



STAR WARS: THE SEQUEL TRILOGY JUMPCHAIN

Welcome Jumper, to the world of Star Wars!... I think? Well, this place is quite different from what you might remember, for one, all of your old heroes happen to be abject failures, the Galaxy has returned to the status quo set in the Original Movies, Darth Vader has a LARPing Grandson, and Palpatine is still alive. Yeah, it's a bit of a doozy. Luckily for you, you get:

+1000 CP(C-3POints)

And arrive two weeks before Poe Dameron goes to find the map to Luke Skywalker.

LOCATION: Roll 1d8, or pay 100CP to choose.

1. **Canto Bight:** A nice Casino planet with great sights, riches, and also slave children who happen to be less important than animals. For all intents and purposes, this is the best place in the Galaxy as the people here fund the war and will never be attacked. You can start anywhere in the city of Canto Bight.
2. **Takadona:** The resident hive of scum and villainy... Except not really, it's actually run by a pretty nice orange alien thing. Hundreds of different groups make their neutral space in Maz(the nice orange alien thing)'s castle. You start here if you couldn't tell.
3. **Jakku:** Bootleg Tattooi- I mean Jakku, is a desert planet whose only major feature is the fact that a giant battle took place here which marked the final defeat of the Empire. Thus there's much scrap to be had, and many scavengers. Apart from that, it's a total shithole. You start off near Unkar Plutt's stall.
4. **Starkiller Base:** A Planet... Seemingly. What this place really happens to be is a giant warmachine with a hollowed out core to make way for a multi-planetary superweapon that drains the Dark Matter(or something equally dumb) from Stars and fires it in a beam that can rip across Hyperspace, be seen across the Galaxy, and use hyperspace to travel across the Galaxy. The entire station was created by the on the run remnants of the Empire. What's that? That's really dumb? Yes, yes it is. You start off somewhere in the woods near one of the stations. If you don't have reason to be there you better get a uniform.
5. **Hosnian Prime:** The current head of the Republic, Hosnian Prime is a system of five planets. I'd tell you exactly where you start, but seeing as the above option wipes this place off the map in a few weeks, you can just make whatever you want up. It's not like you're gonna be surviving long if you stay here anyway.
6. **Mustafar:** Remember Mustafar? The uninhabitable lava world only made tolerable thanks to shield generators? Yeah well now it actually has forests, and tribes. You start off in one of their villages.
7. **Exogol:** A hidden planet behind some space cancer unknown to the rest of the Galaxy. Here Palpatine has an entire fleet built under its icy surface because... he's senile or something, and has an entire cult of Darkside monkeys doing his bidding. You're probably gonna want to leave quickly if only not to catch dark side infused feces to the face.
8. **Free Choice:** Ok, here's what someone probably would want, pick a single planet in the entire Disney Canon of Star Wars to go to. I hear Naboo is good this time of year.

ORIGINS: You can choose your age, though it has to be above 15, and gender

Scavenger: This option comes in two forms: either you can be an actual scavenger in your starting location, probably as an orphan with no family, and some hard memories of living on your own. That, or you can simply wake up standing in your starting location with no extra memories or skills based on your origin.

Footsoldier: You're a footsoldier, either in the Reb-Resistance, or the Emp-First Order. You're not of very high rank, and maybe you might have done something impressive once or twice. Currently, you're either gathering information in your starting area, being a patrol, or doing other footsoldier things, maybe even defecting. It's really up to you why you're in your starting location. Comes with skills related to being a good little soldier such as following orders, shooting blasters, and handling combat without running scared or panicking.

General: Not feeling like being such a nobody? Well you don't have to, you're a big deal in whichever side you pick, whether as someone who chose to help start the Reb-Resistance with Leia, and thus were given an equal rank, or just one of the few Generals or Admirals of the First Order. Once again, why you're in your starting location is up to you if it doesn't make sense immediately. As a consequence of this origin you understand your command structure and methods of organization well, as well as basic strategy and conduct in war.

Bathrobed Evil Wizard: You're an evil space wizard Harry! You happen to be one of the trained Dark Side users that survived the end of the Empire, maybe you were an Inquisitor, or Fallen Jedi biding your time waiting so you could come back for... Some reason. Maybe you want to conquer the Galaxy, or maybe you wish to show everyone you're the best Sith. Either way, you have a penchant for evil looking bathrobes. On the other hand you could choose to be an evil space wizard in training, either as a Force Sensitive that found a holocron, or a fallen member of Luke's Academy. This option may or may not come with a penchant for evil bathrobes as you become more studied in the Force. The Force Sensitivity Perk is mandatory for this origin.

Race: Depending on your race, some origin options may be a bit strange.
Consider them handwaved just this once however.

Human(Free): You're a bog standard human. Not much else to say honestly, you should know what this entails.

Twilek(Free): Humanoid aliens whose heads have tails on them and lack ears. Said tails happen to be extremely sensitive and are part of their brains. They're also enslaved regularly around the Galaxy.

Togruta(Free): Another humanoid race with headtails. Though unlike Twileks, they look more like crowns. They are also incredibly sensitive however, and also part of their brains, so not too different. Unlike Twileks, they're not enslaved as regularly.

Zabrak(Free): The same race as Darth Maul, and the legacies of Dathomir. Zabrak are a horned, tattooed people famous for their hardiness, determination, and... Yeah that's it. They're entirely humanoid outside of these traits.

Disney Blob(+100): A strange leftover of the buyout, you're one of the many, *many* new races in the Galaxy that can best be described as "generic" "Blob Like" "Fat" "Ugly" and much more. Apart from maybe an increase in size, there's pretty much nothing else that makes these races have an advantage over humans. Take 100CP just for being forced to look like this for 10 years.

Wookie(-100): The great shaggy carpets of Kashyyyk. I kid, but only because Wookies are a race of 7 foot tall warrior-hunters native to a world best described as a death world, and with tempers best described as "volatile". While that's more cultural than racial, their strength and size isn't. An average Wookie adult can rip a man limb from limb without any problems, and you're now no different.

PERKS: All 100CP perks are free for their respective origins, the rest are discounted.

Force Sensitive(Free For All): Usually, one would have to pay for this, but in this world, with how wonky things are here, you can take it for free. You're about as strong in the Force as an average Force Sensitive. All the things possible in the movies are possible for you eventually.

SCAVENGER

Survivalist(-100): You're a survivor Jumper, and a damned good one at that. Not only can you survive off a minimal amount of food, and still look healthy, but you'll still be able to function as if you were fully fed. You also know all the best parts, what they're worth, and how to safely remove them and sell them.

Parkour Master(-200): It takes a lot to loot giant spaceships, especially when you're a poor nobody that can't afford expensive equipment. Which is why you had to learn how to do things like climb sheer cliffs of metal to reach salvageable parts, maneuver through giant hills of sand, snow, or discarded scraps, as well as make your way through your environment quickly in a pinch. All this and more is now yours, as your skills with such things makes it incredibly hard for you to be denied the ability to traverse unless there's nothing to hold onto or stand on.

Blandly Likeable(-400): Why do people even like you so much? Seriously, you could go your entire time here never telling anyone about your likes, dislikes, hope, and dreams, and they'll still just... Think you're a good friend. Even people who you've just met, and have every reason to be untrusting scum seem to think that you're an alright person who they should mentor or befriend. If you actually bothered to open up and start acting like a good person, you'd be able to get your "friends" willing to risk their lives for yours, or outright sacrifice themselves.

Jumper Sue(-600): "Are you serious?" "How did he/she even do that?" "That's not how _____ works!". All these and more happen to be stated whenever something involves you. Whether it's overpowering trained Force Users seconds after learning it exists, randomly creating what was once thought impossible, and learning abilities from simply hearing or experiencing tangentially related ones, you're truly something special. When it comes to the mystical, the phrase Mary Sue really isn't a buzzword. If it's supernatural, whether Magic, or the Force you happen to always be one of the very greatest when it comes to talent, and sheer power, and that's just at the start. After just years of training you could reliably face those both extremely talented, and already the subject of centuries of knowledge and practice.

FOOTSOLDIER

REY!(-100): It really sucks being a footsoldier sometimes. For one, no one really cares what you have to say, even if it could be important. That's why you had to learn how to get your foot in the door in such situations. Whether it's getting someone's attention, or getting an enemy general distracted with incredibly obvious ploys, you have a way with words that just lets you keep and hold attention no matter the graveness of the situation. Even if you were to say... be an enemy trooper turned traitor, you would have no trouble talking your way to, and remaining uninterrupted in the face of an organization's leader without pesky questions like "why should we trust you?" or "who are you?"

What's An Indoctrination?(-200): Isn't it strange how the place you work for keeps saying all these things, telling you that your enemy is 100% the spawn of Palpatine, and not allowing dissenting thought to prosper? Well for you maybe, because none of that even seems to stick. As long as it's propaganda, or brainwashing of some sort, you really just kind of ignore it. You won't start thinking that your enemy soldiers are all evil and wish to ruin the Galaxy just because that's the only information you get from them, and you certainly won't stay loyal to your organization just because they've been brainwashing you from childhood if they're doing something you vehemently disagree with. Hell even people using magical forces(heh) to try and influence your thoughts will find you just making jokes back about their scrunched up face. Seriously, what is this indoctrination stuff? Is it something they're supposed to feed you?

Almost Perfect Shot(-400): One can't live in this Galaxy without being a crack shot, and one certainly can't survive a battlefield without being a very good one. You are beyond very good reaching into one of the best. You scored best on every shooting test, almost perfect in all, and the number of times you've missed a shot can be counted on both hands. Most weren't your fault. It's safe to say that as long as nothing is blocking your way, and your target doesn't make some unorthodox movements in the last moments, has precognition, or blocks it with say... A laser sword, you're not gonna miss again.

Ace Pilot(-600): Piloting is another skill that one in the Galaxy can't live without, and like above you're far more than just good. Calling you one of the best pilots in the Galaxy isn't even an exaggeration. Feats such as destroying ten enemy fighters in less than ten seconds, dropping out of lightspeed before hitting a planet, and knocking off the anti-fighter turrets on a capital ship are almost guaranteed to happen under your command. The only reason you didn't regularly destroy Star Destroyers on your own before the Jump is because you kept forgetting that you could aim for the Bridge.

GENERAL

Get to the Point(-100): It makes sense that people don't take you too seriously sometimes because your fellow leaders are... Not the best to say the least. But it's still just a bit too ridiculous that people think they can distract you with simple insults or some minor ploys. You not only easily see through such distractions, but can easily dispel them with a simple demand, or action. Whenever you do, you'll find yourself completely derailing whatever plan they had in mind with this distraction even if it was just a small part.

I'm the Spy!(-200): Sometimes, one needs to release information to lure their enemies into a trap. Or to betray their own side(traitor). Either way, you're incredibly skilled at disseminating information like this, all without getting caught. Even doing blatantly traitorous things like setting prisoners free and faking an injury won't inspire suspicion the way it should. On the flipside you're also amazing at spotting, minimizing and removing spies. Shooting someone you're sure is a spy will never lead to you being held in contempt as long as you both believed it, and had a decent reason to think so. Others will quickly believe you in such situations.

Scramble the Fighters!!(-400): Strange how the people here never adapt to their opponents major strategies, or even use one in the first place. Instead of deploying hundreds of anti-starfighter ships or guns, they're fine using slow clunky Dreadnoughts against their heavily specialized enemies with brute force alone. Not you though, you're not only a tactical genius on the level of only one alien in a non-canon universe, but your enemies both continue to reuse the same strategies regardless of its success, and you easily know how to exploit their weaknesses. Safe to say the only way you're losing a battle is if you're vastly outnumbered/outgunned, or meet someone equally as competent.

All Your Bases are Belong to Empire(-600): Ok, let's stop with the perks for a second. Did the enemy really think they were gonna win? Against you? That's funnier than a Twi'lek Emperor. Even when you find yourself losing, you've really only won. As long as you survive, you'll find that your losses quickly turn around and become useless for the enemy. They destroy your Empire? Well corporations just start funding your remnants in the unknown regions. They ruin your entire planet sized super weapon? Well either you already didn't need it, and had a massive fleet anyway, or they lost their entire fleet, and the scrap from the entire debacle is easily used to rebuild. Even if your opponent completely and decisively wins, and gets you to pull out, they'll quickly find themselves plagued with internal conflict until they either collapse, or an incredibly competent leader drags them out of it. Safe to say that's not likely to happen here.

BATHROBED EVIL WIZARD

Somehow, Jumper has Returned(-100): Did anyone see you die? No? Well then there's an incredibly large chance that you won't die. Even getting thrown down a reactor shaft on an exploding space station would lead to you just bouncing onto a platform right next to an escape ship. Your opponents better go for the head, and double tap. This isn't invincible however, if you can't move fast, or there's no platforms down that reactor shaft or any extra escape ships on the station you're a dead man. This doesn't create, just lines up what's already there.

All the Voices in Your Head(-200): Do Jedi really die projecting themselves? No wonder the Sith are so much cooler, they don't have to worry about such small problems. No matter how far, on how many, or for how long you're attempting to use your abilities, whether telekinesis, astral projection, or telepathy, it won't cost more than the normal action would just for a short amount of time. Meaning you could snap someone's neck through a holo video even if they're a galaxy away, puppet a clone from your pleasure planet, or troll some kid through telepathy while you're not even there. If it wouldn't be too much for you to do once in person, you can do it at any distance, for as long as you feel like it to as many people as you can either see or sense. After all it wouldn't do for you to just... Die while trolling your nephew.

Galactic Planning Master(-400): Do people think that forming an Empire is easy? Well it isn't... For everyone not you. Not only are you a great planning master, capable of pulling the wool over the wisest of the leadership alongside the entire Galaxy, but the complicated parts of being a leader just don't exist for you. Bureaucracy? Why would you need that when you have a fleet of Death Stars? Production facilities? Population Centers for recruitment to build up that fleet? The complicated process of fitting something the size of a planet into a single ship? Again, what do you look like? A *Jedi*? Generally no matter how impossible it should be, common sense, and the complicated processes on things like that tend to be waived when you're the one in charge. Go ahead, build a fleet greater than the rest of the Galaxy on one planet.

Death is a Concept Invented by the Jedi(-600): And what a shit concept it is. Good thing you're not someone lame. You're a master space wizard, and something like death couldn't stop you if it wanted. As long as your spirit isn't destroyed immediately, you can jump bodies, or walk around as a spirit influencing people. It takes a greater will than your target has if they're not a clone, or braindead. You don't even need to be dead to do this either, you can separate yourself from your body at any time, and you can also immediately possess the person who killed you if you provoked them to the Dark Side(or dark side emotions) even temporarily and overpower their will. If you're not in a body by the time a Jump ends, you fail as if you died.

ITEMS: All 100CP items are free to their origins, the rest are discounted. All items retain changes and improvements made to them. All clothing options instantly and magically fix/clean themselves.

SCAVENGER

Climate-Proof Clothes(-100): Some nice clothes in whatever design you want. No matter how much it covers it always protects you from the worst of the weather. Wanna walk through snow? Sure, no frostbite. A desert? Forget all that sand in the mouth, you can just walk around whenever you want in the day without being fully covered up.

Legacy Lightsaber(-200): A lightsaber from a past Jedi or Sith. Whether Mace Windu's old Lightsaber, Vader's own weapon, or Obi-Wan's. How do you have it? That's a story for another time. All that you need to know is that sometimes when you touch it in a non combat situation, or when it wouldn't kill you, you can get Force visions of past events in the Jump you're in. They're fractured, but they'll give you some insight into the important people around, reveal great secrets, or just clear up some confusion. Easily fixable, even when it's completely trashed.

Fastest Ship in the Galaxy(-400): The fastest ship in the Galaxy! Or one of them at least. This ship can be anything from a fighter to a small freighter. Regardless, it's ludicrously fast with a .5 hyperdrive, and some of the most intuitive handling in the Galaxy. Fast enough to cross a Galaxy within half a day, and outrun almost every single ship in the Galaxy apart from fighters, but even then it's almost neck in neck. It's weapons are good enough to instantly destroy fighters, and even damage capital ships if it hits somewhere important. It also has a droid brain in it, so trying to do things like lightspeed skipping, or pulling out inside a planetary shield are liable to succeed even if you're not a very good pilot. If you are, it's a guarantee.

All the Jedi(-600): You... Are all the Jedi! Ok not really, but you have them around you whenever you need them. At first, you can't really talk or interact with them, but in time, you'll find that it becomes easier and easier, until you're able to channel their powers through yourself, and beseech them for their knowledge and teachings. You don't need to worry about them disagreeing, because they'll be happy to help in any situation, even if they really shouldn't. It will however take much longer, possibly centuries if you're not a genius or some kind of... Mary Sue for you to be able to consistently and constantly channel them all in battle. You might have to settle for channeling just a few at a time at first. This is literally all the Jedi after all, the power is so much that at first you'll only be able to hold it for bursts at a time, and be unable to access it for a small period afterwards.

FOOTSOLDIER

Lucky Jacket(-100): A jacket in whatever style you like, when wearing it coincidences seem to just line up for you, though only to a minor degree. Maybe meeting the person you want to after getting lost, or winning credits in successive gambling matches. Not too much though, but enough to be useful.

Blaster Carbine(-200): Probably the perfect blaster carbine for a soldier. This weapon comes in any design you like, though only one that fits Star Wars. It has no recoil, alongside an infinite amount of ammunition, and no need to reload. Alongside all that, with a simple flip, it can instead fire shots that can throw grown men feet away, or blast through metal.

Contacts(-400): A datapad filled with a list of contacts. Their connection to you varies from person to person, but it's listed in the datapad next to their names, What they offer(intelligence, ships, money), and some general details about them. There's also an option to call them all at once and get a great fleet of ships larger than any in the Galaxy in record time. You can only do this once a year however. These ships are a mix of thousands, they could quickly overrun the Galaxy. Once summoned you have control over this fleet until you dismiss them, in which case the year cooldown applies.

Hyperspace Ramming(-600): So you know how Hyperspace Ramming is "one in a million?" Well not with this. This right here is both the schematics and a working version of an easy, ready to plop down Hyperdrive engine that makes it ramming work like it does in The Last Jedi. Simply point a ship in your enemies direction, and as long as they're a big enough target to hit, they're gonna die unless they can survive lightspeed projectiles. It doesn't even matter if a ship already has a hyperdrive, simply placing this down will transform it into a ready to kill projectile. You get a new one every year, and the schematics detail a way to make them surprisingly easily, enough that with an average factory you could make thousands every day at an average material cost for Hyperdrives.

GENERAL

General Outfit(-100): This suit, or uniform is an outfit that not only informs everyone around you of your rank on sight, but makes sure that your enemies respect you as both a threat and an enemy commander. Also makes others inclined to follow your orders more efficiently under your command. It can be anything from a Moff outfit, to Grand Admiral Thrawn's suit.

Torture Chamber(-200): Sometimes, you need to commit some warcrimes. This chamber is perfect for that, it comes stocked with both an interrogation droid, but a number of mind numbing drugs, truth serums, and implements. Those inside it tend to find themselves losing their sense of time making seconds feel like hours, and forgetting exactly why they're holding out. Unless they have an amazing willpower, it's safe to say everyone that comes in here is getting broken sooner or later. It will magically transport itself in the place of any interrogation chambers on the ships you own/serve on at will, or it can be a new room added somewhere to no one's surprise or comment. Either way, you'll always know exactly where it is.

Mega-Flagship(-400): This is a massive sixty kilometer ship. Whether in the form of a Star Destroyer design, a Mon-Calamari ship, or some other design that fits the Star Wars universe, it's only equal is the Supremacy under Snoke. It has a whopping 32 engines, thousands of Heavy Turbolasers, an equal number of anti-starfighter missiles, heavy ion cannons, and a tractor beam. Alongside this is an incredibly large army of Stormtroopers(around five hundred thousand), and the armor to complement them such as the Siege laser, AT-ST's, TIE fighters, and all the support staff needed for them. To add to this, the Flagship is a fully mobile shipyard, drydock, refinery, and armor factory coming docked with 8 Resurgent Class Star Destroyers, and capable of creating another 8 every five years. The armor on board can similarly be built. If you're an Imperial, it's just another ship commissioned and put under your command. If you're from the Resistance, it's a Mon-Calamari gifted to them and similarly put under your command. If you're neither then you can come up with some reason you have it such as finding it somewhere, or it being an ancient legacy.

Starkiller Base(-600): Under your command is a perfect copy of Starkiller Base, weaknesses and all. It has the ability to use hyperspace to travel, but it's incredibly slow in comparison to a fleet or a ship. It doesn't need to move too close to destroy its targets. As long as it's not more than halfway across the Galaxy, it will hit. After draining the dark energy, or quintessence of a Star to power itself, the Starkiller can fire five beams capable of destroying a planet each. Takes a day to recharge, but much less if just for one target. If bought with the Mega-Flagship, you can have it docked on the base, and everything about the staff and future Jump interactions on that ship apply here as well even if you didn't buy it. You can also choose to be on the base as your starting location, somewhere in the same system as your rolled one.

BATHROBED EVIL WIZARD

Nice Golden Bathrobe(-100): Ah, now that's a good choice of fashion isn't it? Despite the name, this ornate golden robe isn't really a bathrobe as much as it is an incredibly comfortable piece of clothing. And I do mean incredibly comfortable. It's enough so that you'll probably loathe taking it off, and good enough that it keeps you calm and mild tempered even when otherwise you'd be foaming at the mouth in rage. Comes with a pair of equally slippers.

Golden Throne(-200): Going for the God Emperor vibe? Well I don't judge. This throne also happens to be incredibly comfortable, and works well for really letting people know who's in charge. With it comes a detachment of honor guards loyal to you and only you. They're pretty much droids due to the fact that they do nothing other than guard and protect you, even going as far as to test your food. The guards, and the throne room appear at will on any bridge, or base that you command, and can be teleported when needed elsewhere. The guards may or may not have the personalities of the Pillar Men.

Clone Vats(-400): This is a set of a dozen or so cloning vats. Already they have your DNA in them, and some small chimp-like slaves that mind them. Whenever you need, they can each form a clone and preserve them well as well as switch between sentient clones, and empty minded bodies. If you needed to, you could expand their numbers by ordering the chimps(who will grow to match the vats), and build enough to help staff entire fleets, or populate planets in a year or so. These clones will be incredibly loyal to you even if you're just throwing them into the meat grinder. These vats can be easily packed up and moved by the chimps that come with them, though it may take a few hours, and you'll need a place to set them up again. In future Jumps you can just plop them down, and make them disappear at will alongside the chimps

Surprise Fleet of Death Star Destroyers(-600): What kind of space wizard lacks a magical army? A bad one, and you're far from bad. Well you're not because you're evil, but you get what I mean. Whenever you need to, just by reaching out through the Force, or thinking about it, you can have just one, or an entire fleet of Star Destroyers with the attached Death Star guns rise from the crust of whatever planet you're on, or hyperspace to your location. Each of them is fully staffed like the other options, can destroy a planet, can be remotely commanded by you because... Space magic, and have hyperdrives. They do have some very notable weaknesses however, the most obvious being that shooting the guns after the shields drop, even with just a fighter, destroys them completely. Their shields also don't work in the atmosphere, so that weakness becomes very prominent in those cases. If the ships get damaged or destroyed they don't return to full power until the next Jump, or ten years. Whichever is sooner.

Companions: Any canon characters you convince come along for free.
The races and genders of the 200CP options can be changed to something else.

Import(-100): For just the low price of 100CP you can import up to 8 companions with 600CP each, an origin, and their discounts. They'll start next to you, and if you had an origin will be part of your backstory as close friends, siblings, workers, or whatever else. You can also create new companions wholesale with their personalities and appearances up to you to take up some of the import slots. They also get the above gifts and options.

Wookie Buddy(-200)(Discount Scavenger): A wookie who happens to be a pretty nice guy, and has been the muscle that gets you out of tough situations in the past. He's a good pilot, and has all of the Scavenger perk tree though to a far lesser extent than you, and 400CP for items without discounts. Eventually, within a few years they'll reach full strength. If you're a drop in, you'll run into him sooner or later and he'll decide to follow you. Fiercely loyal, and liable to rip people limb from limb if angry enough. This is usually in relation to slavery, so be careful about insulting him in such a manner, or practicing it.

Loyal Super Seshul Droid(-200)(Discount Footsoldier): This cute little droid happens to be incredibly good at what it does. Whether an astromech that can fix problems mid-flight that should require a landing, or a protocol droid that speaks every known language in the galaxy. Hell it could even be an incredibly powerful battle droid. Either way, they're generally very loveable, and have a sarcastic streak a mile wide. They'll follow orders, but be very vocal about it. Comes with the ability to understand binary if they're an astromech. Like the above, they're part of your backstory, and if you have none, they'll similarly run into you and choose to follow. They also come with the entire Footsoldier perk tree at a weakened level like above with similar growth, alongside 400CP for items without discounts.

Advisor(-200)(Discount General): An incredibly competent advisor, male or female who's been helping you essentially since your career started. Not only do they have the entire General perk tree under the same terms as before, but they're content to just advise and handle your day to day work like a very good secretary. They're very stoic, and surprisingly unambitious despite their talent, and also come with 400CP for items without discount.

Edgy Apprentice(-200)(Discount Bathrobed Evil Wizard): An incredibly edgy apprentice under your command. They're surprisingly loyal for an evil space wizard, and don't mind incredible acts of violence. In fact they really like it, and thrive off being petty evil at least some of the time. Their edginess is up to you. Whether a red skinned Twi'lek with some daddy issues and a revealing wardrobe, or a very anger prone young man who "totally isn't in a phase" but continues to be conflicted. Like above, they gain the entire Evil Wizard perk tree under the same stipulations, and 400CP for items.

Drawbacks: Take as many as you can afford.

Believable Continuity(+0): Ok, so I know it blows that Legends is gone, but you can instead have a mix of both canons. As long as it isn't completely contradicted by the mainline series, you can mix in the rest of Legends at your discretion. Want all of SWTOR, but no Daala? Sure. Mara Jade? Yeah sure she can come in too.

Past Adventures(+0): If you've been to previous Star Wars Jumps, then this is the option to have them also influence this Jump. Your personal history now carries on, and depending on your actions things could be wildly different, or almost the same. This option also allows you to enter a couple of years after ROTJ instead of two weeks before TFA, and stay for as long as you like, though that has to be chosen here, and can't be changed later.

Reylo fanfiction(+0): No not literally reylo fanfiction, though you could choose that if you really want to. With this option you can choose any non-crossover fanfiction of the Sequel Trilogy to take in the canon movies place. It's most probably better anyway.

It's All About Me (+0): Self-insert mode! Most of these characters are so barely developed as is that there's no way you could do any worse. You may now import as any character that matches the origin you chose. You don't get any of their powers or abilities for free, only what you actually bought in this jump-document. If doing this warps continuity all out of shape then just take the fanfic toggle and everything will be fine.

WHOOO!(+100): Do you find it fun screeching like a monkey? Because you do it a lot. Succeed in a mission? "Whooo!" Make some toast? "Whoo!" Basically anything going your way happens to result in your little celebration song. It's incredibly annoying to others, and if no one's around or you don't care, it will regularly make you cringe afterwards. Get ready to feel like a fool every time you open your mouth after a victory.

20 Portions!(+100): Whatever you were planning on eating, I'll stop you right there, you're gonna be eating Unkar Plutt's instant ration portions. Every type of food you try to eat magically transforms into this no matter what you try, and no one bats an eye. At least it's nutritious?

Parental Angst(+200): There's something about your parents that inspires deep angst. Maybe they didn't love you enough as a boy, or they magically disappeared one day. Needless to say, this manifests as some serious emotional problems whenever the subject is brought up, and/or pining for their return no matter how nonsensical it may be. You may be able to fix that with some therapy, or a new parental figure that's actually good.

Edgy Badboy(+200): Wow, isn't someone here edgy. But not the cool edgy like Darth Tyrannus, more like Darth Schoolshooter edgy. You regularly lash out at your surroundings and break things when you're angry, while saying cringey and creepy shit to people like "I can take

whatever I want". Needless to say, it will be hard to look back on this Jump without cringing hard, and it'll be even harder to be taken seriously while here.

Subversion of Expectations(+400): Did you come into this Jump expecting to see Luke Skywalker be a hero? Well now he's an annoying dumbass that blames others for his problems. Did you want to be a smuggler? Well turns the Hutts all fucked off after Jabba died because apparently he was the lynchpin of the cartel and now there are no clients. Needless to say, pick one of your major goals coming into this Jump, now you'll find that something in this world has changed to make it impossible in the most frustratingly pathetic way possible. As if someone with a minimal ability to actually write threw it in the hat as a surprise.

Competence Drain(+400): I'm sorry were you expecting to lead people? Strategize? Form a Government? Raise a family? That's funny, because calling you "good" at anything that involves the above just doesn't work out well for you. You don't get dumber or anything, for all intents and purposes you're just as smart. Problem is that you happen to be painfully incompetent in practice. Whether its forgetting to launch all your fighters during a battle, completely ignoring your family for the sake of your job, hell even throwing ships that have no right to be on the battlefield at the enemy, then treating their loss as if an actually valuable ship was destroyed, you have it all. You're basically the Leia Organa of Jumpchain.

First Order Removal Policy(+600): You know how to finish a Jump you just have to survive ten years? Not anymore. You my good friend can't leave this Jump until the First Order is completely defeated. What's that? That sounds easy? Well no, it isn't. You have to completely destroy the First Order, and kill all the leadership, or drive them to defect/quit. You must do this to the point where they can't field major forces, have no allies to call on, and are either completely exterminated, or are more irrelevant than the New Republic is to this series. You can't leave until this is accomplished. While Snoke does count for this, Palpatine does not. To add to this the First Order are far more powerful than they were in canon, and their measly allies in the Galaxy are now capable of doing what Lando did in the Force Awakens. If you do nothing all the lucky coincidences that led to their defeat... won't.

Republic Extermination Plan(+600): While no, you don't have to completely wipe out the concept of a Republic from the Galaxy, what you do have to wipe out is the entire Rebellion/New Republic/Resistance. The same applies as above. All the major leaders including Leia have to die, be convinced to betray them, or be driven to despair enough that they completely give up. All the terms as the previous drawback apply, so you're not leaving until you accomplish this. Whatever pathetic excuse for a Republic was here before is no longer. It's now a strong Government almost as powerful as the Old Republic right after the Clone Wars, and the Senate is nearly incorruptible. Their fleets are also spread through the Galaxy rather than being in one place.

END

Go Home

It was all a bit much eh? Well that makes sense, you may return to your home with everything purchased here.

Stay

Ok, just so I can ask, are you alright? Are you thinking straight? Are you really sure? Well since I can't stop you, you can stay here in the wonderful world of Disney Star Wars... You idiot.

Move On

Yeah, this makes a bit more sense, you'll continue on your Jumpchain, leaving this place as just one more bad memory.

NOTES:

- **Fastest Ship in the Galaxy:**

- You can summon it anywhere where there's enough space, and dismiss it similarly.

- **All The Jedi:**

- In future Jumps, you can bring other Ghosts or spirits into this partnership and channel their abilities as long as they're willing to enter the pact in the first place. After that they're under the same constraints as the other Jedi. You could also forcefully bind them, but both your will and power needs to exceed theirs.

- **Mega-Flagship:**

- You can start on this ship in orbit of your starting location. In future Jumps, it can appear in the orbits of whatever planets you wish, and disappear as you wish it alongside the crew. You can call a shuttle from any datapad or equivalent that takes you onboard both in this Jump and others.
- Comes fully staffed with generic NPC's. If the soldiers die, or the ship is damaged it will fix itself, and they will respawn within five years.
- You can command all the Resurgents it comes docked with from the Bridge.