

Sam looked at the doc. Back to Star Wars. 14 years later, but back to the Galaxy. Well no need to keep Palpatine alive to buy time for the Yuuzhan Vong invasion. Choices were hard though. He could be an astromech droid that'd be useful. Really useful. Or double his power with the Force.

Levitating his juice to his hand - he'd grown attached to the taste during his time on Yavin IV - he grabbed the provided d10 and rolled it. Coruscant's senate chambers, that was worrisome. Thankfully he was going to be frozen in Carbonite and sealed for 5 years in some hutt's lair anyway. Family Friendly so he wasn't stuck watching anything too horrible during the time... And Where's My Medal. He didn't need respect. The hard question was... Heirs to the Empire... 40 years to master the Force. 40 years...

Jum.04 Star Wars the Original Trilogy

Drawbacks: Heirs to the Empire, Family Friendly, Where's My Medal, Frozen Work of Art (+500 CP)

Origin/Race: (1200 CP remaining)

- **Soldier [100cp]:** During the initial rise of the Galactic Empire your homeworld, in an effort to maintain some of its autonomy, decide to form its own militia. The small but impressive force became heroes to the local populace and you eventually joined them once you became old enough. For years you helped defend your home from countless threats such as pirates or wild animals, but once the Empire started exerting more control over your home planet they forced the militia to disband leaving you with no other option but to become a mercenary. Your skills have brought you a lot of success as a soldier for hire, but fighting without a cause has left you somewhat depressed. Recently you've heard rumors about a rebellion that intends to start a war with the Galactic Empire, maybe it's finally time you re-enlist with a real army? Your experience as a soldier has taught you how to handle a wide variety of vehicles and given you enough first-aid knowledge to treat minor injuries.
- **Bonus History – Force Sensitive [200cp] (Incompatible with Droid):** In this universe there is a mystical power that binds and penetrates every living being. This power, known as the Force, can be harnessed and wielded by a small percentage of people in the galaxy to give them incredible abilities. Telepathy, telekinesis and precognition are just some of the powers Force users can wield, but despite their unique gifts these people can still be killed. As a Force sensitive there

are many people in the galaxy who will want you either dead or under their control. The Galactic Empire is hunting down Force sensitives to either kill or conscript and there are countless criminals who would pay handsomely for one of these rare individuals. Your background will also influence how people react to your gifts, a spy may find himself being offered a position in the Imperial Inquisition while a soldier could catch the attention of a rogue Jedi helping the fledgling Rebel Alliance.

- **Twi'lek [Free]:** A spirited and diverse people who many only believe to be slaves. While it is true that many twi'lek females are sold into slavery countless members of their species have had successful careers as politicians, military leaders, engineers and even Jedi. Twi'leks have two long head-tails in place of their hair and may possess a wide variety of skin colors such as blue, purple, green, yellow, orange, pink, yellow or red.

Perks: (700 CP Remaining)

- **A Bit Too Close [100cp]:** You're very lucky at avoiding harm during combat. You'll often dodge at just the right moment, see your enemies miss when they get the drop on you and narrowly escape the blast radius of massive explosions. Keep in mind though, this is just luck so it won't work all the time and it will require actual effort on your part to even do anything.
- **Select A Class [400cp]:** Anytime you're about to go into battle you can create six different Troop Classes for yourself that you may switch between during combat. Each Troop Class represent a unique set of weapons, equipment and gear you can outfit yourself with. For example, your sniper class could have a giant particle rifle and a set of light armor while your heavy class grants you a guided missile launcher and a suit of power armor. You may only outfit each class with stuff that you own and you cannot equip more than you could normally carry. Switching between classes is instantaneous but it cannot be done within sight of any enemies.
- **A Command Post Has Fallen! [600cp]:** You possess a supernatural awareness of the battlefield. You'll know the exact number of troops each side has during a battle, who's responsible for each kill, and the precise location of your current objective. You can also immediately identify places of strategic importance and know when those places are under attack.
- **Can You Even Fly This Thing? [Free]:** If you don't already know how to operate and maintain a starship and it's systems you do now. You possess basic knowledge of piloting, navigation, and weapons, as well as ship repair and maintenance. Any companions you import also gain this knowledge.

- **Telepathy:** You can communicate across long distances with your mind. Initially you'll only be able to send short mental messages to nearby individuals but with training you can learn how to send longer messages over greater distances. Some Jedi and Sith have been able to send their thoughts across thousands of light years to people they're familiar with.
- **Telekinesis:** Manipulate objects and living beings with your mind! You can lift small objects at a distance and push people away with blasts of telekinetic force. Your psychic powers will grow with training and at their height you could lift & throw starships or telekinetically fight with several lightsabers at once. You can also use this ability on yourself to jump higher and fall at much slower speeds, you may even be able to levitate a few meters off the ground if you train long enough.
- **Force Empathy:** You can sense the emotions of nearby people and creatures. If you train to improve this ability you'll be able to sense emotions at a greater distance and with better accuracy. Jedi commonly used this power to determine if someone was lying to them.
- **Force Speed:** You can use the Force to slow down your perception of time and move at supernatural speeds. Initially you'll only be able move in short bursts of speed and give yourself a few extra seconds to process attacks but eventually you could move so fast that your movements would be blurred to both people and machines.
- **Farsight:** A Force power that allows you to see events from the future, the past, and the present. Most often this ability will act as a danger sense, warning you of distant and nearby threats against both you and those you care about. On rare occasions you will also receive visions of the past or future that can provide you with important information. However, these visions are almost always clouded, incomplete or obscure so be careful if you decide to take advice from them. During combat this power will help you foresee where an attack will land, allowing you to either block, deflect or avoid it. With enough training you could make yourself virtually untouchable, but overwhelming numbers or a surprise attack can still surpass this ability.
- **Force Stealth:** You can hide your presence in the Force and make yourself less noticeable in crowds. Even on a world with few people or animals other Force users would have a hard time locating someone using this ability and if you were to hide yourself on a planet like Coruscant it'd be impossible for anyone to detect you amongst the countless other inhabitants. If you decide to train this ability you'll eventually learn how to mask your true strength and alert specific individuals to your presence.

- **Force Sight:** Improves your visual and spiritual perception and allows you to see through obstacles. Initially you'll only be able to see in the dark but with enough training this ability can allow you to look through walls and see past illusions. Master's of this ability have used it to completely replace their sight after going blind.
- **Mind Trick:** A Force power that allows you to influence the thoughts of sentient creatures. With just a wave of your hand you can get weak-willed or simple-minded individuals to obey simple commands such as “let me pass,” or “I don't have to pay.” However people with strong wills or the ability to resist mental influence can overcome this power. With training you could use this ability to create illusions or cripple others with fear.

Items: (300 CP remaining)

- **Signature Outfit [Free]:** Just like Luke's black robes or Han's shirt and vest, this outfit will set you apart from every other inhabitant of the galaxy far far away. While these threads may look stylish don't expect them to provide much protection.
- **Slave Outfit [Free]:** Whether this is a relic from a time you'd rather forget or just something you had tailored to fulfill some secret desire you can be sure that no one will ever forget seeing you in this highly revealing getup.
- **Imperial Vehicle Blueprints [200cp]:** A list of ships, mechs and armored vehicles both currently and planned to be produced for the Galactic Empire. There are no blueprints for any imperial superweapons like the Death Star or the Eclipse ship in here, and the most powerful vehicle on the list is the Executor-class Star Dreadnought.
- **Energy Slingshot [50cp] (Free: Soldier):** A small wrist-mounted weapon that fires energized projectiles. So long as this weapon has power It can fire an unlimited amount of bolts but the projectiles are only strong enough to temporarily stun unarmored individuals.
- **Hangar Bay [Free]:** Whether it looks like the dark sterile docks of the Death Star or the crumbling stone structure where Luke first saw the Millennium Falcon this will be the place where you can always safely store your ship. There isn't much to look at here aside from a few cleaning and refueling hoses, and maybe some crates or decorations, but there's plenty of space to walk around your ship and conduct repairs or modifications.
- **Meditation Chamber [50cp] (Free: Force Sensitive):** Your own private space where you can focus your mind and calm your spirit. These rooms are mainly used

by Force sensitives to improve their powers and better their connection to the Force but normal people can use them as well for spiritual exploration, or napping.

- **74-Z Speeder Bike [100cp] (Free: Soldier):** Also known as the Imperial speeder bike, this repulsorlift speeder is commonly used for reconnaissance and rapid transportation in combat zones. It's capable of traveling up to 500 kph and can carry two people. The blaster cannon mounted on the front also makes this a powerful military vehicle. Additional features include a built-in comlink, a comlink jammer and terrain sensor that makes it possible to navigate hazardous environments at high speeds.
- **X-Wing Starfighter [400cp] (Discount: Soldier):** This is probably the most iconic starship in the galaxy. The Rebel Alliance T-65 X-wing starfighter is a high tech multirole vessel armed with four laser cannons and twin proton torpedo launchers. Unlike Imperial TIE fighters this ship features a life support system, making it much safer and more comfortable to fly. There's also a deflector shield generator and a hyperdrive system.

Companions: (200 CP Remaining)

- **Training Remote [Free]:** A cute little droid designed for weapons practice. Depending on the difficulty setting this thing can either levitate in place or deftly avoid your attacks and its stun blaster can go from inflicting light stings to severe burns. These droids are primarily designed for target practice but Jedi and other Force sensitives have used them for lightsaber training.
- **Restored R2 Astromech Droid [100cp]:** These droids were extremely popular back during the Clone Wars, they can hack into computers, serve as a mechanic or navigator on a starship and repair machinery. Aside from that it features a hologram projector, jet boosters, a computer interface and a fusion welder. This unit has had all of its parts replaced so it'll run as if it were brand new. Right now this droid only has a standard personality and intelligence programming but if you let it keep its memories it'll eventually develop a unique, if somewhat rebellious, personality and become more inventive when dealing with challenges.

Ship (800 SCR stipend +200 CP as SCR)

- **Chassis:** Pick one. Except for the Corvette each ship can be crewed by a single person and flown either by yourself or with a co-pilot.
 - **Corvette [200scr]:** Alright, I'm not even gonna try to deny it, this is a legit warship. While 150 meter long behemoth lacks the speed and agility of

fighters and smaller transports, it more than makes for it in it's ability to soak up punishment and put out damage. In case it wasn't obvious these vessels are designed to hold a lot of people. Depending on your systems and weapons you'll need a crew of 5-10 people to properly pilot this ship and you'll be able to carry up to 100 passengers. Examples include the CR90 and Raider-class corvettes.

- **Rooms**

- **Cockpit [Free]:** This is, obviously, the command center of your ship and the place where you'll be flying. It's full of countless buttons, switches and devices but the main attraction is the Navigational Computer, a fancy piece of hardware that allows you to travel through hyperspace so long as you've got the coordinates to your destination. There's an extra seat next to yours in case you ever need a co-pilot and two more more seats behind you so people can come and annoy you while you try to pilot the ship. If you have a corvette this is extended into a full bridge.
- **Engine Room [Free]:** Like the name implies, this is the part of the ship where you'll be able to examine the thrusters and hyperdrive. You should probably keep a droid in here to maintain everything and perform emergency repairs.
- **Common Room [Free]:** A large area where you and your entire crew can meet or hang-out in comfort. Comes with a large couch and holotable that can be used to play games, watch videos, browse the HoloNet or communicate with people across the galaxy.
- **Captain's Quarters [Free]:** Your very own small, comfortable and completely private room aboard the ship. Includes a bed, bathroom, desk, closet, and hologram projector. Soundproofing is optional.
- **Passenger Bunks [Free/~~100scr~~/+50scr/+100scr]:** Since space is such a valuable resource your passengers and crew will have to sleep on bunk beds and share a bathroom. However, if you want to make your vessel a bit more private and comfortable you can spend 100scr to upgrade the bunks into separate rooms, each with two beds and its own bathroom. For those who aren't interested in ferrying people around you can instead lower the passenger capacity of your ship by half and gain +50scr or reduce it all the way down to one and gain +100scr. Note: The points you gain from these options MUST be spent on your ship.
- **Cargo Bay [Free/~~100scr~~]:** Your ship has a single large area dedicated to storing various items and valuables. The total amount of cargo space you

have is equal to about 1/4 of the ship but you can purchase two more Cargo holds for 100scr each.

- **Hangar Bay Module [100scr]:** If you're willing to extend the size of your ship by a few dozen meters, and maybe sacrifice some maneuverability as well, this large hull extension will seamlessly blend into your hull and allow you to carry up to two X-wing sized starfighters. (Or up to eight if you have a corvette.) Vessels contained in this module can be loaded or launched both in and out of atmosphere and a series of safety locks and other mechanisms will ensure your starfighters aren't thrown about during combat or regular flight. Aside from holding fighters this module can also be used to carry vehicles and any other cargo you may have room for.
- **Galley [100scr]:** It may be small but with a stove, fridge, sink, bar, and enough dining tables for your whole crew this kitchen should be more than sufficient for preparing and serving meals.
- **Hyperdrive:** The classification rating acts like a multiplier for travel time, so with a class 1.0 hyperdrive you would reach your destination in the standard estimated time but with a 0.5 hyperdrive you'd reach your destination twice as fast.
 - **Class 0.5 [200scr]:** The fastest type of hyperdrive available with this you could travel halfway across the galaxy in just a few hours.
- **Systems**
 - **Life Support [Free]:** The thing that allows your vessel to support life. In simple terms it's what recycles the air and allows you to breathe while out in space.
 - **Communications Array [Free]:** A built in transmitter that will allow you to send and receive messages from across the galaxy at faster-than-light speeds. You can communicate with people in both normal and hyperspace and your messages won't suffer from any delay during transmission.
 - **Docking Ring [Free]:** An airlock that will allow you to dock with most space stations and ships that lack a conventional docking bay or hangar. You can also use the airlock to exit your vessel while out in space. Comes with two free spacesuits.
 - **Sensor Array [Free]:** A complex electronic device that allows you to detect ships, radiation levels, gravity, living beings and heat. It has a maximum range of several thousand kilometers but natural hazards, such as solar flares, hydrogen clouds, asteroid fields and gravity wells, can interfere with their operation. Jammers, cloaking devices and other electronic

countermeasures can also trick your sensors and allow enemy vessels to remain undetected.

- **Military Grade Sensor Array [50scr]:** An upgraded version of the civilian sensor array. In addition to all the previously mentioned features this thing has an improved range of five hundred thousand kilometers. This can also add a giant radar dish to ship but it's not required.
- **Escape Pods [Free/50scr]:** If you ever get into a situation where you realize you're competently screwed you can retreat from your vessel in one of several escape craft. These pods are large enough for two people and contain enough supplies to last for a few days. Each one is equipped with a distress beacon that can alert distant ships to their presence. You will receive enough pods to evacuate all your passengers and each pod will blend perfectly into the hull of your ship. For 50cp you can upgrade your escape pods into lifeboats which hold six people each and come equipped with emergency hyperdrives.
- **Droid Crew Members [100scr]:** Simple autonomous workers designed to carry out various tasks aboard large starships such as navigation, repairs, turret operation, etc. They're not quite as good as living crew members but they can get the job done. Light, medium, and heavy ships get 5 droids per purchase while corvettes get 50 per purchase.
- **Tractor Beam [100scr]:** A utility device that will allow you to pull-in debris, escape pods and other treasures from the vacuum of space. The stuff you tractor-in will automatically be deposited in your cargo hold. This thing could probably even be used to capture a starfighter, but trying to hit one being piloted will be a difficult feat to accomplish and even if you do it the ship still may still be able to escape if it's fast enough.
- **Weapons**
 - **Dual Laser Cannons [Free/50scr]:** Twin forward weapons that fire powerful blasts of energy. These lasers can destroy an unshielded starfighter in a single hit and blow holes in the hulls of freighters but anything larger or more heavily armored will simply shrug off your attacks. Small shielded targets will be able to resist more damage but even they can be destroyed with enough hits. You can purchase an additional set of laser cannons for 50scr.
 - **Laser Cannon Turret [100scr]:** If really want to defend a ship this size you're going to need a weapon that can cover more than just your front.

Laser turrets can cover either the top or bottom half of your vessel and will allow you to attack while you're trying to escape or perform more elaborate maneuvers. The only drawback to these weapons is that they need to be manned by someone other than the pilot. An additional turret may be purchased to cover the other side of your ship. **If you have the Corvette Chassis you automatically receive four Laser Cannon Turrets for free** and can purchase another four for 100scr. Imported ships the same size or larger than a Corvette also receive four free turrets. Turrets scale up to match the weapon sizes of significantly large imported vessels.

- **Turbolaser Turrets [100scr]:** Replaces all of your standard turrets with much stronger turbolasers. These weapons should make eliminating fighters trivial and greatly improve your chances when facing larger vessels.

- **Defenses and Countermeasures**

- **Deflector Shields [Free]:** A translucent energy field that will protect your ship from intense heat, lasers, blasters, harmful radiation, and space debris. A TIE fighter would have to land several dozen hits in order to bring down your shields but a blow from a Star Destroyer's turbolasers will turn your ship to dust.
 - **Military Grade Deflector Shields [200scr]:** This upgrade will allow your vessel to survive one or two hits from a capital ship's turbolasers. While that may not sound like much keep in mind that turbolasers of that scale are capable of decimating entire planets.

The first 5 years put Sam's ability to meditate to the test. Not really much to say about them. Sam is immune to boredom, and he's aware so he actually gets to pick up some nice little tidbits about the Hutts if he can hear/see through the carbonite and is not entirely stuck in his own little sensory deprivation chamber.

When he's released...

Sam is a Jedi Master on at least Dooku's level, with super hearing, and the ability to command beasts. Those rancors which are supposed to be the biggest threat keeping him **in**? They're the main weapons he uses. Well maybe not the main ones, the fact that he starts animating the half-scrapped droids as his own junk golems doesn't hurt his chances.

The thing is he doesn't escape the compound per se. Of course one does not simply take over a Hutt's compound. Even if you're a Gen'dai gray Jedi Master. Not that he intends to anyway. But he makes sure that the Hutt's forces are scattered, slaves are freed, and by the time the Force storm has cleared, Sam has dealt a major blow to the Hutt family's operations and cut off its head.

Then he gets into his warship and flies straight for Yavin IV. Now normally walking into a Rebel base declaring yourself a Jedi led there by the Force and being able to prove you can use the Force well enough to be called a Jedi Master would get you a hero's welcome. Jumper is Chewbacca'd though. But that's fine he got a galley for his ship for it.

Now his presence at the Battle of Yavin is mostly inconsequential. He uses the Force to save a few X-Wings predicting deaths and using telekinesis to jerk ships out of position ever so slightly. It's a subtle thing; though Vader definitely notices before being sent flying into space by the Falcon. Station of Canon #1 hit.

Now to change things. Besides leading Luke to a stack of datapads on the Force he wrote 19 years ago Sam tells Luke where Yoda is sending him to actual training years early. Sam has to pick up the Jedi slack for the Rebellion but given he has actual training and 2 major force multiplying Force powers (Force Animation and Alter Environment) not that either of those are massive helps in... Oh force storms that mess with space are a thing in Legends? Oh yeah. Still mostly Jumper is a Jedi for the Rebels for the next few years, giving Luke the time needed to become a full fledged Jedi.

Since the freebie ship doesn't respawn but 1/jump he even keeps it secret from the Rebellion using his X-Wing instead. Cloud City is when things might go awry, and Sam is there in the thick of things. He gets to duel Darth Vader and while Anakin would have won, Vader... has lost a good chunk of his force powers with the cybernetics and Sam has luck and is pretty dang durable - only his brain is vulnerable and given he's immune to lightsabers and Vader can't Force Lightning he puts Vader through his paces. Not got anything to derail the will of the Force, though, so Luke still arrives and loses a hand, but no frozen Han.

And no recognition from a certain princess or smuggler for saving their butts by lightsaber dueling someone who killed the last Jedi Master who tried that.

After Cloud City Sam finds himself deep in the Rebellion on a variety of offensive missions. The Rebellion might not respect him, but the Empire takes notice and Vader

actually personally pursues him forcing him to make heavy use of invisibility and running away on several occasions. Other times he does get the upper hand but killing Vader is **not** on the menu. Also really hard given the nature of the Force and its tendency to protect him.

Sam tries to save Vader by getting on the 2nd Deathstar and reaching the battle with an army of scrap golems (animated on the way) which actually manages to accidentally greatly **hasten** the Battle of Endor by effectively shutting down the Deathstar's Point Defense Systems and weapons since he's well he's overrunning the place with an force of murder bots made from itself; and redistributing the air with Alter Environment creating if not vacuums heavy winds howling through the station. It's not impossible for it to run but it's not going to be optimal and it's enough to strain the emperor a little more in using Battle Meditation. Sam manages to reach the fight and tank some Force Lightning long enough for Vader to cut down Palpatine.

And then the real fun begins as the changes start to propagate. Sam gets none of the credit, but Vader is too useful of a defector to turn down. The dude is the 2nd in command of the Empire and the only person to know half of Palpatine's plots. And Vader can shut down huge numbers of them. His defection effectively gives the Rebellion Coruscant without ever needing Rogue Squadron's infiltration. Now he doesn't know all the secrets, like even he's not sure where the secret Star Destroyer prison is. But he has a lot of resources personally loyal to him as the 2nd in command.

Sam ends up working as Luke's Jedi TA. Luke wants a more proactive Jedi Order, Sam left the Jedi Order for being too passive, it works pretty well. Sam learns to be a teacher over 20 years in the role of teaching a new crop of Jedi. Oh sometimes he goes on adventures, but he is a teacher first and foremost.

And then the Yuuzhan Vong attack. The Galaxy is very, very different. Vader's defection helped bring in many of the factions which would become the Imperial Remnant. Vader's presence serves as a reminder that the Dark Side is escapable and a temptation to many to believe it's safe sure, but more than anything it serves as a testament that the Dark Side is lies and suffering and brings nothing good; it ruined his life, the one thing he wanted to protect it tore from him. There is far less romance to the figure of a repentant Jedi who is physically broken and openly admits that the Dark Side ruined him than there is to Darth Vader. Even dead for some time, Anakin's redemption has an effect to ruin Vader's image.

What this means with the Yuuzhan Vong is a much more united Galaxy. Weapons still had to be developed, there still **was** Thrawn and the Imperial Remnant just a reduced version. Jedi were trained but without Exar Kun the first generation didn't lose some of its best and brightest.

At some point Sam snuck into the Maw Installation and stole the Sun Crusher and then hid it. Just didn't bother telling people all this and did it himself. It's a weapon to use against the Yuuzhan Vong. They're immune to the Force but he still is Lucky and as a Gen'Dai doesn't die easily. He's not the great conqueror or soloing the Vong fleets, but he is the Eternal Sidekick, jumping from confrontation to confrontation, proving that he can be courageous and that... well you don't need to be able to affect someone with the Force to beat them to death with the Force. Like he can make lightning, not Force lightning, just create and direct lightning with Alter Environment, and that's not even getting into his energy absorption and the fact that he controls armies of macrofauna.

After the Yuuzhan Vong war Sam retires from active involvement in the Galaxy spending the last decade just sort of tooling around the Galaxy. He's not got that much fame due to being treated like everyone's favorite Wookie, but he can still just sort of retire and go on a tour at this point. And with how much has changed the new Sith Empire is unlikely to rise up. So yeah a decade vacation at the end visiting cities and wild places and just seeing worlds in his pocket battleship.

And of course 45 years learning the Force puts him in a good position for future jumps.