Jedi Initiate

There is no emotion, there is peace

Version 1.3 by SpazzWave

Welcome, youngling, to your new future within the halls of the Jedi. From this day forth, you are no longer only the child of your world, nor bound solely by the legacy of your people. You will be a vessel for the will of the Force.

Within these temple walls, Masters and Knights walk these corridors as guides, here to help you uncover who you may yet become. Some younglings will rise to take the trials and become Padawans, eventually forging their destiny as Jedi Knights. Others will discover callings within the Service Corps, dedicating their lives to healing, teaching, exploring, or nurturing the galaxy in quieter ways. Some may even leave the Jedi Temple and discover their path elsewhere. Either way, each one is a light that pushes back the darkness in their own manner. You will be here for ten years,

The Temple doors are open, and the Force calls your name. Take these **1000 Force Points** and may the Force be with you.

Timeline

Knights of the Old Republic / 3960 - 3954 BBY / +200 Force Points

The Jedi, after having fought against the Mandalorians, are facing a war after Darth Malak, once a Jedi along with Darth Revan unleashes a secret armada on the Republic, outnumbering Republic forces and causing great losses. You start before Darth Malak backstabs Darth Revan.

Old Republic / 3684 - 3641 BBY / +200 Force Points

The survivors of the Old Sith Empire that lost the Great Hyperspace War over a thousand years earlier return to the larger galaxy under the leadership of an immortal Sith Emperor and invade the Galactic Republic, sparking the Great Galactic War. If started before the Sacking of Coruscant, take the **Order 66** drawback.

New Sith Wars / 2000 - 1000 BBY / +200 Force Points

An era of a thousand years of conflict between Sith and Jedi, with the Sith having a spectacular rise, the Republic having a decline, and the Jedi growing in militancy.

The Great Peace of the Republic / 1000 - 57 BBY

A period of peace and prosperity. The Sith are in the shadows preparing their master plan and the Jedi are in a golden age. You can start as a peer of Anakin or Obi-Wan Kenobi.

Clone Wars / 29 - 21 BBY / +200 Force Points

The plans of the Sith are finally in motion. The Republic is at war with the Separatists, and the Jedi have recently found a Grand Army of the Clones to help them. Take the **Order 66** drawback.

Imperial Era / 18 BBY - 0 BBY / +200 Force Points

The Sith have won. The Republic and the Separatists were destroyed, and the Galactic Empire has risen from their ashes. Take the **Hunted** drawback.

New Republic Era / 5 ABY / Disney / Legends

Palpatine and his empire have been destroyed by the Rebellion. With this option, you can choose either the New Republic from the Legends Canon or the Disney Canon.

New Jedi Order Era / 25 ABY / +200 Force Points

After several decades of preparation and scouting, the Yuuzhan Vong, an extra-galactic nomadic warlike species, has invaded the galaxy.

Origins

Choose your direction as an Initiate.

Duelist

You were identified early in your Jedi training for your natural aptitude with a lightsaber.You understand the language of battle, and where others debate philosophy, you find enlightenment in motion, the rhythm of combat and the silent connection between warrior and weapon.

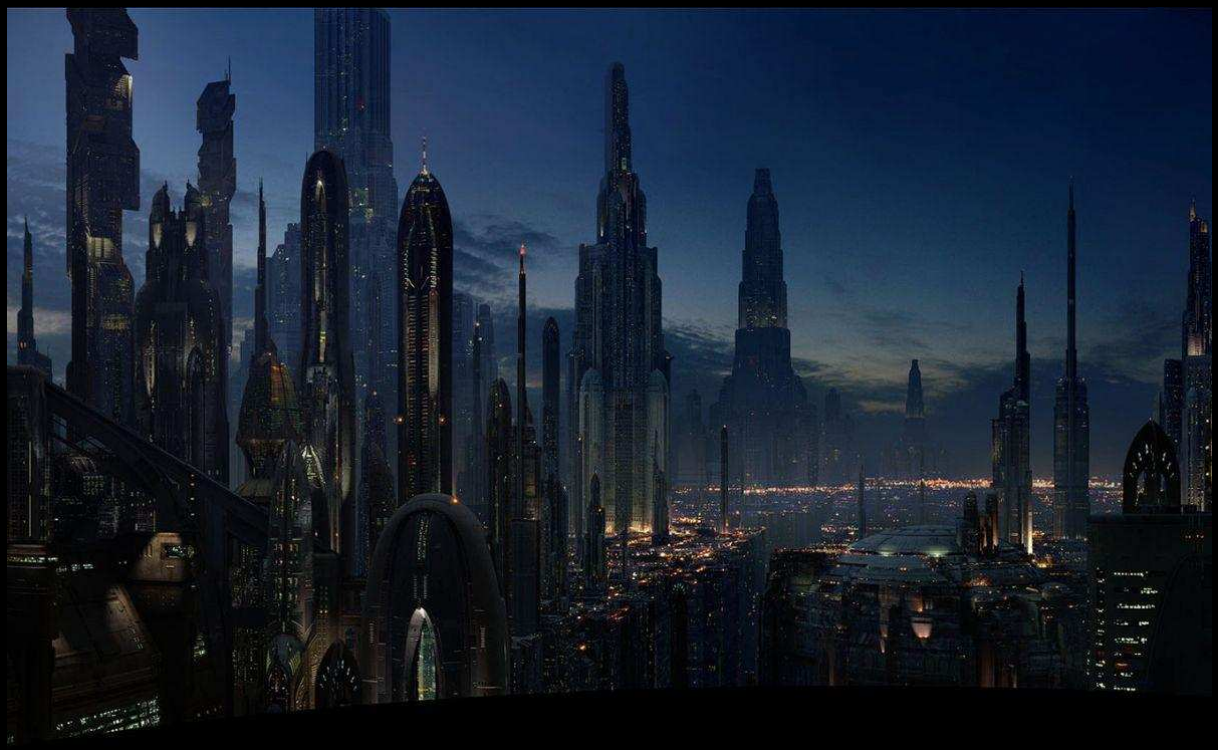
Scholar

You were drawn to the Jedi Archives long before you could wield a lightsaber. Where others rushed into sparring drills, you had an insatiable hunger for discovery, whether be ancient galactic history, alien philosophy or Jedi lore. Your mind is sharp, and your insight is often incredibly accurate, though your Masters often worry about your detachment from reality in favour of knowledge.

Mystic

Where others struggle to find the Force, it has always flowed through you. You always felt its flow surround and speak through you, guiding your steps in life and shaping your destiny. Visions come in dreams, emotions ripple through your awareness, and sometimes your body moves before your mind catches up. The Jedi Masters debate whether you are destined for greatness or danger, for such raw connection can as easily unbalance as enlighten, though you know you are destined for great things.

Upbringing



Core World Foundling

Be it the durasteel towers of Coruscant, the beautiful peaks of Alderaan or the bright courtyards of Chandrila, these were your first sights before the Jedi came for you. On prosperous Core worlds, life is refined and bustling, filled with art, learning, and the comforts of order. Your parents may have been scholars, officials, or merchants, but your Force sensitivity ensured you were taken early, long before you could inherit their legacy. You grew up polished and eloquent, surrounded by culture and civility. Gain the **Cosmopolitan Traveler** perk for free.

Mid Rim Prodigy

On balanced worlds such as Naboo's emerald lakes, Dantooine's grassy plains, or Kashyyyk's towering forests, your childhood was simpler, if less sheltered. You may have run with animals, learned from village elders, or spent evenings under quiet starlight. Life here was steady: connected to nature, yet not untouched by civilization. Your sensitivity to the Force often revealed itself in subtle ways, such as animals calming in your hands, plants bending toward your presence or sensing that a storm was coming. Gain the **Whispers of the Wild** for free.

Outer Rim Orphan

Harsh suns, dust-choked settlements, crumbling starports, and towns ruled by gangs or Hutts. Such was your world. From Tatooine's endless dunes to Ryloth's oppressive mines, you learned early that survival came before dreams of freedom. Perhaps your family was lost to raiders, slavers, or simple misfortune. Perhaps you never knew them at all. When the Jedi came, you had already learned resilience from suffering. They saw fire in your eyes, a hunger to endure what others could not. You carry that strength into the Temple, though shadows of your past still linger. Gain **Situational Awareness** for free.

Temple Born

Some children arrive so young they remember no other world. The Temple is their only home, its floors and chambers as familiar as any cradle. You are one such child, raised from birth among the clans of Younglings, trained under watchful Masters, your playmates as much as your siblings as fellow students. Unmarked by hardship, you begin your journey without baggage from another life. Gain **Grounded Spirit** for free.

Wild Space Child

Your first memories are not of city skylines or green fields, but of vast, strange horizons, such as uncharted forests with trees that glowed, frozen wastes under three suns, or alien tribes who whispered tales of beasts unseen by Core worlds. In Wild Space, every culture is different, every world its own mystery. To you, the unknown is never frightening, only a call to explore. Gain **Pioneer's Curiosity** for free.

Clone Experiment

You were not born naturally, but engineered. One of many children designed in labs, barracks, or hidden projects. Perhaps you were bred as a soldier, a worker, or even a failed experiment, until the Jedi discovered you. Your earliest days were shaped by routine, repetition, and expectation. Though freed from that fate, the discipline never left you. You may struggle with individuality, but you learn with startling speed. Gain **Instinctive Discipline** for free.

Royal Scion

You were born into wealth, ritual, and responsibility. Marble palaces, courtly feasts, and endless ceremonies marked your childhood before the Jedi came for you. Nobles may have mourned your departure, but you carry the poise of royalty even now. You've learned the art of composure and presence, such as how to hold yourself with dignity, how to command respect, how to speak with subtle influence. In the Temple, it sets you apart. Gain the **Courtly Grace** for free.

Force-Touched Outcast

Your homeworld feared you. When objects floated in your hands or lights flickered with your moods, people whispered. Some shunned you, some called you cursed, some even sought to harm you. Perhaps only your family defended you, until the Jedi came. Those years left you quieter, guarded, but deeply aware of your own strength. You know fear and prejudice firsthand, and you will never let it rule you. Gain **Unshaken Self** for free.

Nomadic Tribe Member

Your people wandered across deserts, seas, or the stars themselves. Camps were your home, stories your inheritance, and change was your only constant. You learned resilience through movement and kinship through closeness. To you, the Jedi are not strange. They are just another tribe, bound by tradition and duty, with their own way of journeying. Gain **Enduring Wanderer** for free.

Disciple of Teräs Käsi

Long before the Jedi found you, your people taught you to fight with nothing but your body and will. Perhaps you were born on Bunduki, cradle of the Teräs Käsi discipline, where masters honed body and spirit into living weapons. Or maybe you were trained by refugees who preserved the art after wars shattered their homeland. Either way, you were shaped by rigorous martial drills, meditations on breath and motion, and the knowledge that your flesh could be stronger than steel. The Jedi saw in you not only the Force, but a foundation already steeped in discipline and resilience. You carry into the Temple the poise of a warrior who can fight without a weapon, blending ancient traditions with the Jedi way. Gain **Steel Body, Still Mind** for free.

Spacer's Child

Your crib was a bunk on a starship, your lullabies the hum of hyperdrives and the chatter of docking bays. You learned to walk in shifting gravity, to play hide-and-seek in bulkheads, and to read nav charts before you could write. The Temple feels heavy compared to the drifting freedom of your childhood, but you never forget how alive you felt among the stars. Gain **Cosmic Acclimation** for free.

Political Scion

You were born into influence, privilege, and the machinery of governance. Perhaps your family ran a planetary senate, a bureaucratic council, or even the chambers of a small Republic world. Diplomacy, rhetoric, and subtle strategy were your earliest lessons. The Jedi noticed your potential not just for Force sensitivity, but for leadership and negotiation. You understand how to sway crowds, read intentions, and navigate social hierarchies. Yet the weight of expectation rests heavily on your young shoulders, and failure carries consequences even now. Gain **Intuition of a Diplomat** for free.

Outlaw Child

Born on the fringes of law and order, you grew up amid thieves, smugglers, and rogue factions. Whether in Mos Eisley's back alleys, the cantinas of Ord Mantell, or the criminal underworld of a starport, your life was a constant test of wits, stealth, and survival. The Jedi discovered you not despite your past, but because of it. Your instincts for evasion, improvisation, and cunning are exceptional. You have a keen understanding of risk, opportunity, and trust. Still, the shadows of your old life linger. Gain **Eyes Upon You** for free.

Underworld Street Performer

Your earliest memories are of shadowed alleys, neon-lit cantinas, and crowded marketplaces filled with thieves, smugglers, and rogues. You were born to the stage, whether as an entertainer in bustling urban underworlds, a pickpocket's assistant, or an acrobat performing for spare credits. Acrobatics, sleight of hand, juggling, and performance were your daily survival tools, drawing attention away from danger and keeping you fed. The Jedi saw in you not a street urchin, but a youngling already skilled in improvisation, observation, and physical ability. Gain **Urchin's Performance** for free.

Bounty Hunter's Protégé

You spent your childhood shadowing those who hunted across the galaxy. Whether it was a seasoned human tracker navigating the forests of Kashyyyk, a sharpshooter patrolling the asteroid belts of the Outer Rim, or scouts moving silently through urban alleys, you absorbed their every lesson. Tracking, reconnaissance, and understanding the patterns of movement became second nature to you. When the Jedi came, they did not find a defenseless child, but someone already tempered by danger, who had learned to predict, react and survive. Gain **Predator's Instinct** for free.

Former Slave

You were born into bondage, your earliest memories filled with the clang of chains, the heat of labor, and the watchful eyes of overseers. Perhaps your homeworld was a harsh Outer Rim colony, a slave planet like Ryloth, or a desert world where Hutts ruled with iron fists. From birth, your life was shaped by hardship, survival, and the necessity of obedience. Even in captivity, the Force whispered to you. Small moments, such as a flicker of intuition, a fleeting sense of safety or a hidden act of kindness that kept your spirit alive. When the Jedi discovered you, they saw not a broken child, but one tempered by trial, who could endure pain and fear while maintaining hope. Gain **Unbreakable Will** for free.

Feral World Survivor

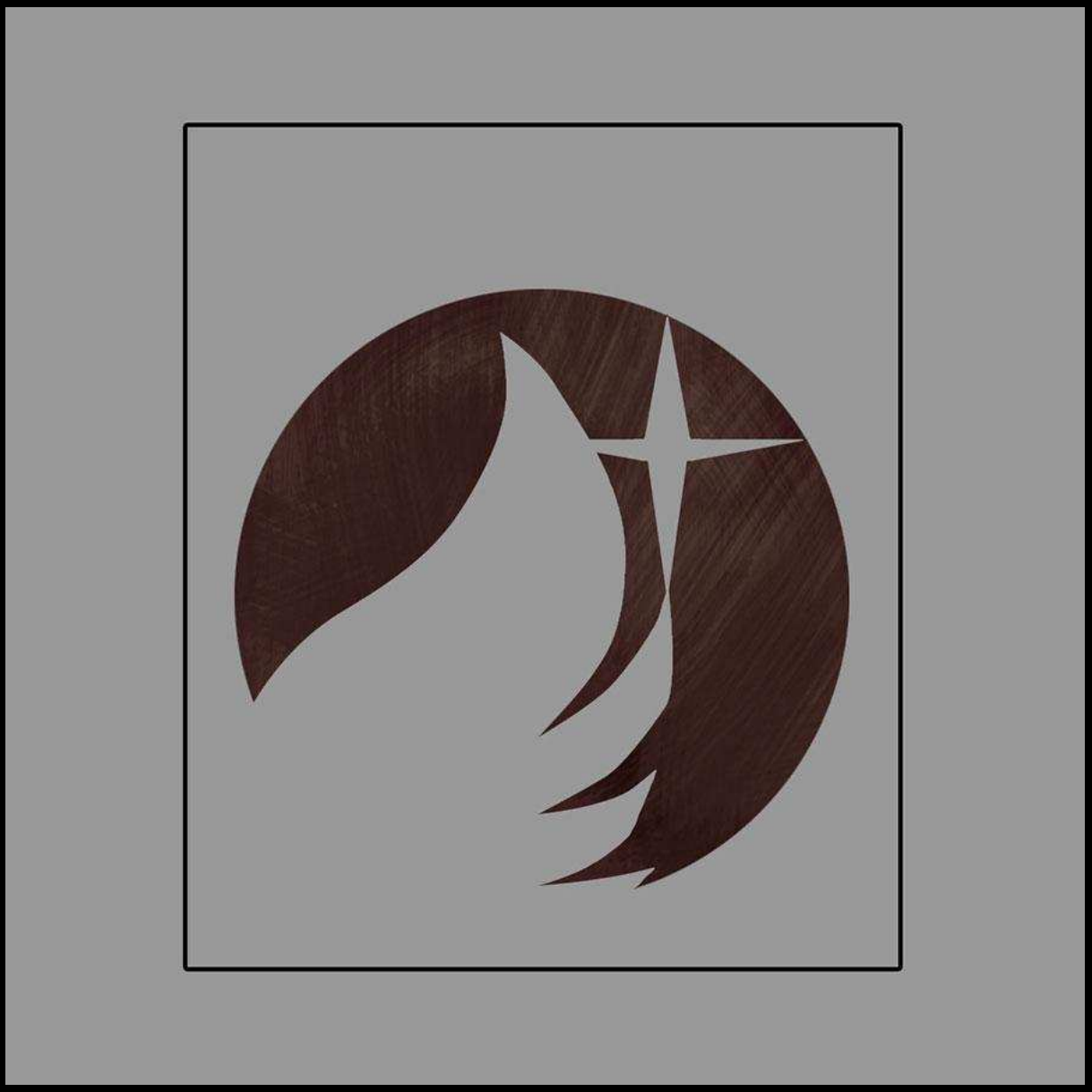
You were born under skies untainted by city lights, on planets untamed by civilization. Perhaps the forests of Felucia stretched endlessly around you, or the frozen plains of Hoth tested every step. Sandstorms swept across deserts, jungles teemed with predators, and ice winds cut like blades. Hunger and danger were constant companions, and you learned to read the rhythms of your environment. The flow of rivers, the signs in the wind, the movement of creatures, all spoke to you. The Jedi saw in you a child molded by raw experience, a youngling who understood the balance of the natural world, the rhythms of danger, and the quiet patience necessary to hunt. Gain **Wilderness Savant** for free.

Races and Age

There are thousands of species all across the Star Wars galaxy, and you can choose to be any of them as long as they don't have powerful abilities for **free. If they offer abilities, pay 200 Force Points** for each of them. Extra size or enhanced strength are considered abilities.

As for Age, you start at ten years old as a human or the equivalent for your race.

Clans



Within the vast halls of the Jedi Temple, not every lesson is taught alone. To guide and shape the youngest initiates, the Order gathers them into clans: small families of younglings who grow, train, and face their earliest trials together. Each clan has its own identity, shaped by tradition, symbolism, and the lessons their instructors emphasize.

A clan is more than a training group, it is your first home within the Temple. Here you will spar, meditate, and study alongside fellow younglings who share your triumphs and mistakes. Bonds formed in these early years often last a lifetime, shaping friendships, rivalries, and even future alliances when Padawans and Knights walk the galaxy.

Bear Clan

You are brave, no enemy is too fearsome to defeat. Whether it be a towering beast, the crushing weight of darkness, or even the doubts within your own heart, you rise to the challenge with unshakable resolve. The Bear Clan teaches its younglings that their courage can inspire others and that their strength is not theirs alone, but a light to guide their companions through the darkness. Gain **Gentle Strength** for free.

Squall Clan

You are swift, your tread keeps you many steps ahead of your foes. No obstacle daunts you, no trap can hold you, and no opponent ever finds you where they expect. The Squall Clan teaches that victory lies not in brute force, but in the grace of knowing where to be before the strike ever falls. Gain **Dancer's Grace** for free.

Dragon Clan

You are tenacious, nothing can make you back away if you do not do it. But more than endurance, the Dragon Clan instills the gift of presence: the ability to stand tall in the face of fear, to rally allies when all seems lost, and to turn raw passion into a source of strength. Dragons do not simply endure trials, they transform them into legends, teaching others to rise with them. Gain **Youthful Endurance** for free.

Bergruufta Clan

You are loyal, your heart will lead you forward when the way is dark. Where others might falter in uncertainty, you draw upon the ties of friendship, trust, and compassion, finding courage in the connections you hold dear. For you, the Force is not simply an energy to be commanded, but the living bond between beings, something like a web of trust and belonging that strengthens all who touch it. Gain **A Initiate Shoulder to Lean On** for free.

Heliost Clan

You hold great insight. Learn well the lessons of the Temple's lore keepers, and no secret will remain locked to you. Where others see walls, you find doors; where others face mysteries, you unravel truths. The Heliost Clan believes that every scrap of knowledge, every forgotten tale, every fragment of wisdom has the power to shape destiny, and that no Jedi can walk their path without learning to listen to the voices of history. Gain **Keen Insight** for free.

Katarn Clan

You are stealthy. You draw the Force around you as a cloak, taking footsteps in silence. Where others move boldly, you pass unnoticed; where others clash loudly, you strike with precision before fading once more into the unseen. The Katarn Clan teaches that stealth is not cowardice, but wisdom, that the ability to vanish, to wait, and to act at the right instant can mean the difference between survival and defeat. Gain **Silent Step** for free.

General Perks

John Williams [Free]
You have a mental soundtrack of all the soundtrack ever produced for Star Wars. It will play in thematic moments, and you can even make other people hear it. This can be toggled on or off.

The Will of the Force [Free]
The galaxy is filled with perils beyond imagining: ancient force-born abominations, Sith lords plotting in shadow or entities so vast they could crush entire armies alone. Yet destiny does not demand such trials of you, not yet. During your time here, you will not meet dangerous enemies by chance. You will not be called by fate to duel dark lords or wrestle with horrors immune to lightsabers. Of course, if your timeline unfolds during a war or if you run directly to danger, this perk cannot save you.

Jedi Code [Free]
From the moment you were first introduced to the Jedi teachings, the words of the Code etched themselves into your mind. “There is no emotion, there is peace. There is no ignorance, there is knowledge. These phrases, repeated countless times in meditation and training, became anchors to your spirit. Reciting the Jedi Code in your mind or aloud will bring you calm and clarity, even in the middle of battle. You will gain a small boost of focus and determination, helping concentrate on difficult tasks, resist mental distractions or maintain composure.

Jedi Initiate [Free]
From your earliest days in the Temple, your life has been shaped by quiet discipline and wonder. Guided by patient instructors, you were introduced to meditation, the Jedi Code and the Force. You have the basic skills of a Jedi initiate, being able to perform simple telekinesis, feeling faint emotions and having basic combat training with a training saber.

Grounded Spirit [100, free for Temple Born]
In a galaxy filled with ambition, vanity, and the lust for recognition, there are few who can move through life untouched by the weight of ego. You are one of them. Your spirit is steady, your heart free from pride, and your mind unclouded by hubris. Pride and hubris do not weigh you down; you do not need accolades, titles, or recognition to affirm your worth. Instead, your humility allows you to see situations clearly, acknowledge the value of others, and act with measured wisdom.

Galactic GED [100]
Not every hero is forged with a lightsaber in hand. Some are shaped by long nights under flickering neon lights, piecing together circuits scavenged from junkyards or decoding half-broken security strings on stolen datapads. In the sprawling galaxy, knowledge is its own survival tool, and you've earned yours the hard way, learning by necessity, barter, and sheer stubbornness. Choose a practical skill in the Star Wars galaxy such as slicer, droid programmer or ship mechanic. You have a lifetime of experience in it, along with the potential to be the best in it. You can buy this multiple times to master multiple skills.

A Initiate Shoulder to Lean On [100, free for Bergruufta Clan]
Even among the chaos of initiates in the Temple, you have always drawn others to you. Playgrounds, training halls, and quiet corridors became places of connection for you, where bonds formed naturally around your warmth and presence. Perhaps it was your kindness, your openness, or the aura you carry through the Force, but friendships seem to bloom wherever you go, rapidly making you friends. You also have an instinct for noticing what others need, such as encouragement, a shared joke or simply someone to listen.

Keen Insight [100, free for Heliost Clan]
Some minds notice what others overlook. Yours is among them. Secrets, hidden patterns, and small cues leap into clarity under your attention. Whether deciphering ancient texts, reading the unspoken intentions of those around you, or spotting irregularities in events, your understanding comes faster and with greater depth than most could achieve. Additionally, your insight reveals to you minor illusions, concealed mechanisms, or hidden traps in your investigations. You will discover if an artifact is booby-trapped, if a wall has a secret mechanism to open, or if something isn't what it appears.

Youthful Endurance [100, free for Dragon Clan]
Even at a young age, your body surpasses the limits that restrain others. You have a great level of endurance that surpasses most of your peers. Sparring sessions stretch longer than others can endure, long runs feel effortless, and even hours of meditation leave you calm and focused rather than drained. This endurance is also of the mind: focus, patience and resilience are a part of it, and mental tasks that would tire younglings leave you composed and engaged instead.

Cosmopolitan Traveler [100, free for Core World Foundling]
The galaxy is a labyrinth of skylanes, tunnels, spaceports, and streets stacked layer upon layer. But where others get lost in its endless sprawl, you do not. You instinctively know the fastest route to your destination, whether that means weaving through a congested bazaar, cutting across rooftops, or slipping into maintenance corridors the locals don't even realize exist. Even if you enter a new environment, such as a derelict spaceship or a foreign temple, you will immediately grasp the flow of its design.

Gentle Strength [100, free for Bear Clan]
For one so young or small, your strength is deceptive. Where other children struggle to lift even light toys, you handle objects, training dummies and other things with ease, moving them as if they were weightless. You simply have more strength than your small frame should have. Your body also seems to understand instinctively how to apply force efficiently, conserving energy and being more deliberate and steady than wild and reckless.

Dancer's Grace [100, free for Squall Clan]
Most children can't help but stumble when they are walking, tripping over their toys or falling when they are running. Not you. Even when you were a child, you were more agile than your peers. You even have fond memories of climbing over rooftops or doing handstands in your room. Good moments. You have agility in spades, moving with the balance of an acrobat despite being a child. You easily twist, turn and leap with elegance, and all these movements feel completely natural to your body. You could even be a performer if you wished.

Urchin's Performance [100, free for Underworld Street Performer]
From the earliest days of your childhood, you were drawn to the art of performance. Crowded markets, bustling cantinas, and shadowed alleys became your stage. Whether juggling, balancing, or executing daring acrobatics, your movements captivated onlookers while your mind never stopped calculating. Sleight of hand was second nature, learned from necessity as you lifted coins, palmed objects, or manipulated small tools without detection. Your dexterity is astonishing, your hands capable of feats that fool, delight, or deceive. Coins vanish into sleeves, objects shift unnoticed, and distractions are timed perfectly to give you many opportunities such as drawing attention away from danger with a twirl or a bow that provide the opening needed to act a plan.

Temple Walker [100]
Across the galaxy, temples and strongholds stand as monuments to belief and power, whether raised by Jedi in quiet reverence, Sith in hungry defiance, or countless other cultures in devotion to their mysteries. And they wait for daring tomb raiders to uncover their secrets and artifacts. Someone like you. You have an intuitive sense of direction inside sacred or ancient structures. You always find the true path inside them, not being fooled by disorienting traps or fake corridors. You feel which chambers hold danger, which ones hold treasures and which ones hold secrets. And if for some reason these temples decide to destroy themselves to kill an intruder, you will know the safest path to run and will always have time to leave before they completely collapse.

Whispers of the Wild [100, free for Mid Rim Prodigy]
The galaxy may teem with cities and temples, but beneath it all lies the heartbeat of living worlds. You have attuned yourself to that rhythm. Animals do not startle in your presence; they trust you as though you were part of the herd or the pack. Predators hesitate before marking you as prey, and creatures of burden accept your guidance without struggle. You can also feel the weather, with the shift of the wind telling you of incoming storms or rain.

Situational Awareness [100, free for Outer Rim Orphan]
Your body and senses are finely attuned to the world around you, reacting instinctively to immediate danger. You perceive the smallest shifts in your environment, such as a loose panel ready to fall, a hidden ambush or the tension in a crowd signaling danger before it erupts. This lets you react faster than ordinary reflexes permit, and you excel at noticing physical threats, environmental hazards and rapid changes in your surroundings.

Pioneer Curiosity [100, free for Wild Space Child]
The galaxy is vast, full of worlds, cultures, and phenomena that would unnerve most travelers. Not you. The alien, the unfamiliar, and the strange do not rattle your composure. You move through new frontiers with confidence, curiosity, and a keen eye for new opportunities. When encountering new peoples, species, or cultures, you instinctively read gestures, tones, and subtle signals, knowing how to adjust your behavior to blend, negotiate, or connect with others. You instinctively ask the right questions and have the right answers.

Cosmic Acclimation [100, free for Spacer's Child]
Space strips away all the comfort, leaving only those strong enough to endure. Where others grow weak from rationing, poisoned by recycled water, or broken by hostile atmospheres, you carry on with strength. Your body effectively draws energy from whatever is available to eat, such as nutrient slurries, processed rations, alien crops, or emergency paste. You also use the bathroom less, waste is minimized, and long journeys no longer threaten you with malnutrition or weakness. This resilience also does not end with food, as if your body leaves your pressurized ship into space, it will resist pressure drops and vacuum exposure ten times more than any other person. You are not immune to death in these conditions, but you are given time to survive.

Eyes Upon You [100, free for Outlaw Child]
There is an instinct some people develop in the shadows of crowded cities, battlefields, or temples. A sixth sense for attention, so to speak. Maybe it came from growing up in a place where being watched meant danger, or from a rare talent that bloomed under pressure. Perhaps it is simply the Force whispering its subtle warnings into your ear. Whatever the origin, you carry within you a special ability: you know when you are being observed. You can sense when something or someone is detecting you and where it is coming from. From people, droids, cameras and even hidden surveillance devices. You also sense the intent behind the gaze, such as casual, suspicious, hostile or focused.

Courtly Grace [100, free for Royal Scion]
When you speak, others listen. Words, tone, and timing flow naturally from you, drawing attention and respect without effort. Etiquette, persuasion, and diplomacy are second nature, and you instinctively know how to address allies, strangers, or adversaries to achieve understanding or influence outcomes. You also read authority as easily as those who wield it or those under it, helping you navigate hierarchical structures with finesse, mediate disputes, assert your position or guide conversations toward mutually beneficial results.

Unshaken Self [100, free for Force-Touched Outcast]
The galaxy is full of voices that would twist your thoughts, such as silver-tongued liars, subtle manipulators, and Force users with powers that reach into the mind. Yet your sense of self stands firm. Flattery, coercion, and deceit find little purchase, for you know who you are and cannot be easily bent away from it. Don't worry, you can still listen, compromise and learn. But when someone seeks to warp your will, cloud your judgment or overwhelm you, your inner foundation holds steady. You recognize manipulation for what it is, and you maintain clarity even under pressure.

Enduring Wanderer [100, free for Nomadic Tribe Member]
The galaxy is vast, and its roads are seldom kind. Long journeys, harsh climates, and relentless change wear down even the hardiest of travelers, but not you. Where others grow weary, frustrated, or broken by the grind of distance and discomfort, you carry on with great endurance. Heat, cold, hunger, and fatigue do not rule you. Your body and mind adapt to shifting environments and unpredictable conditions, letting you remain steady and capable in deserts, tundras, jungles, wastelands, or the empty void of long hyperspace travel. Routines that wear others thin seem natural to you, and hardship becomes simply another part of the journey.

Steel Body, Still Mind [100, free for Disciple of Teräs Käsi]
Some Jedi sit perfectly still to find balance, shutting away the world in silence. You discovered another way. For you, meditation was never a matter of stillness but of rhythm: steps, breath, and movement flowing together until thought and body became seamless. Whether it began with childhood play, endless training drills, or a spontaneous revelation in the Force, you learned that calm and clarity can be carried with you, even in motion. You can enter a meditative state while moving, letting your awareness sharpen with every step, strike, or leap. Where others might lose focus in the chaos of battle or the strain of long journeys, your mind remains anchored, clear, and centered. Training katas, sparring sessions, or even acrobatics become both exercise and meditation, allowing you to refine control of body and spirit simultaneously.

Intuition of a Diplomat [100, free for Political Scion]
Some Jedi listen to the words people speak. You listen to the silence between them. From a young age, you noticed that conversations were rarely about what was said aloud. Eyes flickering with doubt, voices tightening with hidden anger, pauses stretching with unspoken truths. Whether born of intuition, the Force, or the hard lessons of politics, you developed a gift for perceiving the invisible threads woven through dialogue. You can sense concealed motives, veiled intentions and unspoken desires that guide others more than their words do. You sense lies, evasions ring hollow and tension hums in the silence between phrases.

Silent Step [100, free for Katarn Clan]
Be it a market buzzing, the deafening sounds of factories or the hum of ship's engines, the galaxy is full of noise. But you learned early how to let that noise swallow you, how to move like a shadow against the sound. Whether it came from slipping through crowded streets as a child, sneaking into restricted places out of curiosity, or simply the Force guiding your instincts, silence is your closest friend. You can move extremely quietly, slipping through spaces unnoticed and blending your presence with your surroundings. Doors creak less under your hand, floorboards whisper no complaints beneath your feet, and even in crowded halls you weave through unseen and ignored.

Hawk-Bat-Eyed [100]
Some Jedi train for years to heighten their senses through the Force, yet your natural vision already borders on the extraordinary. From childhood, you noticed things others missed: the flicker of movement on a distant rooftop, the faintest shift in someone's stance, or the hidden detail carved into an old datapad. What to others is noise or blur becomes clarity in your eyes. Your sight is sharper than most species, both in the physical and perceptive sense. You can spot fine details that others would overlook, such as tiny inscriptions, faint patterns, or the smallest twitch in body language. Even distant figures and fast-moving objects stand out to your eye, making ambushes, traps and sudden attacks far less likely to catch you unaware.

Predator's Instincts [200, free for Bounty Hunter's Protégé]
Even as a young child, you had an affinity for battle. Be the flash of blaster fire, the motion of a droid, the shifts in an opponent's stance, all of it is information your mind absorbs, processes, and transforms into action. Your mind intuitively calculates risks, opportunities and tactical adjustments during combat. Enemy movements, environmental hazards, and unpredictable developments are parsed in real time, allowing you to respond with precision. You anticipate attacks, identify safe paths, exploit weak points, and adjust strategies dynamically, turning battles into solvable problems. And you are a problem solver.

Wilderness Savant [200, free for Feral World Survivor]
Not all dangers announce themselves with roars or blades. Some wait in the bend of a trail, the shift of the wind, or the silence of a predator in the dark. From the moment you first wandered beyond safe paths, something within you sharpened. You learned not only how to survive the wild, but how to read it. Uneven ground, unstable cliffs, venomous nests or concealed ambushes of predators stand out to your senses, guiding you away from danger. Tracking prey or avoiding predators comes naturally, and foraging becomes second nature, letting you find edible plants, fresh water and hidden shelters anywhere.

Instinctive Discipline [200, free for Clone Experiment]
Repetition is second nature to you. Whether practicing saber drills, perfecting kata, or following meditation sequences, your body and mind absorb patterns with remarkable ease. Movements that take others weeks or months to master flow naturally from your instincts, aligning precisely with rhythm, timing, and form. Everything is internalized and remembered, and this affects any skill that relies on routine, pattern or repeated execution.

Unbreakable Will [200, free for Former Slave]
Memories of oppression, hardship, and adversity have tempered your mind into steel. Where others crumble under fear, intimidation, or the seductive pull of the dark side, you stand resolute. Whispers of corruption reach your ears, but their grip is tenuous at best; they slip and slide against the discipline you have forged. Stronger or more insidious influences may still wear you down in time, but even then you fight them longer, harder, and with greater clarity than most could ever hope to. Deception, manipulation, and psychic intrusion find less purchase in your mind, granting you the breathing space to align your decisions with your own principles rather than another's will.

To Teach a Padawan [200]
Teaching is never a one-way path. Masters expect to mold their students, yet in your presence the exchange always flows both ways. It begins subtly, with your insights spark questions they never asked and your perspective illuminating gaps they didn't know they had. Before long, those who instructed you walk away changed, their own skills honed by the act of guiding you. Whenever someone teaches or trains you, be it in combat drills, the Force, or scholarly lessons, they also learn, improving in return. Your questions, your perspective, and your way of grasping concepts naturally reflect their methods back at them, revealing improvements or things they simply haven't thought about. Your teachers are then humbled, realizing they have grown alongside you.

Disciplined Edge [200]
The Jedi Temple was not only a place of philosophy and meditation, it was also a crucible of discipline. Years of training in awareness, precision, and cooperation have shaped you into someone who transitions seamlessly into military life. You understand working into any military hierarchy, being able to operate both as a soldier or as a leader. You also excel in tactics and coordination, reading a unit's strengths and weaknesses and knowing when to change a strategy to best adapt to unconventional situations.

Survivor's Guile [200]
The streets, alleys, and boardrooms of the criminal underworld are a labyrinth where only the clever survive. You are not only quick-thinking and resourceful, you are cunning to a degree most never achieve. Opportunities appear where others see only danger, and pitfalls are avoided with a mixture of instinct and experience. You slip through hierarchies unnoticed, making deals that benefit you without burning bridges. Ambushes that would leave others bleeding or betrayed are deftly navigated, as if the shadows themselves are an extension of your senses. Deception is not mere trickery for you, it is a tool, a shield, and a path to freedom. In the underworld, power favors those who understand both people and circumstance, and you are one of those people.

Art of the Small [400]
Power is not always found in the vast or the violent. Deeper mastery of the Force can be found in perceiving the smallest points of life and matter, the concentrations of energy that compose all things in the universe. Through patience and meditation you have learned to turn inward, drawing your awareness to the microscopic and beyond. This gives you the ability to shrink your Force presence to a single atom, hiding your presence and giving you the perception of molecular scales. Someone well versed in this ability could heal himself, generate deadly toxins inside his own body to be released at his command and even more potential techniques waiting to be discovered.

Path Beyond The Order [600]
The Jedi claim mastery of the Force. The Sith, its raw power. But the galaxy is far older and stranger than either of their creeds. You have dedicated yourself to studying the many ways others touch the Force, from forgotten sects and lost philosophies to living traditions that live beyond the Republic's reach. Choose a tradition to learn about their techniques. Maybe you discovered the spells of the Nightsisters, the body mastery of the Matukai or the foresight techniques from the Baran Do sages. It will be up to you to master what you discovered.

Forbidden Spark [600]
The Force has many faces, and some paths are forbidden. You have tapped into powers that most Jedi would never dare touch: crackling Force lightning that rends flesh and armor, the domination of weak minds, and the ability to drain the life essence of your enemies. These techniques grant you a terrifying edge in combat and negotiation alike. You gain access to three Dark Side abilities related to your affinities. It can be any technique that you know of, and it will start as a small, weak technique but with great potential to expand into something greater. It can be the ability to drain life, shoot lightning or even choke your enemies.

Shatterpoint [600]
There are moments and structures, both physical and spiritual, that hold the pattern of everything around them. Strike that point, and the pattern collapses. This is Shatterpoint: the gift of seeing the hidden weaknesses that binds reality. This gives you the ability to perceive these fractures, such as seeing the fault in a duelist's stance, the structural weakness of a building or even if an action can completely change the fate of the galaxy. Metaphorical Shatterpoints such as the turning of events are not constant, and it will be up to you to take a choice of what to do with them.

Echo of Destiny [800/400]
Prophecy whispers of the Chosen One, a being destined to bring balance to the Force. Within you lies that same potential. The galaxy may not know your name, and perhaps you will never walk the exact path of prophecy, but your power is the kind of power that could bring balance to the galaxy or plunge it into endless darkness. You possess an echo of the Chosen One's boundless potential in the Force. Your connection to the Force runs deeper than anyone, allowing for growth beyond the normal boundaries of any Jedi or Sith. With time, training, and experience, your abilities can reach heights no one can imagine. For **400 Force Points** you can instead cap your potential at the level of Yoda.

Duelist

Joyful Rivalry [100]
Not all growth comes from solitude or from the wisdom of a master. Sometimes, it comes from standing across from someone who is your equal, someone who challenges you, matches your efforts, and forces you to dig deeper to win. Many grow bitter at loss, for being forced to accept they are limited. Not you. Whenever you train with someone of roughly your own level, you become more energetic, motivated, and focused. You become more happy and determined, and when you lose, these losses do not discourage you. In fact, they make you energetic and inspired to train more.

Form Affinity [100]
From the earliest lessons with a training saber, it became clear that your body and spirit naturally aligned with a particular path. While most younglings struggle to adapt to the rigid drills and endless repetition of form practice, you discovered that one lightsaber discipline came alive in your hands. Whether it was the unyielding defense of Soresu, the acrobatic flourishes of Ataru, or another path entirely, your movements fell into its rhythm with surprising ease. Choose one lightsaber form of your choice. Its movements flow more smoothly, its principles more intuitive, and its rhythm more instinctive to you than the rest of your peers. This can be bought multiple times.

Shifting Mindset [200]
Many Jedi spend years mastering a single lightsaber form, aligning their body and spirit with one philosophy of combat. You approach forms differently. Where others see rigid styles, you see perspectives: each form is a way of thinking, a lens through which the Force flows. Your gift is not in clinging to one discipline, but in shifting your mind to match the needs of the moment. You can adapt your mentality to the principles of different lightsaber forms with remarkable ease. In practice, this means you do not struggle to transition between aggressive offense, fluid defense, or acrobatic agility. Instead, you internalize the philosophy behind each style, letting your mindset shift seamlessly as you fight and granting you smoother execution of multiple forms.

Silent Teacher [200]
To master a lightsaber form is something that takes a lifetime of effort. But for those truly connected to the Force, this can be done in years. Each swing of your saber or shift of your feet is carried with an intuition born from the Force, and when you do it wrong, you feel the Force hum in response, making you recognize your error. You intuitively recognize when a form, movement, or combat technique is inefficient. Whether it's wasted motion in a strike, poor balance in a stance, or tension where there should be fluidity, your body alerts you immediately. This awareness allows you to adjust without constant correction from a master, vastly accelerating your ability to refine saber forms, martial skills, or even Force techniques.

Eyes of the Duelist [400]
The clash of blades is never random. Every stance, every movement, every hesitation reveals something. Others can only see violence, but you see structure. You read opponents the way a scholar reads texts, every twitch of the wrist or shift in footing offering you insight into their intent. You can quickly identify weak points, patterns, and openings in an opponent's fighting style. Even a master's precision leaves traces, such as habits, rhythms, or micro-movements that your instincts catch in moments. This allows you to adjust your own stance, counter with timing, or exploit vulnerabilities before your enemy realizes they've left them open.

Force-Infused Blade [400]
The lightsaber is more than a weapon, it is a channel, its kyber crystal being an extension of the Force itself. And it can be used and manipulated to channel great power. You can infuse your lightsaber with the Force to heighten its qualities. This manifests in subtle ways such as the blade moving faster than what your muscles alone can achieve, your strikes carrying added impact and striking harder than expected, or even improving the precision of each motion.

Resonance of the Blade [600]
Most Jedi see lightsaber forms as a sequence of steps and strikes, memorizing drills until instinct takes over. But they are more. They are also ways to harness the Force with motion, focusing it in a lens that reflects the essence of the Form and improve your abilities. For you, the boundary between body, weapon, and the Force dissolves when you fight, merging you with your lightsaber form, multiplying its effectiveness. A Soresu defense becomes an unshakable barrier, Ataru leaps becomes charged with motion and the elegance of Makashi sharpens into lethal attacks.

Adaptive Duelist [600]
No two battles are ever the same. Most Jedi train their whole lives to master a single style, drilling every stance and strike until they are etched into muscle memory. The moment they're forced out of that comfort, such as being forced to use another form, fighting an opponent who breaks the rules, or facing a weapon they've never studied, their edge dulls. Such limits do not bind you. Your fighting style evolves naturally in response to your opponents. Against blaster fire, your guard shifts seamlessly into a deflection. Cross sabers with a duelist, and within moments you've begun to anticipate their rhythm. Face a disruptor rifle, and your stance reshapes to blunt its advantage. Each new encounter strengthens your skill naturally, sharpening your skill with a saber.

Scholar

Inner Scholar [100]
Most beings struggle to sit still. Their attention drifts when faced with long lessons, their patience wears thin at repetition, and they rush, they skim, and they miss the depth of what's in front of them. Yet for you, the pursuit of knowledge knows no such thing as boredom. You simply love learning. You never grow bored when reading, studying, or receiving instruction. Whether it's an archive of obscure histories, a holocron reciting doctrine, or a master explaining the basics for the hundredth time, you absorb it with patience. More than that, your mind naturally self-reflects after each lesson, reflecting, comparing and integrating what you have learned until it becomes part of you.

Tongue of Many Worlds [100]
From the markets of Nar Shaddaa to the temples of Coruscant, words are currency as much as credits. The galaxy has countless languages, each carrying its own rhythms, idioms, and unspoken rules, and it's a wonder how everyone manages to understand themselves. You, however, navigate new languages with ease. Voices, accents, and dialects that would confuse most people flow naturally to your ears, and you intuitively pick up vocabulary, syntax and cultural nuance. Within a month of learning you can easily master a new language, and once learned, you will remember it forever.

Galactic Philosopher [200]
To learn is to ask. Every question is an invitation to think, and every answer is a doorway to more questions. Some answers are simple, others open paths to mysteries that can't be answered simply. Your mind thrives in such questions, taking them as challenges to be solved. You are naturally adept at theorizing. Given a problem, situation, or unfamiliar concept, your mind instinctively pieces together possibilities, weighing cause and effect, calculating probability and consequence. In fact, you quite excel at identifying underlying principles and designing innovative approaches to problems.

Mind Like a Holocron [200]
Few minds retain the fullness of lessons. Many forgot, some insights are lost and the theory that was taught was shallow. Your mind works differently. Every lesson sticks, never to be forgotten, so you can always remember what was taught to be contemplated later. Your mind retains every lesson you are taught, whether through formal training, observation, or experience. No matter how long ago a skill was taught, or how complex a concept, it will always be there to be accessed indefinitely by your mind.

Echoes of the Past [400]
The galaxy carries scars of ages long gone. Wars waged, temples abandoned, holocrons shattered, and truths buried beneath dust and silence. Such history is completely forgotten, only remembered by old holocrons of dead Jedi and Sith or buried between uncountable personal old libraries. Even then, we are speaking of millennia of history, and who could see and catalog it all? Perhaps someone like you. You have an ability for reconstructing forgotten lore and events from fragments of evidence. A single scrap of text from an old archive, a half-burned text or a faint etching on a stone wall is enough for your mind to piece together what once was. You can deduce the sequence of events, the intentions of those involved, and even the philosophies or knowledge that guided them. Lost teachings, forgotten strategies, and ancient practices are not beyond your reach anymore.

Hidden Shelves [400]
Knowledge is everywhere, but for most, it hides just out of reach. Libraries remain locked behind clearance codes, archives gather dust in forgotten vaults, and teachers rarely share more than the surface of what they know. Even the Jedi Archives, the most advanced repository on the galaxy, is inaccessible to 99.9999% of the people. Your path is different. Whenever you seek to learn, the galaxy seems to open its doors. A lecturer will have “just the right extra reading” to deepen your understanding. A passing mention in conversation leads you to a journal or treatise that unpacks everything you were looking for. Historical analyses and rare manuscripts, even obscure research buried in data clusters or old Jedi holocrons, have a way of presenting themselves when you go searching. Whether through chance, intuition, or the guidance of the Force, knowledge has a way of finding its way to you, or you to it.

Living Archive [600]
A Jedi Master may spend decades parsing the wisdom of a single holocron. A scholar might devote a lifetime to indexing archives, only to lose their work in the next war. Even droids, built for nothing but storage, can become corrupted, fragmented, or lost. Yet, where others falter, you thrive. You can rapidly access and consume any font of information, whether a datapad, book, archive, or holocron. Words, diagrams, and audios settle into your mind in perfect clarity. Every piece of knowledge is retained flawlessly, indexed, and cross-referenced with everything else you know. What others might take months of study to absorb, you can grasp in moments.

Force-Guided Brilliance [600]
The Force does not always speak in visions or grand revelations. Sometimes it whispers, nudging thoughts toward logical choices that you would not see unless shown to you. You have a strong connection with the Force, and it guides your thoughts in return. You are guided by the Force towards logical, effective solutions to your problems. In moments of uncertainty, you intuitively see patterns others miss, such as the hidden connections between events, the most efficient path through a dilemma or the most likely outcome following a decision. Whether analyzing a battlefield, contemplating the next steps of a criminal organization or mediating a dispute, the Force ensures your reasoning aligns more with truth more often than chance would allow. Of course, to some it may look like the Force is stripping away your choice or free will, but it does not force your hand or dictate your actions. It simply clears the clutter and the noise, allowing you to perceive what’s right.

Mystic

Calm in the Current [100]
There are many things for someone to worry about in the galaxy. Political intrigue, slavery, blaster fire. It is a wonder how others can achieve peace in their daily lives. If they were only like you. You can enter contemplative or meditative states with ease. This works even in many states of mind, such as when you are in the middle of a battle or analyzing a complex problem. And these meditations refresh your mind of stress and restore your focus, leaving you in your best state possible.

Emotional Flow [100]
Emotions can be a burden, clouding judgment, slowing reactions, and entangling thoughts. The Jedi know how to deal with this, and they have taught it to you. You know how to process emotions and release them in the force. Fear, anger, grief, and joy all become fuel rather than weight, freeing your mind from distraction and your body from hesitation. You can quickly achieve serenity with this.

Force Overcharge [200]
The Force flows through you, normally steady and controlled, but sometimes sheer power is needed. In the heat of a battle or the midst of a crucial maneuver, you can push your abilities beyond their usual limits. It is a dangerous art, with overextending possibly leaving you drained or exposed, but in your hands, this surge is devastating. You can temporarily overcharge a Force technique, amplifying its effects and increasing the cost respectively. A push can become a shove, or a leap becomes a bound across a rooftop.

Force Efficiency [200]
The Force is a current, a flow of energy that ebbs and surges with every thought, action, and emotion. Many wield it recklessly, burning themselves out, straining their bodies, or leaving openings in their defenses. That's why you train yourself so that doesn't happen. You have trained yourself to intuitively feel how much energy you expend, how quickly it replenishes and how to direct it with precision. This gives you the ability to regulate the energy channeled into any Force technique in real time, amplifying or conserving power as needed. You also intuitively sense how quickly energy is restored, whether through natural recovery or meditation, allowing you to plan how to best use your energy with efficiency.

Serene Presence [400 CP]
The Force does not flow through you alone. And in a galaxy full of turmoil, anger and fear, you can use it to help others achieve the serenity they can't achieve by themselves. You can extend it outward, touching the minds and hearts of those around you. And with it, project a sense of calm that others absorb, softening their strong emotions such as anger, tension, and panic. Even in the heat of battle, during tense negotiations or amidst a swirl of fear and confusion, your calm helps others, steadying their hearts.

Force Bond [400]
The Force is not only a river of energy, it is a thread connecting all things. You have the rare ability to create a bond, linking yourself to another being or even an object. This connection transcends space and distance, allowing communication and awareness that ordinary senses cannot reach. By creating a bond with a person, you establish a connection that enables conversation across great distances and an intuitive awareness of their location, moods, emotions, and intentions. And by creating a bond with an item, you can sense its position, condition, and movement. Once linked, you can teleport it to your location, as long as the object isn't too heavy or too big to your power in the Force.

Purifying Touch [600]
The galaxy is full of toxins, curses, dark energy, and lingering corruption. Dangerous, horrible things that poison the body, mind, or soul. Most must avoid them, shield themselves, or suffer the consequences. Faced with such danger, it is a wonder that you specialized yourself in dealing with that? You have learned to channel the Force to cleanse and protect, rendering harmful substances, environments, or energies safe for yourself. Poisoned food, contaminated water, toxic air, or lingering curses and negative energies can be purified with your will and connection to the Force, ensuring that they no longer pose a threat to you. This purification does not destroy the object or remove the essence of the thing you are purifying, but any danger it once carried is rendered inert for you to use.

Forge of the Force [600]
The Force is vast, deeper than any archive or holocron could contain. Thousands of Jedi and Sith have spent lifetimes cataloging its mysteries, yet you see beyond their words. Where others repeat the lessons of masters, you shape your own. Your mind has an intuitive grasp of how knowledge, training, and raw experience can be woven into something new. Theories take form, and insights crystallize into techniques that no one has seen before. You then gain an intuitive sense for how to apply your existing knowledge and experience to create entirely new Force techniques. Where most would struggle with endless trial and failure, your instincts guide you toward methods that actually work. With only a spark of inspiration, you can begin crafting original applications of the Force, ranging from subtle variations of known powers to completely unique techniques.

Apprenticeship

Chosen by a Mentor

The most honored path for a Youngling: to be chosen as a Padawan by a Jedi Knight or Master. Each mentor is different, and who chooses you can change the course of your life forever. You can choose who your master is going to be as long as they are connected to your choice. This option gives you **+200 Force Points** to spend on the Force Affinity section.

Strict Lightsaber Master
This mentor is unyielding, disciplined, and relentless in the pursuit of perfection. Your days with them are long and grueling, beginning before dawn with meditation and stretching into hours of sparring, forms, and combat drills. Mistakes are not punished with cruelty, but each error is scrutinized and corrected with a firm hand. Gain a **Combat Holocron** for free.

Meditative Force Teacher
Calm, patient, and serene, this mentor emphasizes the mind as much as the body. Your training focuses on introspection, understanding the currents of the Force, and mastering control over thoughts, emotions, and perception. Meditation, mental exercises, and subtle Force techniques dominate your lessons, teaching you that power without discipline is chaos. Gain a **Force Holocron** for free.

Mischievous Instructor
Unconventional, unpredictable, and often playful, this mentor teaches through games, pranks, and unexpected challenges. Lessons are hidden in laughter and misdirection, forcing you to think creatively and adapt quickly. Combat practice may involve elaborate obstacle courses or mock duels with shifting rules, while Force training is disguised as playful challenges. Gain a **Knowledge Holocron** for free.

The Jedi Service Corps

Not all Younglings are chosen as Padawans, but the Order wastes no potential. Many serve with honor in one of the Service Corps branches, becoming the quiet backbone of the Jedi's influence across the galaxy. This is no failure, just another kind of service.

Agricultural Corps
The AgriCorps are the unseen gardeners of the galaxy. Many are sent to frontier worlds where famine, drought, or ecological collapse threaten whole populations. With a mixture of science and the Force, AgriCorps members purify tainted soil, coax seeds to grow in poisoned air, and balance ecosystems thrown into chaos. Gain **Verdant Presence** for free.

- **Verdant Presence [200, free for Agricultural Corps]**
  Life answers your steps. Wherever you walk, the Force flows outward in gentle waves, revitalizing plant life. Plants grow healthier in your presence, blooming as though nourished by sunlight and rain before their time. Small crops thrive overnight when tended by your hand, barren soil softens when you tend to it, and fruits are sweeter when planted by you.

Medical Corps
The Medical Corps serve at the beating heart of Jedi compassion. Many work alongside healers within the Temple itself, but others travel on mercy missions to the farthest reaches of the galaxy. Whether treating plague-stricken colonies or tending to clone soldiers on the battlefield, MedCorps members embody the Code's promise to preserve life. **Gain Gentle Hands** for free.

- **Gentle Hands [200, Free for Medical Corps]**
  The Force does not always reveal itself in storms of lightning or clashes of blades. Sometimes, it speaks in soothing currents, flowing through you as comfort, warmth, and relief. With a touch from you, you can call that current, instantly healing small wounds. Pain dulls, wounds stop bleeding, and the body heals just a little faster than what it would naturally.

Exploration Corps
The Exploration Corps are the seekers and wanderers, dispatched to the uncharted corners of the galaxy. Some are assigned to scientific expeditions, mapping new hyperspace lanes or cataloging alien species. Others descend into forgotten ruins, searching for lost temples, artifacts, and traces of civilizations swallowed by time. Many members of the Corps uncover wonders that change galactic history, though their names rarely appear in the holorecords. Gain **Starbound Compass** for free.

- **Starbound Compass [200, free for Exploration Corps]**
  The galaxy is vast, a web of hyperspace lanes, forgotten ruins, and uncharted wilds. To most, it is a maze where the wrong turn means disaster, or worse. But not for you. Deep within yourself, you carry a constant awareness of direction that orients you no matter where you stand. You could be in a barren moon with no landmarks, a jungle where the canopy blots out the stars, or drifting in the cold silence between systems. You will always know which way is home and which way leads forward.

Educational Corps
The EduCorps remain within the Temple and its satellite academies, nurturing the next generation of Jedi. They act as teachers, archivists, caretakers, and keepers of memory. Some focus on training new Younglings in their first steps, while others serve as lore-keepers, curating the archives and preserving Jedi wisdom. Gain **Voice of Clarity** for free.

- **Voice of Clarity [200, free for Educational Corps]**
  Knowledge is only half the battle, understanding is the other. Many can memorize techniques, theories, or lessons, but few can pass them on without burying them under jargon or losing their audience in the details. You, however, have a gift. Complex ideas unfold naturally in your words, stripped of unnecessary clutter and made clear without losing their depth. Whether teaching a lightsaber form, guiding a student through philosophy, or breaking down the intricacies of a hyperspace drive, your explanations click.

Force Affinity

You have a 400 Force Points stipend here.

Telekinesis [100]
You are naturally skilled at moving, shaping, and manipulating the physical world with the Force. Where other younglings strain to budge a stone, you lift it with ease. Some see this gift as a path toward combat mastery, such as shoving foes, pulling weapons, or hurling obstacles, while others find creative uses such as building, crafting, and assisting others with subtle pushes.

Empathy [100]
You are deeply attuned to the emotions and well-being of others. The laughter of your peers lifts your spirit; their pain cuts you to the core. This sensitivity can be overwhelming, but with guidance, it blossoms into compassion and healing. Many with this affinity find their place in the Medical Corps or as Jedi Healers.

Nature [100]
You feel the Force flowing most clearly through the living world around you. The rustle of leaves, the movement of a small animal, or the shift of soil beneath your feet. Some discover this connection as a tool for guiding and calming creatures, subtly influencing plant growth, or navigating natural terrain, while others explore creative or playful uses, such as encouraging flowers to bloom, shaping vines into patterns, or sensing hidden life in quiet places. This attunement brings both patience and empathy, revealing the interconnectedness of life, and with time and guidance, it can grow into profound harmony with the natural world.

Energy [100]
You are naturally attuned to the currents of energy that flow through the galaxy, sensing them in the air and the hum of machinery. The presence of raw power is tangible to you, sometimes as faint sparks under your fingertips, sometimes as a low resonance that seems to pulse in time with your heartbeat. Many with this affinity are drawn to combat roles, mastering the art of projecting the Force as a tangible weapon.

Physical Augmentation [100]
The Force burns through your body, quickening your reflexes and strengthening your limbs. Leaps come easier, strikes hit harder, and your endurance seems inexhaustible. This affinity often leads to combat-focused roles, though it can also serve healers and explorers who need the resilience of body as much as spirit.

Perception [100]
You experience the Force as a lens that sharpens your awareness of the world. Small shifts in movement, barely perceptible changes in the environment, and the faintest whispers of intention register with clarity that others cannot match. Techniques such as the ability to see with the Force or see beyond distance are possible with this path, and the only limits are the depth of your focus and the patience of your mind.

Precognition [200]
Your dreams carry fragments of events yet to come, and your instincts are incredibly sharp. Sometimes it's no more than a flicker of intuition, such as ducking before a strike lands, or choosing the correct path through danger. Other times, your visions are vivid and troubling, glimpses of possible futures that may or may not unfold.

Psychometry [200]
The Force leaves imprints on everything it touches. Whispers of moments, emotions, and truths hidden in the flow of time. Where others see only an object or a person, you feel the resonance of what has been. A lightsaber might hum with the pride of its maker, a wall might bleed with the fear of the battle once fought there, and a hand clasped in yours may reveal fragments of the joys or sorrows carried deep within. This gift can be overwhelming, burdening you with memories not your own, yet it also grants insight that few others can hope to achieve.

Technopathy [200]
From the moment a droid shivered in your presence or a console responded to your touch without command, you felt the Force flowing through machinery. Energy is not inert as some expect, and is capable of communicating and reacting through the currents of the Force. At first, this constant flow can overwhelm your senses, the chatter of countless devices working at once, but it also grants a unique understanding: comprehension of digital data, droids, and their states.

Mind [200]
Even small thoughts, fleeting emotions, or unspoken intentions reach you before words are spoken. You sense hesitation, doubt, or resolve, and sometimes your presence nudges others, encouraging, dissuading, or calming them. Masters warn that this path is delicate: empathy can blossom into persuasion, and persuasion into manipulation if unchecked.

Concealment [200]
The Force can bend perception as well as matter. Shadows lengthen unnaturally, voices whisper where none exist, and you can hide yourself or objects from sight. In small doses, it starts as playful misdirection, but with mastery allows you to protect, distract, or deceive when necessary.

Sorcery [400]
The Force is not limited to normal uses. Its currents flow through all things, visible and unseen, bending to those who can perceive its patterns. To some, it speaks in motion or strength; to you, it speaks in symbols, gestures, and hidden structures. You perceive connections where others see only separation, sensing the hidden order behind events, objects, and even thoughts. Rituals, symbols, and deliberate gestures resonate with you naturally, and there is no reason to wield the Force with brute strength when it can be shaped with insight and intention.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 Force Points for 1, 200 Force Points for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, such as the Force Affinity stipend, along with 600 Force Points to spend. You can also import any companion you bought here for a Force Points stipend.

Ahsoka Tano [50]
This plucky Togruta girl is filled with energy, bounding into every task with unbridled enthusiasm and a bright, infectious smile. Life in the Temple has not dulled her curiosity, and she tackles training, exploration and missions with a fearless spirit. Why don’t you give her a chance to get to know you better?

Anakin Skywalker [50]
This young, headstrong boy from Tatooine is a Jedi Initiate brimming with raw talent and unrefined potential in the Force. His curiosity and ingenuity are only matched by his stubbornness and impatience. Perhaps you will help him reach the emotional maturity of a true Jedi?

Professor Huyang [50]
An ancient architect droid whose memory banks span over twenty-five millennia of Jedi history, Professor Huyang has guided generations of younglings through the sacred rite of lightsaber construction. His tall, spindly frame and worn metal plating betray his age, yet his photoreceptors still light with the sharpness of a teacher who helped thousands construct the most important tool of the Jedi Order.

Satele Shan [50]
A descendant of the legendary Revan, Satele is the future Grand Master of the Jedi Order, though at this moment she is just a Jedi Knight ready to sacrifice her life for the good of the republic. She is formidable in battle, though she even has struggles of her own, such as not approving the Jedi's restrictions on attachments. Traveling alongside her may let you see a side of her she doesn't show to anyone.

Items

You can freely import items. You have two discounts per price tier, except to the 800 and the 1000 price tiers. Discounted 50 and 100 Items become free. You have a 300 Force Points stipend.

Your Own Lightsaber [Free]
Every Jedi's connection to the force is deeply personal, and the culmination of that bond is the lightsaber. This is your own lightsaber, bonded to you and made after you undergo the Gathering. For **100 Force Points,** this lightsaber can be of any style you want, such as a pike, whip, double-bladed or even a blaster. For a separate purchase of **200 Force Points,** you can choose your own lightsaber crystal, such as a Krayt Dragon Pearl. You can import any crystal to your lightsaber.

Datapad [Free]
Your own personal datapad, designed for storing, organizing, and accessing vast amounts of information. It has a permanent connection to the holonet and can carry an almost unlimited amount of information. It also comes with basic Force lessons, galactic maps and Temple lessons. Also comes with a collection of every game, TV series, movies, and books made for Star Wars, from the canon to the Expanded Universe.

Jedi Robes [Free]
Woven from high-quality fabric, this is a comfortable robe that also represents your identity and authority in the Jedi Order. Anyone who sees you in it recognizes your station, be a youngling, initiate or padawan. Also comes with a Clan Totem that helps restores your calm and focus faster when holding it.

Training Saber [Free]
The first step in a youngling's journey towards mastery of the Force, this is a training saber made for safety and learning. It is a lightweight and balanced weapon, and it can be used to stop small energy discharges, such as the shot from a training remote. Comes with a set of training remotes to help with training.

Puzzle Box [50]
This puzzle box is designed to challenge the mind and refine Force intuition. It dynamically increases its difficulty according to the user's skill, introducing new compartments, shifting symbols and mechanisms that require clever reasoning and precise telekinesis to unlock. Solving it develops your intuition, logic, and problem-solving skills.

Weighted Robes [50]
A set of training robes woven with heavy fibers. Wearing it daily will help build your strength and stamina.

Training Scarfs [50]
A set of strips of cloth used in blindfold duels or training. Anyone who wears it becomes blind and sharpens their reflexes by feeling the Force instead of using sight.

Arsenal of Blasters [50]
This is an arsenal of pistol blasters of any type ever made in the galaxy ever since the creation of the Jedi Order, such as WESTAR-34s and A-180s. You can always find a new blaster pistol laying around, and any gun that you personally use has infinite ammo.

Rebreather Set [50]
A set of rebreathers that perfectly purify any air they extract, helping the user breathe in poisonous atmospheres or resist gas attacks.

Astromech [50]
Your own astromech droid designed for versatility, intelligence, and loyalty. Its head swivels smoothly, sensors scanning constantly, and its panels hide tools for repair, hacking, and exploration. It will default to a version most appropriate to your timeline, such as a T3-series utility droid for the Old Republic or a R2-series astromech droid for the Imperial Era.

Jizz Instruments [50]
This is an assortment of instruments for playing the popular music genre Jizz. Also comes with a datapad filled with videos teaching you how to play.

Stipend of Credits [100]
You gain a stipend of three thousand credits per month, which is enough to finance a small, used ship. For 200 Force Points, this stipend increases to twelve thousand credits per month. For 400 Force Points, this increases to 50 thousand credits per month.

Trooper Armor [100]
This is a set of highly advanced trooper armor made for Republic soldiers who face the harshest conditions of the galaxy. Composed of high grade plates layered over flexible shock-absorbent underlining, it provides exceptional protection against blaster fire, shrapnel and environmental hazards. It is fully sealed and resistant against vacuum, and the helmet has an inbuilt communicator along with the ability to connect to any datapad no matter the era. Its appearance defaults to whatever era you are in.

Arsenal of Rifles [100]
This is an arsenal of rifle blasters of any type ever made in the galaxy, such as DC-15 or E-11. This arsenal also contains sniper rifles and even disruptor rifles, weapons of incredible lethality which are illegal in most systems. You can always find a new blaster rifle laying around, and any gun you personally use has infinite ammo.

Media Archive [100]
This is a datapad with a complete collection of all media ever produced in the galaxy, such as holofilms, holonovels, songs, histories and videogames from every era and corner of the galaxy. From the earliest tales of the Old Republic to holonovels written after the fall of the Galactic Empire.

Ration Packs [100]
A pack of renewing field rations used by the Republic, designed to sustain a soldier in the harshest environments. Comes in a number big enough to fill the stomachs of a squadron, along with many recipes, including the recipe for the field ration itself. It renews itself in a different flavor each time you open it.

Spare Parts [100]
A collection of spare parts and materials for most of the electronics made in the galaxy. Perfect for creating your own devices, upgrading your droids or even creating them.

Jump Pack [100]
Favored by Mandalorians and bounty hunters alike, this back-mounted propulsion unit offers rapid bursts of mobility and flight. It straps securely over most armors and responds almost intuitively to the wearer's movements. It has infinite fuel.

Bacta Tank [100 CP]
A fixture of medbays across the galaxy, the Bacta tank is the gold standard of recovery technology. Suspended in viscous, transparent Bacta fluid and fitted with breathing apparatus, a wounded patient experiences accelerated healing that borders on miraculous. Deep lacerations, burns, shattered bones, even nerve damage and broken ribs can be repaired in a fraction of the time that takes a natural recovery. The tank also automatically places a nearby wounded person inside. For 200 Force Points, this extends to a set of eight Bacta tanks.

Personal Speeder [100]
This is a versatile, high speed Speeder designed for rapid transit across cities, plains, and even rugged terrain. Thanks to its repulsorlifts, it can travel any terrain unimpeded and is exceptionally agile in curves. It is ideal for a Padawan exploring the world outside the Jedi Temple, or even for an experienced Jedi navigating across a planet. It has infinite fuel and is quite lightweight.

Hyperspace Ship Ring [100]
The Hyperspace Ring is a device that automatically fits itself around any spaceship and grants it the ability to traverse hyperspace regardless of its original design. It offers a speed rivaling high-end hyperdrives.

Arsenal of Explosives [200]
This is an arsenal filled with all types of explosives ever found across the eras such as explosive charges, thermal detonators, gas grenades and plasma bombs, along with remote detonators for all of them. You can always find a new explosive laying around.

Muntuur Stones [200]
A set of seven stones used by the Jedi Order to measure telekinetic ability and as meditation tools for their most powerful members. The smallest stone weighs five tons, and merely jostling it is an achievement for a Padawan. Trying to lift them improves your telekinesis.

SABER Droid [200]
This advanced holographic droid is a prototype machine developed for swordsmanship training of Jedi. It starts as a highly competent swordsman in all the seven lightsaber forms of the jedi, but the more you train with it, the more it learns. It adjusts its capabilities to counter your progress, ensuring that as your skills with a lightsaber increase, so too does its own. Sadly, its skill caps at a Jedi Grandmaster level, but still remains one of the most useful tools ever made for combat learning.

Combat Holocron [200]
A Combat Holocron is a crystalline repository of martial knowledge, designed to teach, train, and refine the techniques of Jedi combat. Unlike standard holocrons that focus on lore or diplomacy, a combat holocron channels the teachings of master swordsmen, strategists, and warriors of the Force. It responds to the touch and mind of its user, adapting lessons to their skill level, style, and Force affinity. For **200 Force Points** more, you can choose it to be a holocron of a specific Jedi.

Force Holocron [200]
The Force Holocron is a compact, crystalline repository of the Jedi Order's collective understanding of the Force. Unlike combat holocrons or lore holocrons, this device focuses entirely on attuning the user to the currents, mysteries, and subtleties of the Force. It adapts to the skill and connection of its wielder, offering teachings, meditations, and exercises that expand one's sensitivity and mastery over both light and dark currents. For **200 Force Points** more, you can choose it to be a holocron of a specific Jedi.

Knowledge Holocron [200]
The Knowledge Holocron is a crystalline repository designed to expand a user's practical skills, sharpen intellect, and cultivate mastery of overspecialized disciplines. Unlike combat or Force holocrons, it focuses entirely on teaching techniques, reasoning, and applied knowledge rather than abstract wisdom. It responds to the touch and mind of its user, adapting lessons to their skill level, style, and Force affinity. For **200 Force Points** more, you can choose it to be a holocron of a specific Jedi.

Jedi Starfighter [200]
Your own personal Jedi starfighter, used for transport and combat. It defaults to a Delta-7 Aethersprite-class, though it can be any fighter that was ever used by the Jedi Order. It never runs out of fuel or air.

Tech Archive [200]
A portable databank containing blueprints, schematics, and technical knowledge from across the galaxy. From starship engines to droid programming, weapon designs to planetary infrastructure, this archive is a treasure trove for engineers. For **200 Force Points**, you only have access to basic and simple versions of these technologies. For **600 Force points**, you have access to sophisticated and highly advanced versions. For half the price, you can focus on something specific, such as droid designs.

Investment Portfolio [400]
This is a small portfolio representing ownership, influence, and access to a web of financial and resource holdings across the galaxy. It can include shares in starship manufacturers, mining corporations, banking credits in the InterGalactic Banking Clan, or even speculative investments in emerging Outer Rim colonies. It can be sold for a high amount of credits, used as leverage in negotiations, or simply used to gather interest.

Your Personal Ship [400]
You have a customized starship for all your personal needs. Equipped with a good hyperdrive, basic defenses and quality of life rooms, it can serve both as a tool and as a home in the vastness of space. It will default to a ship most appropriate to your era, from a Dynamic-class freighter to a Corellian YT-1300 light freighter.

Healing Crystals of Fire [400]
One of the greatest treasures ever held by the Jedi Order, the Healing Crystals of Fire are radiant gemstones said to contain the living essence of the Force in pure, luminous form. When attuned, a single crystal allows the wielder to channel the Force into profound acts of restoration, such as purifying toxins, stabilizing near-death injuries or even bringing an individual back from the brink of death.

Scepter of Ragnos [600]
A relic of ancient power, the Scepter of Ragnos once belonged to Marka Ragnos, a Dark Lord of the Sith whose influence shaped the ancient Sith Empire. Crafted to channel the dark side of the Force, the scepter can siphon and release dark side energy as an energy attack. Its most important use is to turn anyone into a force-sensitive, giving them the ability to wield the Force.

Items / Locations

Temple Personal Quarters [Free]
Hidden within the vast corridors of the Jedi Temple lies a room meant just for you. Small, simple, and serene. It has a great view of Coruscant's landscape.

Lightsaber Assembly Room [100]
This is a workshop containing everything needed to design and assemble lightsabers. It comes with schematic archives, precision parts and more importantly, many synthetic crystal chambers to create low-quality synthetic lightsaber crystals that don't attune to a user.

Room of a Thousand Fountains [100]
Deep within the Jedi Temple on Coruscant lies the Room of a Thousand Fountains, a large, serene chamber full of exotic plants from all over the galaxy. It is an indoor garden filled with flowing water, misty air and endless tranquility, being a place for inner peace for all Jedi younglings, knights and masters alike. All external noise fades upon entry, and the ecosystem is self-sustaining.

Crystal Cavern [200]
Hidden in a remote corner of a planet attuned to the Force, this cave is filled with natural Kyber crystal formations of countless colors and sizes. Each crystal is of high quality and personally attuned to whoever extracts them, creating lightsabers of exceptional quality. For **200 Force Points** more, the cavern will grow rare types of crystals, and it will also grow any type of crystal you add to the cave.

Plot of agricultural land [200]
This is a tract of fertile land suitable for farming. It comes with basic irrigation channels, nutrient-rich soil, and a small dwelling for droid caretakers. It can be located on another planet such as the temperate plains of Naboo or even inside a greenhouse on Coruscant. This plot also comes with carefully bred grazers, pollinating insects and some other native creatures to enrich the ecosystem. You can choose what you want to plant here, such as fruit trees or grains.

Jedi Archives [400]
The Jedi Archive is a repository of the Order's accumulated wisdom, history, and Force studies. It has rows upon rows of towering shelves, containing millennia of star maps, diplomatic records, battle strategies, history records, datapads, manuscripts and philosophical treatises. It is the most complete archive in the galaxy, and you have access to everything, including the knowledge only accessible to Jedi Knights and Masters.

Force Nexus [600]
A Force Vergence is a rare and potent focal point of the Force, a place where the currents of energy that bind the galaxy flow with unusual intensity. It concentrates power and amplifies both Light and Dark energies. You can place the Nexus anywhere you want and choose its affinity, with a Light affinity amplifying peace and harmony, while a Dark affinity amplifies dark emotions and conflict.

Holocron Vault [800]
Deep within the Jedi Archives of the Coruscant Temple lies the Holocron Vault, a sanctum of unparalleled wisdom and guarded secrets. Its walls contain countless sealed and prohibited Holocrons, and only select Jedi Masters have the clearance to access them. Who knows what secrets they may hold?

Jedi Temple [1000]
This is the entirety of the Jedi Temple, a building from an organization that spans millennia in galactic history. Its spires reach toward the skies of Coruscant, and the temple represents a beacon of peace and knowledge. Within its walls lie countless chambers: training halls where younglings practice their first lightsaber forms, meditation rooms where the Force is felt in its purest clarity, archives that contain the accumulated wisdom of generations, and hidden sanctums where the most ancient secrets of the Order are preserved. The **Holocron Vault, Jedi Archives** and the **Room of a Thousand Fountains** are part of this purchase.

Drawbacks

Did you hear the tragedy of Darth Plagueis the Wise? [+0]
During your stay here, things will be… a little different. Jedi will be focused on philosophy and pretentious political themes, Jedi Knights will have exams, some Masters will be completely high on crack and other drugs, and some people will be completely unhinged with their so-called personal thesis, to the personal suffering of everyone around them. And I almost forgot, you will probably fear lightning fingies.

Unorthodox Reputation [+100]
Your training differs from the traditional mold of the Jedi Order. Perhaps your master teaches in unusual ways, perhaps you began late, or perhaps your affinity with the Force manifests in ways that others find strange. Whatever the cause, fellow Padawans, and sometimes even Knights, may look down on your “nontraditional” methods. There will be whispers following you in the halls of the Temple, sparring partners may underestimate and ridicule you, and some doors may close because you do not fit the mold of a Jedi.

Backstroke to the West [+100]
During your stay here, everyone will speak in completely incomprehensible sentences. Almost as if they were badly translated from another language…
You will understand their general meaning, at least.

Extended Stay [+200]
The duration of your stay increases by another 10 years. This only gives **Force Points** twice.

If You Find Money on the Road, Take it… [+200]
As a Padawan of the Jedi Order, you have little in the way of personal wealth, starships, or weaponry beyond what the Temple provides. You will have no access to any wealth, bought here or otherwise, and any attempt to acquire material items beyond what’s offered by the Jedi Temple and bought by **Force Points** in the jump will eventually leave your hands.

Rigid Form [+200]
You were so devoted to memorizing lightsaber drills that it comes at a cost: when confronted by unorthodox opponents or unconventional circumstances, you struggle to adapt.

Overly Studious [+200]
You are so absorbed in learning that you sometimes neglect the practical side of being a Jedi. Your training exercises will lag behind, and you may hesitate to act, overanalyze situations or miss critical moments because your mind is elsewhere.

Homesick [+200]
You miss your homeworld deeply. The familiar landscapes and the warmth of your family call to you in quiet moments, and the temple feels distant and cold compared to the life you once knew. You will yourself often be reminded of what you've left behind, and you will struggle to adapt to your new Jedi life.

Prejudiced Heritage [+200]
Your species sets you apart in ways that others notice, and sometimes disdain. Whether it's the color of your skin, your size, your natural abilities, or cultural customs, some Jedi or peers treat you with disdain and bias. You must constantly prove your worth, demonstrating skill, discipline, and dedication beyond what is expected of others just to gain respect.

Political Naiveté [+200]
You are young and inexperienced in galactic politics, and the subtleties of diplomacy, negotiation, and intrigue often elude you. You might have pure intentions, but your lack of worldly understanding makes you vulnerable to manipulation from others. You can fix this with time, but until then, it will be a journey of humility.

Reckless Streak [+200]
You sometimes take risks simply for the thrill of it, even when patience or caution would better serve the moment. Whether it's leaping farther than you should in training, testing the edge of a dangerous duel, or meddling with something you only half understand, you are drawn to the rush of daring acts. This will land you into trouble a lot.

Heart's Burden [+200]
The strength of your heart is also its heaviest chain. Your loyalty to friends, your compassion for strangers, and your empathy through the Force are deep. Sometimes too deep. This makes you carry wounds that are not your own, leaving you emotionally drained and frustrated.

Unwanted Past [+200]
Though the Jedi Temple offers sanctuary, the past is not so easily left behind. You have old enemies or unresolved debts, and the Temple cannot shield you forever from this.

Unrefined Power [+200]
Your connection to the Force is undeniably strong, but your lack of precision makes it as much a curse as a blessing. In training or combat, you may lose control of your Force powers. A simple push may send someone flying across the room, a moment of frustration might shatter objects around you, and even meditation may cause a disturbance in the force. Until you learn control, people will deal with you with caution.

Storm of Emotions [+200]
As an initiate, you still haven't learned to quiet your emotions. Your anger burns hot, your fear lingers longer than it should, and the grief cuts deep. These emotions cloud your connection to the Force, and you may end up struggling in all manners of situations, such as an important negotiation or even a duel for your life.

Isolated Life [+200]
Life as a Padawan is all-consuming. Hours of training, meditation, study, and Temple duties leave little room for ordinary friendships or experiences. And this makes so that no one you meet can comprehend the rigor, discipline, and responsibility your way of life demands. Sometimes you feel isolated and apart from not only the galaxy at large, but even from other younglings.

Muah ha ha ha! [+200]
Through some unfortunate exposure to Dark Side energies, your voice has been cursed. It is harsh, grating and somehow the curse compels you to speak in megalomaniacal sentences from time to time that will confuse, alarm and alienate the hell out of others around you. Few can parse what you are saying without effort.

Overprotective Master [+200]
Your Jedi Master is excessively cautious, constantly intervening in your decisions and limiting your independence. They might pull you out of exciting missions or forbid you from exploring on your own, making it harder for you to gain experience or pursue personal goals you have.

Renegade Angel [+200]
Much like a certain old man, you are an iconoclast. You study and embrace interpretations of the Force that, while not forbidden, run counter to the prevailing orthodoxy of the Jedi Order. Your methods, beliefs, or philosophical questions challenge the norms and this will draw suspicion and sometimes disdain from your peers and superiors. Even your mentors may be affected by this.

Underestimated [+200]
Because of your youth and status as a Padawan, others often dismiss your abilities, overlook your contributions, or assume you are inexperienced. Your allies may hesitate to trust your decisions, while enemies may target you precisely because they expect mistakes from a novice such as yourself.

Fated and Watched [+200]
Because of a prophecy, legend, or your bloodline, you are treated differently from your peers. People treat you in awe or suspicion, and you are never truly free from scrutiny, with your actions being weighed against expectations you did not choose. There will be many people seeking to guide and manipulate you.

Open Heart [+400]
Your emotions run deep, and your heart opens easily to others. You form attachments quickly, trust readily, and are prone to falling in love or forming bonds even with those who have not yet earned your confidence. As a consequence, you are especially vulnerable to a heartbreak or emotional manipulation, and fear of loss, jealously and longing will weigh heavily on your heart.

Ethical Dilemma [+400]
As a Padawan, your moral compass is constantly tested. The Jedi Code is clear, yet the galaxy is rarely so. There are times when doing what is “right” may endanger your life, the lives of others, or the success of a mission. Following the Code to the letter can create obstacles, missed opportunities, or unnecessary suffering, while bending it risks scrutiny from the Jedi, mistrust or even a gradual slide toward temptations and corruption. You may even be expelled, depending on the severity of your bending of the Jedi Code.

Scars Yet to Come [+400]
Eventually, you will leave the safety of the Jedi Temple, and be exposed to the wider world. Your inexperience will leave you vulnerable to the harsh realities of the galaxy, such as war, corporate exploitation, political corruption, or unexpected danger. You will confront suffering, injustice, and tragedy before you are truly ready to process it, leaving emotional and moral scars that will shape your development as a Jedi.

Fractured Force [+400]
The galaxy is no longer the domain of the Jedi and the Sith. All at once, dozens of Force traditions are reemerging across the stars. Nightsisters from distant worlds, Baran Do sages reading the future, Matukai nomads and many other sects are now in greater numbers than they were before. This will completely rewrite the map of power around the galaxy, with new alliances, new changes and new wars.

Relentless Training [+400]
Your life revolves around the Temple’s rigorous schedule, from dawn combat drills to long meditation sessions and exhaustive academic study. Injuries, fatigue and mental exhaustion will be constant companions for you, and you will have no time for leisure, friends, or personal growth outside the Temple. This will test your limits and will create long-term consequences for your well-being.

Still Growing [+400]
As an initiate, your body is still growing and adapting. While your training might build strength and agility, your body is more prone to exhaustion, strain, and injury than other people. Heavy combat, duels, or exposure to extreme environments will quickly overwhelm your stamina and may even leave lingering aches or minor injuries on you.

Force Headache [+400]
Your connection to the Force is strong but still developing. Sudden exposure to crowded areas, strong emotions, chaotic events or powerful artifacts will bombard your senses, leaving you disoriented, nauseated or even temporarily unable to channel the Force effectively. You will take a long time to develop the resistance necessary to deal with these things.

Poor Mentorship [+400]
Your growth as a Jedi is hindered by a Master who is inexperienced, inattentive, or overly harsh. Your lessons are incomplete, guidance is inconsistent, and valuable training opportunities are often missed. You may develop gaps in your knowledge or technique, form bad habits, or misunderstand crucial aspects of the Force. Until you find alternative guidance to overcome your Master's shortcomings, this will stunt your potential.

Unproven [+400]
The Temple's sparring halls and training simulations can only prepare you so much. Beyond its walls, real combat is faster, harsher, and filled with choices that training never accounted for. You've yet to learn the difference between drills and survival, and this has made you overconfident. You will step into situations you can't control and underestimate your opponents until you learn some hard lessons.

A Dark Offer [+400]
The Sith have taken a deep, personal interest in you. No matter the era, to them your potential is undeniable, and they are determined to claim. No matter where you go or hide, they will find you, and when persuasion fails they will target your loved ones to break your resistance.

Execute Order 66 [+600]
During your years as a Jedi Initiate, the galaxy will erupt into war and the Jedi Temple will suffer a devastating invasion. Might be Order 66 or the Sacking of Coruscant. Either way, the halls that you once felt safe will turn into a battlefield, and it will be up to you to survive. You will be inside the temple during the invasion and will have to navigate crumbling halls, avoid enemies, and rely both on your wits and the Force to escape.

Alone Among Ruins [+600]
You awaken to silence. The familiar voices of Masters and fellow younglings are gone. The halls of the Temple lie in ruin, shattered by war, disaster, or some unknown catastrophe. Dust chokes the air, and the Force itself feels heavy with loss. You are utterly alone, left to navigate a world of ruins with no guidance, no support, and no certainty that any help will come. Your access to anything in the Apprenticeship section is blocked. You have no training except what was taught to you when you were a youngling, and you will have to discover how to use your perks.

A pathway to many abilities… [+600]
The Dark Side will be whispering constantly to you, offering you quick power during moments of fear, anger, or loss. Its allure is seductive, promising you results that the Jedi cannot match. Your self-control will be tested constantly, and yielding even a little will risk lasting consequences, with even the possibility of attracting Sith to you.

Hunted [+600]
The galaxy no longer welcomes the Jedi, it hunts them. Whether due to the rise of the Empire, betrayal within the Order, or a dark prophecy that marks you as a threat, your very existence has become a beacon for those who wish to see the Jedi extinct. Inquisitors, bounty hunters, and former Jedi turned enemies will pursue you across the stars

Ending

Your time as a Jedi Initiate is coming to an end. You've learned to listen to the Force, to wield a lightsaber without fear, and to look within as much as without. The Temple has been your home, with its corridors echoing with your laughter and its Masters, your patient teachers. But now, as your journey nears its next phase, it's time to choose your destiny.

Go Back: The Force has taught you all it can in this lifetime. You awaken once more in the world you left behind, carrying the calm of meditation, the strength of focus, and the memory of your time among the stars. The lessons of the Jedi linger within you as a gentle current of balance, guiding your choices even when the Force is silent. Perhaps you are not a Jedi in your old world, but the wisdom you gained will forever shape who you are.

Stay: You choose to stay in this galaxy, where lightsabers and hyperspace are part of daily life. Whether as a Padawan, a member of the Service Corps, or even a Knight in the making, the Order remains your home. The Temple's doors are always open to you. There will always be more to learn, more to protect, and more harmony to bring to this galaxy. Take these **500 Force Points**, and may the Force be with you.

Go Forward: The currents of the Force pull you onward, beyond the Temple, beyond even the stars you once knew. Perhaps you will become a Knight, carrying the torch of the Order into other worlds. Perhaps you will walk paths the Council would not tread, such as uncovering lost lore or even redefining what it means to be one with the Force. Wherever the journey leads, your foundation remains unshaken. The lessons of discipline, compassion, and insight you have gained as an Initiate now shape your destiny as something greater. Your future awaits.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Added an Extended Stay and Hunted drawback, added an ending section, small changes
V 1.2 - Added Satele Shan as a companion, fused Training Saber with Training Remotes, added a 300 Force Points stipend to the items section, fused some free items so they occupy less space, added Fractured Force and A Dark Offer as a drawback, rewrote a lot of things so they flow better and are less vague.
V 1.3 - Added a Shatterpoint and an Art of the Small perk, restructured the race section, edited the Echo of Destiny perk to have a halved version that gives you the potential of Yoda, added the SABER droid item.

For the Old Republic starting date, the execute order 66 drawback might also apply later on when the Revanites attack the new temple in the Assault on Tython in 3637 BBY.
You can simulate special abilities such as Shatterpoint by buying multiple affinities at the same time. A Shatterpoint would be divided by Mind/Precognition/Perception as an example.