will appear in your warehouse with it containing design notes, contemplated features and a step by step explanation for most of the device's components.

Mandalorian Armor -600 CP

This Beskar armor is a custom set of the traditional armor worn by the warrior clans of the planet Mandalore capable of protecting the wearer from blasters and even lightsabers.

Common traits included a helmet with a T-shaped visor, called a macrobinocular viewplate, that concealed their faces.

If taken with **Jump Pack** you may incorporate it into this armor changing its material to Beskar.

Master

Dex's Diner -100 CP

This small eatery can be imported into any jump setting for it to act as a cheap but good eatery that can supply an unlimited supply of mundane cuisine from any jump you have been in, it also acts as a useful location for Info gathering.

Magic Cable Lasso -200 CP

This tube contains up to 1 KM of cable that can be used to latch onto anything the user designates as a target allowing you to lasso the arms of an enemy or the side of a building.

Kaminoan Cloning Facility -400 CP

This Mass cloning facility can be utilized to produce armies of clones with the default template being that of Jango Fett and the Clone Troopers. This facility contains archives which can be used to design and customize various types of genetic templates and can be used both for specific cloning sets and if a wide enough pool of genetic samples is available you can produce a full colony of a species for self sustainable population.

Jedi Archives -600 CP

This is the Jedi Order's repository of knowledge with its data stored electronically and holographically, holding information on every society and planet in the galaxy including full maps. This database initially contains every society's view of the force and the basics of how they use it. Each jump this archive updates adding information and maps relevant to that jump and how they see the dominant power type for that jump setting.

Apprentice

XJ-6 Airspeeder -100 CP

This custom-built airspeeder uses exotic materials and incorporated advanced systems into its design, it was fashioned for quick and comfortable movements. The vehicle includes an inertial compensator normally reserved for spacecrafts, two oversized turbofan engines, an electrogravitic gyro flywheel that allows the craft to make abrupt turns without traction.

Low Altitude Assault Transport -200 CP

The LAAT was used by the clones to land Republic forces during the Battle of Geonosis it is a military gunship repulsor craft used to provide air-to-ground and air-to-air support. This specific model was modified to allow for short range space travel allowing it to use sunlight engines to move at up to 3% lightspeed when not within an atmosphere.

AA-9 Coruscant Freighter -400 CP

This civilian freighter ship is a large passenger transport, capable of carrying up to 30,000 people along with storage or structural and developmental equipment. This ship has a top model hyperdrive, a self restocking food and water as well as an inbuilt perception filter that has anyone who becomes aware of it to believe it's not worth bothering to search or attack.

Power Generator Field -600 CP

This city sized power generator is stored within an extension to your warehouse. It is capable of producing an unlimited supply of power and can either be connected through an external port that is attached to the entrance to your warehouse or by moving it to an area outside of your warehouse.

Diplomat

Councillor Robe -100 CP

This complex and expensive looking robe will immediately cause anyone who sees you in it to instantly believe that you're a politically important person, possibly even having them assume you are royalty.

Casino -200 CP

This fully automated high end casino can be imported into any jump setting and will passively negate any attempts at cheating any money made through this venture is directed into your warehouse.

H-type Nubian Yacht -400 CP

This vessel only requires a single person in order for it to have a functional crew, it comes with a Class 0.9 Nubian 150 hyperdrive core and stores to contain a near limitless supply of astromech droids that are capable of repairing the ship. The ship has built in stealth functions and a powerful shield system that can deflect almost any incoming weapons fire.

Holiday Home -600 CP

With this purchase you gain a beautiful home on every continent and country on every civilized planet within your jumps continuity, with you gaining a new collection of holiday homes at the start of each jump. Each of these homes are protected so that no one can perceive their existence unless you want them to and.

Politician

Kamino Saber Darts -100 CP

Once per jump you may select a target and gain 3 of these darts. Each of these darts will be covered in a poison that will be specifically effective on that target.

Geonosian Gladiator Arena -200 CP

This arena is in the same size and style as the Petranaki Arena though it will dynamically change size and shape to accommodate anyone who is to battle within it. While at the prominent viewing area you will be able to summon simulations of warriors and creatures that you have previously met allowing you to have them either fight one another or anyone you have within the area. These simulations will replicate the fighting capabilities of anyone you have met from any time you met them, any injuries anyone received in the arena will only be simulations causing body parts to lock up or be restrained and it will not cause them any pain or risk the possibility of death.

Slave 1 -400 CP

This modified Firespray-31-class patrol and attack craft was used by the infamous Mandalorian bounty hunter Jango Fett. This ship is a very effective Bounty hunter ship thanks to a very effective and customized sensor system that includes a secret military sensor, which could be used for jamming and masking signals allowing it to hide itself and target ships from the majority of scanning systems. The ship also comes with an arsenal of hidden and overt weapons, with heavy-duty shield generators which add to its high levels of endurance.

Droid Foundry -600 CP

This warehouse extension is a fully automated facility that can produce over ten thousand B1 battle droids per day from scratch thanks to the hundreds of conveyor belts and robot assembly arms. The facility can be programmed to mass produce any compatible blueprints that are input into the main system with the raw metal and alloys needed for these designs to be produced being dynamically created each day. The blueprints available on the system by default include B1-Series battle droids, B2 super battle droids, and droidekas as well as a wide assortment of federations weapons, vehicles and military parts. The Foundry will have enough space to store up to fifty thousand battle droids and will need alternative locations for additional droids to be stored.

Companions:

Companions cannot purchase Companions.

Import -50/200 CP

You can import companions for **-50 CP** each or eight for **-200 CP**. Each companion gains an origin and **+300 CP**.

Returning Import -100 CP

For a one-off payment of **-100 CP** you can import all companions who were imported into this Star Wars Mini-Jump.

Each companion retains their origin and gains **+300 CP** for this Mini-Jump only.

Canon - Free/-100 CP

You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

Scenario Options - The Clone Wars

By taking this scenario you will be participating in the clone wars itself with the war being a combination of “**Star Wars: Clone Wars (2003 TV series)**” and “**Star Wars: The Clone Wars (2008 TV series)**”.

For the duration of this Scenario you will gain a custom Jedi Padawan who you may choose to be Ahsoka Tano or any other canon Padawan of that time period will follow your directions and believe you are their instructor.

You will have two options for this Scenario **Republic** or **Separatist**:

- **Republic** unless you replace one of them both **Anakin Skywalker** and **Obi-wan Kenobi** will be unavailable for the duration of this Scenario.
- **Separatist** unless you replace one of them both **Count Dooku** and **General Grievous** will be unavailable for the duration of this Scenario.

You must make sure that your chosen side is victorious in every battle that they canonically won where either one of the two missing characters were actively involved in.

You must also make sure that your Padawan becomes capable enough to defeat a Jedi Knight in one on one combat.

Reward:

If you complete the objectives you may take the perk **OC Do Not Steal**, Gain your Custom Padawan as a companion for **Free** and gain **+500 CP**. You can either move onto another section within this Jump or optionally go on another Jumpchain adventure while this Jump is paused.

OC Do Not Steal

Using this **Narrative Perk** you can create a Custom Character at the start of a jump and import them into that Jump's continuity. You may customize them using them up to +1000 CP however they cannot have drawbacks. The Custom Characters powers are their “natural” in universe abilities not perks and therefore not fiat backed.

Drawbacks:

You may take as many drawbacks as you wish but the points can only be spent in this Mini-Jump.

After this year of the Jump these drawbacks will be removed but if you continue into the next one whatever was fact will continue to be so.

Wilhelm scream +100 CP

Whenever someone gets hit by blaster fire or falls from a ledge you will always hear the same scream.

Try something more subtle this time +100 CP

You seem to be terrible at stealth as every plan and action you take always seems to cause a large amount of noise and disturbance drawing everyone's attention to you.

Won't be seeing him again +100 CP

For each person you think you have dealt with someone they are guaranteed to have survived at least once and will show up again.

I don't like sand +100 CP

It's rough and coarse and gets everywhere and it will whenever you get near sand it will get everywhere, in every crevice and every nook and cranny of all the equipment you're carrying.

Pull up Anakin +100 CP

Whenever you are in a vehicle and not the one driving it is garroted to crash.

I have a bad feeling about this +200 CP

You have unfortunate luck as at least once per day something inconvenient and unfortunate will happen to you causing difficulty and distress.

You're using her as bait +200 CP

For some reason whenever there's a problem you will be used as an attempt to draw it out with the threat always catching you off guard.

It's all obi-ones fault +200 CP

You gain an unfortunate reputation that makes it so that whenever something goes wrong everyone assumes you are somehow to blame.

Forgetting the niceties of democracy +200 CP

Everyone you meet is incredibly rude to you, acting as though you are some kind of self entitled errand boy and doesn't seem to see any issues with their actions.

I think he's a good man +300 CP

You are a terrible judge of character and assume that everyone you speak to is a wonderful understanding member of society.

They only work on the weak minded +300 CP

Ok you must have hit your head because every mind altering power that you would otherwise be immune to will somehow affect you.

Perhaps the archives are incomplete +300 CP

You forget all knowledge of star wars out of what you experienced in jump.

I don't sleep well anymore +300 CP

You have consistent and personally disturbing nightmares that cause you to have disrupted sleep almost every night. Should you attempt to go without sleeping you will have unpleasant continuous hallucinations.

Wish away my feelings +300 CP

You are emotionally numb for the duration of this jump.

I guess I was wrong +400 CP

You will forget that you have taken this drawback and any time that you claim the danger has passed the largest occurrence of the threat will strike.

Only in your mind +400 CP

You are arrogant and cannot see your own faults. You feel that everything you do should be rewarded and celebrated.

Attachment is Forbidden +600 CP

Your warehouse and all of your out of jump items are locked for the duration of this mini-jump.

Blind we are +600 CP

For the duration of this jump you lose all visual senses and ability to perceive beyond 50 feet away from you.

I'm programmed for etiquette not destruction +600 CP

For the duration of this jump you are a total pacifist incapable of doing any harm to anyone.

End of Mini-Jump

This Mini-Jump ends on 21 BBY and any relevant Mini-Jump-only drawbacks end. You will need to exist within the universe until 19 BBY before you can start the next Mini-Jump in this Document. You can either spend your time in Jump or optionally go on another Jumpchain adventure while this Jump is paused.

If/when you return you must select "Next:" and continue onwards with the next Mini-Jump in the series.

Next:

You continue into **Episode III – Revenge of the Sith**.