THE HORDE INVASION
CAMPAIGN GUIDE

Welcome to Star Wars: Legends of the Old Republic, a campaign for the Star Wars RPG by Christian Conkle.

Star Wars: Legends of the Old Republic is set in a unique period, 1000 years before the events of the films, and 3000 years after the events in Tales of the Jedi. As a result, the setting is an odd hybrid of the two, combining the mysticism and power of Tales of the Jedi with the technology and design of the films.

Welcome to the Horde Invasion, a campaign for the Star Wars RPG by Christian Conkle.

The Horde Invasion is set in the Legends of the Old Republic era, 1000 years before the birth of Anakin Skywalker.

The plot follows an invasion of Mongol-like barbarians in the Republic. Players are allowed to be of any template or profession, but it is recommended there be at least two representatives of the Jedi Knights.

The Galaxy

- The Galactic Republic. An outline of the state of the Galactic Republic during "Legends".
- The Jedi. A description of the Jedi during this era.
- The Republic Peacekeeping Forces. Information on the Republic Navy's disposition, ships, and key personnel.
- The Triumphant. Details on the flagship of the Republic Navy and it's crew.
- Technology. Information on the current technological advances of this era.

Gamemaster Info

- GM Characters : Antagonists and Adversaries. GM's ONLY!
- Starships. GM's ONLY!

Player Characters

- Dag Baxil, Freighter Captain, sometimes Smuggler. Owner of the Corellian Dawn. Assigned to transport the Jedi Investigation Team to Kael.
- Quarllen, Chadri-Fan Co-Pilot, sometimes Gambler. Dag's co-pilot on the Corellian Dawn.
- Alexar Feleman, Jedi Knight. Lead investigator.
- Ahram Dhayn, Elani Jedi Knight. Jedi Knight with the ability to shape nature.
- Zsa Zsa Binks, Gungan Jedi Mystic. Jedi Mystic and scholar.
- Neo. A young droid and computer programmer with a bizarre and startling secret.

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The Galaxy - The Galactic Republic

Map of the Horde Invasion

Legends of the Old Republic
The Horde Invasion
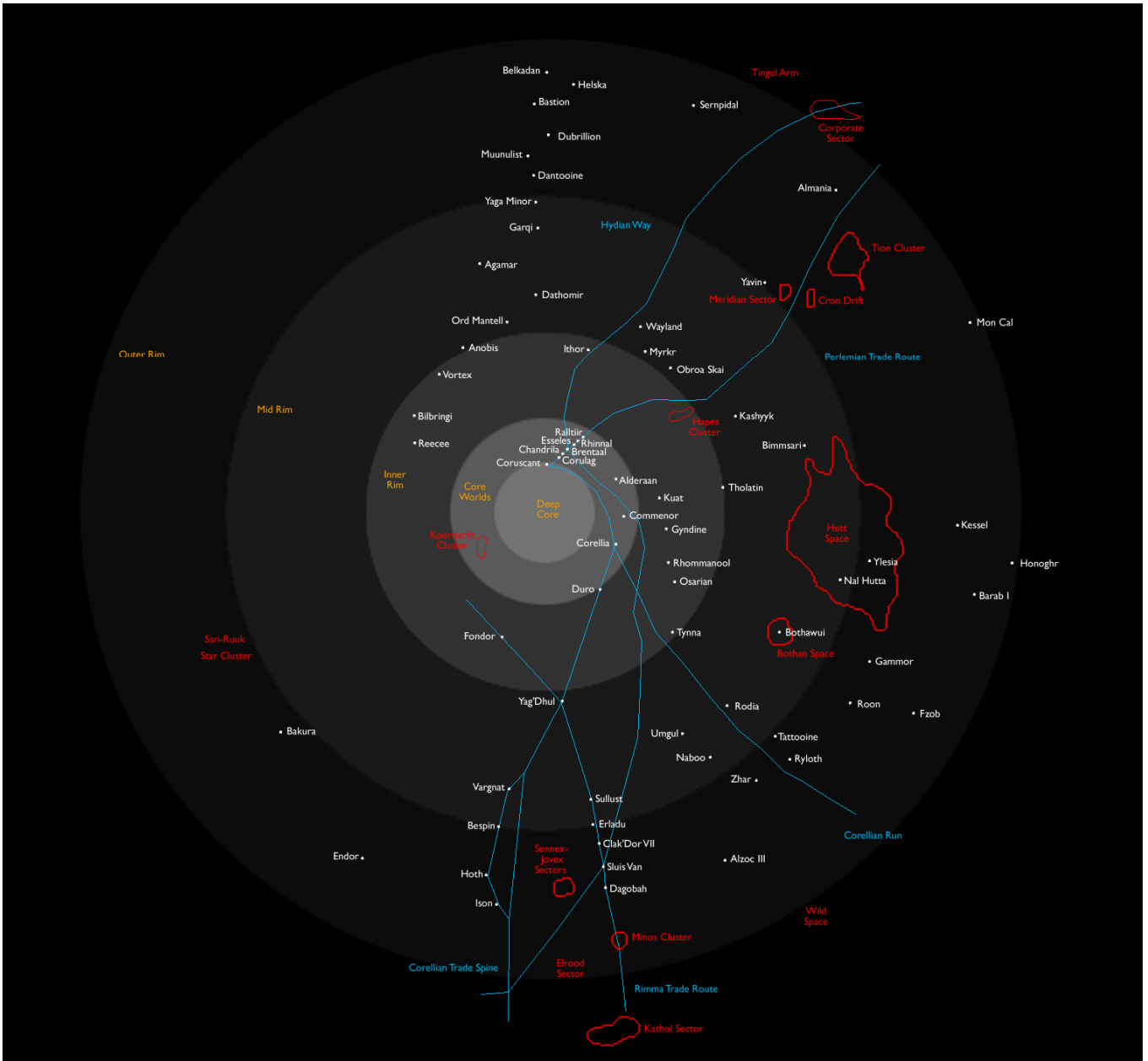
The galaxy governed by the Galactic Republic is a typical spiral galaxy consisting of several hundred billion stars. The galactic disk is 120,000 light years in diameter. There are roughly a hundred billion star systems and twenty million intelligent species.

In this Galaxy there are over twelve million industrialized systems. Within the Galactic Republic, there are over a million member worlds, supplemented by colonies, protectorates and governorships amounting to nearly fifty million inhabited systems. The member worlds are the only worlds represented by the Galactic Senate. The total sapient population of the Galaxy is about 100 quadrillion (100,000,000,000,000,000) beings (roughly 2 billion inhabitants per inhabited system). Given that perhaps 90% of the inhabited systems have populations of less than 100 million, that leaves the vast bulk (99.5%) of the Galactic Population on 10% of the Core Worlds (roughly 20 billion inhabitants per Core World).

The Galactic Republic
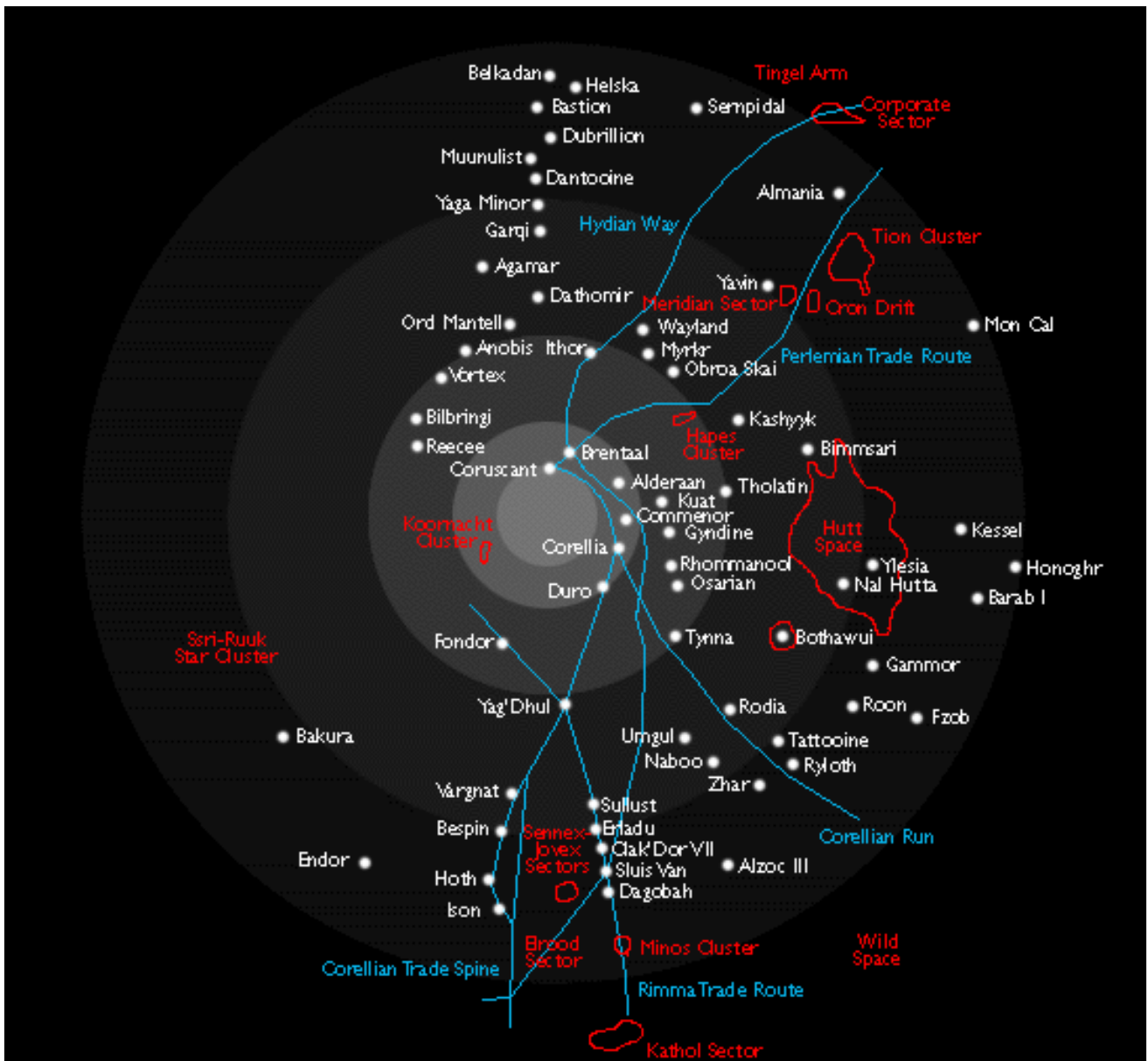
History

In the dim recesses of pre-history, the hyperdrive was invented and interstellar travel and commerce became commonplace. This era is a time of exploration and conflict. Disputes over resources or trade led to great wars between contentious factions. Petty warlords like Xim the Despot raised empires and exploited the masses. These conflicts led to the establishment of the early Republic, whose initial goal was to peacefully resolve conflicts and protect weaker planets from aggression.

This simple premise has established the longest-lived political entity in the history of the Galaxy. For over 10,000 years, the Republic has kept the peace and cooperatively defended it's members from threats from both external and internal.

The Republic

The modern Republic consists of over 1 million member worlds, not including colonies, protectorates and other affiliated but independent worlds. Member worlds receive the full benefits of the Republic both in military protection, development, and in Senatorial representation. As a result, Member Worlds provide the most resources to the operation of the Republic. Protectorates and Colonies receive military protection but receive no developmental benefits and have no Senatorial representation, and as a result provide the least resources.

Joining the Republic is remarkably easy. So long as the potential Member World is willing to adopt the Republic's regulations regarding trade, agression, and sapient rights, and is willing to provide for the mutual defense of all Member Worlds. Acceptance into the Republic simply involves petitioning a Senator for representation. The Senator will then make his decision to represent the world based on merit and qualifications. Often, many Senators my compete to represent a single important world. In these cases, the world's government (or governments) review the qualifications of each Senator and choose based on which one will benefit them most.

New Senatorial positions are approved by vote of the Senate and must be proposed by the Senator (or Senators) whose worlds are affected, or by reccomendation of the Senatorial Committee on Representation. Currently there are 10,000 seats in the Republic Senate.

Senate positions are elected by the governments of its constituent worlds every 10 years. Usually, a planet's votes are based on planetary elections, but ultimately it is the vote of that planet's head of state.

The Senators, in turn, elect the Supreme Chancellor from their number, the Head of State of the Republic. The Supreme Chancellor is responsible for the appointment of committee memberships (leaders of which are called Chancellors), oversees Senatorial proceedings, and is the Commander-in-Chief of the Republic Peacekeeping Forces. The current Supreme Chancellor is 65-year-old Corellian female, Galron.

Member worlds are free to maintain whatever form of government they wish without interference from the Republic. Each world is independent and retains the right of self-determination. Only in cases of intransigent violations of sapient rights will the Republic intervene in the operation of a world's government.

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Maintaining the Peace

The Republic Peacekeeping Forces consists of the Republic Navy, Army, and Security Forces. The Navy oversees all aerospace operations and consists of tens of thousands of starships organized into massive fleets. The Army oversees all planetary operations both on land and in the seas. The Republic Security Forces are civilians who enforce planetary and Galactic laws.

The duty of the RPF is to defend Republic Member Worlds, Colonies, and Protectorates from agression and instability. The RPF is never used for conquest or oppression. Each Member World provides resources for the maintenance of the RPF. The nature of the resources varies depending on cultures. Martially-inclined worlds might provide fleets of battlecarriers and crews. More pacifistic worlds might provide materials, ores, and other commodities, or simply money, that ultimately help maintain the RPF.

Once all this support is combined and coordinated, the result is a very large military and security force that acts as an overwhelming deterrent to any hostile force.

At present, the only possible hostilities the Republic Military may face come from Hutt-employed mercenaries, isolated pirates, and small regional independent powers.

Worlds

- **Aslanidis**: A world covered in shallow marshy seas. What little land there is is covered in sand dunes and floodplain. The Horde decimated the large fishing colony of 500,000 located there. Aslanidis was the site of the assassination of Kron.

- **Bakki Station**: A deep space station that serves as a refueling and resupply base for ships using the Corellian Run from Chador out to the colonies. After the base's razing by the Horde, much of it's services and function was taken over by nearby Tattooine, earning the Hutts a large profit.

- **Chador**: Located at the crossing of the Corellian Run and the Hydian Way, Chador was a strategic world that served as the Republic Fleet's largest outpost. Chador is the Star Wars equivalent of Pearl Harbor to the U.S. Navy. Chador is orbited by many military space stations and its surface serves as a destination for shore leave for the many Republic Fleet personnel that pass through.

- **Kael**: A small farming colony of 17,000 that was fifth world raided by the Horde. It was also the site of first official contact with and observation of the Horde.

- **Li Yong**: An unsettled world whose continents are covered by vast mountain ranges and scrub. Li Yong was the site of the first battle between the Republic and the Horde in which the Republic fleet was decimated.

- **Raghav**: dismal dry world under a dim sun. Home to the Temple of the Stars, an ancient place of evil known only to Kaschei Bessmertni. The planet is devoid of all life. The shallow seas long ago dried up leaving a vast petrified world. The life force of the world was absorbed into the crystal at the heart of the Temple of the Stars. The world is in perpetual twilight. Since there is no water in the atmosphere, both day and night skies are full of stars.

- **Tarapchak**: Gas mining colony of 3,000, third world attacked by the Horde, 17 days from Chador by Hyperspace.

The Galaxy - Jedi in Legends of the Old Republic

The Jedi are alive and prospering during the era of Legends of the Old Republic. There are currently nearly 2 million Jedi at any given time throughout the Galaxy. Though not officially affiliated with the Senate or Republic Military, the Jedi nevertheless enjoy strong support from, and influence upon, all quarters of the Republic: Civilian, Commercial, Military, and Government. In exchange, the Jedi dedicate themselves to protecting the Galaxy and it's citizens.

The headquarters of the Jedi is located in the Jedi Temple on Coruscant, as seen in "The Phantom Menace". These facilities have been used for the last 1000 years. The previous facilities, an abandoned labyrinthine stone facility, can still be found in the darker undercity. The Jedi train their initiates on planets throughout the galaxy, but the largest Jedi Praxeum can be found on the planet Daine, which has been used since the destruction of the former Praxeum on Ossus 3000 years ago. Daine is a lush forest world with tall islands of rock looming over seas of green trees. The academies are built on these islands of rock out of rich columned marble. Daine is also the planet where Jedi send their brethren who have left the path of light so that they may be rehabilitated with meditation and introspection. It is a sign of the Republic's trust in the Jedi that even the most violent Fallen Jedi, which are rare, are left in their care.

The Jedi are led by a council of 12 senior Jedi. The current head of the council is the wise Master Imbrium, an elderly but strong human from Chandrila. The current headmaster of the Academy on Daine is a Chadrian named Master Chulpa.

Once a Jedi Padawan (apprentice) graduates to Knighthood, they are able to choose their own destiny. Some Jedi Knights stay with the brotherhood, training the next generation or exploring the secrets of the Force. Others join the military to provide their services in the defense and exploration of the Galaxy. Some choose a life of social work and others might devote themselves to fighting crime. A Jedi will never explore a career in politics or the corporate sector, where his powers may give him an unfair advantage and the rewards are selfish in nature.

Sometimes, a Jedi may receive a call from the Jedi Council for aid. All calls from the Jedi Council override all other careers or activities. He must report at once.

In exchange, individual Jedi may rely on the aid of all other Jedi throughout the Galaxy. Wherever a Jedi may travel, they may count on a local Jedi providing food and shelter and support.

MASTER IMBRIUM

A Jedi may leave the order, choosing to live a life of solitary independence. Other Jedi try to persuade the dissatisfied Jedi from leaving, attempting to talk the comrade into contemplating his decision on Daine, but each Jedi is ultimately the maker of their own decision, and is free to go. The Ex-Jedi is exempted from Council decisions and restrictions, however that Jedi cannot count on the aid of his brethren. Ex-Jedi are also viewed with mistrust and ostracizaton by the Galactic society at large, and are often the subject of scrutiny by other Jedi, who fear the ex-Jedi's choice could lead to corruption and the Dark Side.

Ex-Jedi who go astray of the law are not given the special treatment of full Jedi. Instead, they are treated as other Paranormal criminals: they are transported via Energy Cage to a secret penal colony in a remote asteroid field, where they are banished to an asteroid for a period equal to the severity of their crimes.

Within the Jedi organization, there are several disciplines. These disciplines are not contentious. Indeed, with the exception of the Shadows, they rely on each other for support. The disciplines include:

MASTER DUALPA

- **Artificers**: The tinkerers, mechanics, and technicians of the Jedi.
- **Healers**: Jedi who devote themselves to healing the wounded or the sick.
- **Meditatives**: Jedi who explore the depths of the inner mind.
- **Mystics**: The researchers and experimenters of the Jedi, exploring new applications of the Force.
- **Battle-Masters**: the warriors of the Jedi, first to respond to the defense of the Galaxy. Many Battle-Masters join the ranks of the Republic Military.
- **Shadows**: Jedi investigators and spies.

Although the Jedi are the most influential and powerful mystic brotherhood in the Galaxy, they are by no means alone. Other non-Jedi orders include:

- **The Sith**: the second most powerful mystic force in the Galaxy, the Sith base their powers around the philosophy of the ancient and extinct alien society of the same name, focusing on personal power and competition over the good of the society.
- **The Monks of Shimura**: ascetic monks who study the bare-handed form of combat known as Ka.
- **The Monks of Aiki**: a recent sect (founded in the last decade) based on the Shimurans by a former Jedi, the Aiki also study Ka, incorporating various weapons techniques, but with less emphasis on ascetism.
- **The Shadow Dragons**: an evil order of sorcerous assassins.
- **The Witches of Dathomir**: a matriarchal order of sorceresses from the planet Dathomir.
- **The Tyia**: a group that teaches introspection, control, and non-interference.
- **The Teepo Paladins**: A small group of mystics who focus their control into the use of blaster weapons.
- **The Baadu**: A near-mythical sect of sorcerors who view themselves as guardians of the balance of the Force, as true neutrals who preach non-interference except to restore their sense of 'balance'.

There are too many more smaller groups, often restricted to a single planet, that can be mentioned here. Of the above, only the monks of Shimura are granted the same priveledges and respect as the Jedi in cases of malfescience. At least, in theory, for no Shimuran has ever been accused of commiting a crime.

The Republic Peacekeeping Forces

The Republic Peacekeeping Forces consists of the Republic Navy, Army, and Security Forces. The Navy oversees all aerospace operations and consists of tens of thousands of starships organized into massive fleets. The Army oversees all planetary operations both on land and in the seas. The Republic Security Forces are civilians who enforce planetary and Galactic laws.

The Republic Navy

The flagship of the Republic Navy is the Triumphant, a Gestaltare-class Battleship. It's commanding officer is Captain John Tierney of Coruscant. The Triumphant is one of the few Battleships to survive the Battle of Li Yong in the recent Horde Invasion, in which the Republic lost many of its vessels due to the treachery of the Horde.

Current ships serving the Republic Navy include the following classes, among others:

- Gestaltare Class Battleships
- Galleon Class Transports
- Greckon Class Frigates
- Medium Space Carrier Vehicles
- Sulanko Class Frigates
- Z-3 Harpy Fighters

The Republic Navy's headquarters is on Coruscant in a tall spaceport featuring a spire that reaches into the upper atmosphere. Large battleships can dock with the spire so long as their repulsorlift drives are functioning. However, most of the larger ships dock with the orbiting stations in space above Coruscant.

Other important Naval installations include the Republic Navy Base above the planet Chador. Chador serves as the gateway to the Outer Rim Territories, the most remote bastion of power for the Republic. Most traffic to and from the Inner Worlds passes through the hyperspace crossroads at Chador, making it a very strategic location.

The Republic Navy is currently under the command of Grand Admiral Trontos who reports directly to Supreme Chancellor Galron.

All Navy Officers are graduates of the Academy. The Academy is a network of institutions who train officers in tactics and history and technology in preparation for command. The Military is only one aspect of the Academy, many graduates become merchant space pilots or Technicians. However, the military comprises the largest percentage of students. Most academy students graduate at age 20 after four years of study, though the Academy accepts applicants of all ages.

The Navy's current rank structure uses the following model:

Officers:

- Grand Moff (one large gold bar with five stars)
- Moff (one large gold bar with four stars)
- Grand Admiral (one large gold bar with three stars)
- High Admiral (one large gold bar with two stars)
- Fleet Admiral (one large gold bar with one star)
- Admiral (six gold bars)
- Vice-Admiral (five gold bars, one black bar)
- Rear-Admiral (one black bar, five gold bars)
- Commodore (five gold bars)
- Line Captain (four gold bars, one black bar)
- Captain (four gold bars)
- Commander (three gold bars)
- Lieutenant Commander (two gold bars, one black bar)
- Lieutenant (two gold bars)
- Sub-Lieutenant (one gold bar, one black bar)
- Acting Sub-Lieutenant (one black bar, one gold bar)
- Midshipman/Ensign (one gold bar)
- Officer Cadet (one black bar)
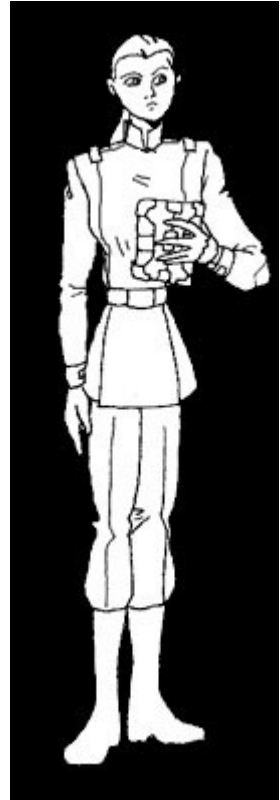
Non-commissioned Personnel

- Fleet Chief Petty Officer (= Warrant Officer)
- Chief Petty Officer
- Petty Officer
- Leading Crewman
- Able Crewman
- Crewman

The Republic Army

The Republic Army is responsible for all man-to-man and vehicle-to-vehicle operations in the Galaxy. This means all engagements on land, sea, and in space.

The Republic Army is split into two primary divisions: Surface Troopers and Space Troopers. Both divisions are currently under the command of General Ilos Ullee, who reports directly to Supreme Chancellor Galron

Republic Surface Troopers use heavy firepower, artillery, tanks, walkers, powersuits, repulsorlift platforms, and sheer numbers to accomplish their missions. They are the blunt instrument to achieve long-term objectives. Due to the logistics involved in transporting the heavy equipment and large numbers of forces, Ground Troopers may take several weeks of preparation and travel time before arriving at the scene of trouble. Ground Troopers are generally only used for long operations against

numerically superior foes. Given the current political climate of the Galaxy and relative lack of opposition, Ground Troopers see little action and are seen more as a deterrent force than a defensive force.

Ground Troopers are divided into divisions that reflect their chief weapons deployment: Infantry, Walker, Powersuit, Repulsorlift, Aquatic, Artillery, Vehicle, and Special Forces.

Republic Space Troopers respond to situations in any environment, surface, sea, or space. They are equipped with the latest in combat armor and heavy weaponry. Space Troopers are highly mobile forces with rapid response times. They are carried into a trouble area on Navy Starships (usually as a troop complement on Gestaltare Battleships) and are inserted into the theater of operations via Assault Shuttle. Republic Space Troopers travel light. They lack the heavy firepower to maintain sustained operations against an enemy, and generally turn extended operations over to the Surface Troopers once they arrive.

Republic Troopers are recruited from all planets of the Republic. Officers are required to be graduates of either an institution of higher learning or the Academy.

The Army's current rank structure uses the following model:

- Officers
- Grand Moff
- Moff
- Surface Marshall
- High General
- General
- Lieutenant General
- Major General
- Brigadier
- High Colonel
- Colonel
- Lieutenant Colonel
- Major
- Captain
- Lieutenant
- Second Lieutenant
- Officer Cadet

Non-commissioned Ranks

- Warrant Officer I
- Warrant Officer II
- Staff Corporal
- Staff Sergeant
- Sergeant

- Corporal
- Lance Corporal
- Private

The Military Intelligence Bureau Shadow

A third, less-well-known branch of the Republic Military is the Military Intelligence Bureau. These figures work undercover and in secret to expose the secrets of hostile military forces and to keep the Republic's secrets secret.

Very little is publically known about this agency, though many myths and legends abound.

The following information is classified TOP SECRET

The Military Intelligence Bureau was developed thousands of years ago as a joint effort of the Army and the Navy. It's mission has always been to keep accurate intelligence on forces hostile to the Republic and to maintain the security of Republic secrets. This organization is forbidden by it's very charter to conduct intelligence operations on Republic citizens.

The Bureau technically doesn't exist. Few know of their operations and the organization operates with suprisingly little oversight. Members are recruited from the other two military branches. In fact, the Bureau is't technically a third branch at all, but an inter-brach agency set up, funded, and staffed by both the Navy and the Army. Although the Bureau is run jointly by the Army and the Navy, many civilians are recruited as Agents as well.

Bureau organization is much looser than with the "formal" military. There is no command structure other than the three levels of organization: Director, Support Officer, and Agent. There are only three Directors of the Bureau: one Army, one Navy, and one Civilian (usually a Senator).

They act as a triumverate and vote on cases of conflicting agendas. Reporting directly to the Directors are the Support Officers, whose job it is to support the agents in the field and doing analysis. There are roughly 1000 Support Officers. Reporting to the Support Officers are the Agents themselves. Agents come in three varieties: Field Agents, Analysts, and Security Agents. Field Agents are out in the Galaxy, collecting data, often working undercover. These are the classic "Spies" of the Republic. There are perhaps 10,000 Field Agents at any given time. Analysts collate and analyze the data sent back by the Field Agents. Their job is to make sense of the data, organize it, and report their conclusions. Analysts are also used to break codes and crytographic communications. The Bureau utilizes the services of 100,000 Analysts at any given time. Lastly, there is Security. Security Agents are responsible for maintaining the Security of Top Secret military installations, of thwarting hostile intelligence-gathering operations, and for rooting out and eliminating hostile intelligence agents. The number of Security

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Agents at any given time depends on the number and size of Top Secret facilities. Currently, there are perhaps 1000 Facilities (one for each Support Officer), each with 50 Security Agents each on average, making approximately 50,000 Security Agents currently in service.

The Bureau recruits heavily among the ranks of the Jedi, especially the Shadow Order. Shadow Jedi are excellent agents in all three roles of the Bureau.

The Republic Navy - The Triumphant

The Triumphant

Model: Olanar/Dezul Gestaltare Battleship

Type: Heavy battleship
Scale: Capital
Length: 786 meters
Skill: Capital ship piloting: Gestaltare battleship
Crew: 18,510, gunners: 174, skeleton: 9,600/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D
Passengers: 4,000 (troops)
Cargo Capacity: 18,750 metric tons
Consumables: 4 years
Cost: Not available for sale
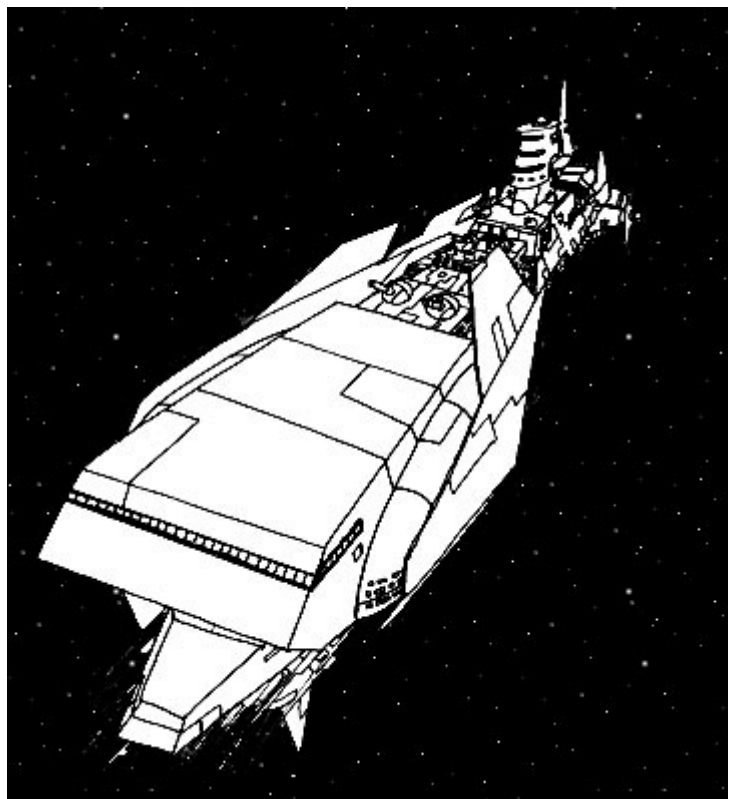
Hyperdrive Multiplier: x3
Hyperdrive Backup: x24
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 6D+1
Shields: 2D+2

Sensors:
- Passive: 20/0D
- Scan: 45/1D
- Search: 120/3D
- Focus: 3/3D+2

Weapons:
- 15 Turbolaser Cannons
  Fire Arc: 3 front, 5 left, 5 right, 2 back
  Crew: 2
  Skill: Capital ship gunnery

Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 2D

- 30 Quad Turbolaser Cannons
Fire Arc: 5 dorsal turret, 5 ventral turret, 10 left, 10 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-20/40/80
Atmosphere Range: 6-40/80/160 km
Damage: 4D

- 14 Turbolaser Batteries
Fire Arc: 5 front, 2 right turret, 2 left turret, 5 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 7D

- 2 Concussion Missile Launchers
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

- 4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Starship Complement:
- 2 starfighters (typically Z-3R recon starfighters)
- 1 light transport or shuttle

Captain John Tierney of the Triumphant

Captain Tierney is a stern warrior. He has commanded the Triumphant, the flagship of the Republic Fleet, for 15 years. He is intelligent and calculating, but is wary of taking unnecessary risks. He has little sense of humor, but does give plenty of leeway to the men under his command. As a result, his crew is happy but respectful.

CAPTAIN TIERNEY

Name: Captain John Tierney

Type: Republic Captain
Species: Human
Sex: Male
Height: 1.93 meters
Weight: 76.5 kilograms
Age: 56

Physical Description:
Captain John Tierney is tall with short grey hair. He is stern looking and commands respect..

Personality:
Captain Tierney is a quiet contemplative man. He is stern but gives his crew room to do their jobs.

A Quote: "Notify me when you're done."

Dexterity: 3D
      Blaster: 4D+2
      Dodge: 3D+2
Knowledge: 3D+1
      Bureaucracy: 5D+1
      Intimidation: 6D
      Tactics: 4D+2
      Tactics: fleets: 7D+1
      Willpower: 5D
Mechanical: 2D+2
      Capital ship piloting: Gestaltare Battleships: 4D
      Capital ship gunnery: 3D+1
Perception: 4D
      Command: Republic Forces: 11D
      Persuasion: Oration: 5D
Strength: 2D+2
      Brawling: 3D
Technical: 2D
      Capital ship repair: 3D

Move: 10
Force Points: 1

Dark Side Points: 0
Character Points: 23

Equipment:
Republic Navy uniform, blaster pistol (4D), datapad, comlink

Ensign Locke, Operations Adjutant of the Triumphant

Ensign Locke is a shy, nervous young woman who seems to be constantly catching the rest of the world up to her schedule. Her nerves are nearly shot and the slightest start will panic her. She is constantly carrying a datapad close to her and always seems to be rushing somewhere or hurrying someone. Personally, she is friendly if a little shy and naieve. She shies away from social gatherings but confides in her friends, fellow female bridge officers Justy and Shima.

Name: Ensign Locke

Type: Republic Ensign
Species: Human
Sex: Female
Height: 1.7 meters
Weight: 46.5 kilograms
Age: 20

Physical Description:
Young and pretty with blonde hair in a pony-tail.

Personality:
Ensign Locke is always on the edge of a nervous breakdown. She's so high strung the slightest jolt can debilitate her. She's shy and nervous and always in a hurry.

A Quote: "(stunned) but.. but.. but..."

Dexterity: 2D+2
        Blaster 3D+2
        Dodge 5D
Knowledge: 3D
        Bureaucracy 7D
        Planetary systems 3D+1
        Tactics: capital ships 4D
        Tactics: fleet 3D+1
Mechanical: 3D+2
        Capital ship piloting 4D
Perception: 3D+1
        Bargain 5D+1

Command 4D+1
Hide 4D
Strength: 2D+1
Brawling 5D+2
Martial Arts 1D
Stamina 3D+1
Technical: 3D
Capital ship repair 4D+1

Force Points: 1
Dark Side Points: 0
Character Points: 10
Move: 10

Equipment: Blaster pistol (4D), Comlink, Datapad

Lieutenant Tenku Baida, Republic Space Trooper

Lieutenant Baida leads a rough and tumble batallion of Space Troopers stationed on the Triumphant. He is a culturally uncouth man and encourages irresponsible behavior among his men. As a result, Baida and his men often find themselves getting into trouble, both on the ship and on planet. Captain Tierney understands Baida and his men's need to blow off steam, so he gives them a wide berth.

Name: Lt. Tenku Baida

Type: Republic Space Trooper
Species: Human
Sex: Male
Height: 1.9 meters
Weight: 86.5 kilograms
Age: 35

Physical Description:
Muscular with tanned leathery skin and too many scars. His dark hair is close-shaven and his arms are covered with regimental tattoos.

Personality:
Lt. Baida is a no-nonsense rough customer. He doesn't take any crap and he lets his squad get away with anything he'd do himself. He's very protective of his men.

A Quote: "Damn the orders, shoot to kill or get the hell out!"

Dexterity: 3D
Blaster 4D+1
Dodge 4D+1
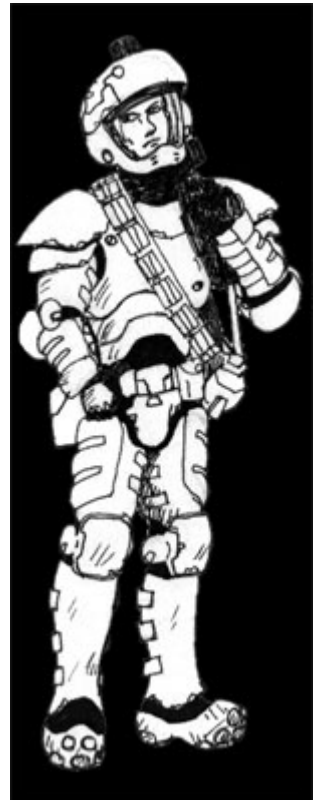
Grenade 3D+2
Vehicle blasters 3D+2
Knowledge: 1D+1
Survival 2D+1
Mechanical: 1D+1
Repulsorlift operation 2D+1
Perception: 2D
Strength: 3D+1
Brawling 4D+1
Technical: 1D

Move: 10

Equipment: Blaster rifle (5D), field armor and helmet (+1D physical, +1D energy, -1D Dexterity), grenades (5D), helmet comlink, survival gear, utility belt with supplies.

The Republic Navy - Gestaltare Battleship

Gestaltare battleships are large, ancient heavy warships commissioned in limited numbers by the Republic. They are extremely expensive but many Republic naval commanders consider them well worth the cost due to the extensive firepower that they are able to bring to bear on any target.
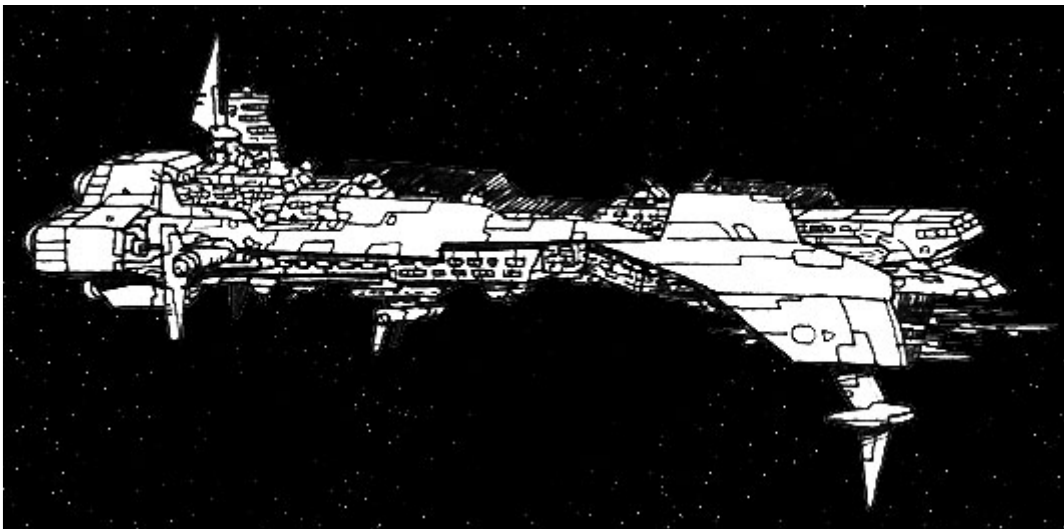
The Gestaltare battleships are 186 meters longer than the Dreadnought heavy cruisers which make up the bulk of the galactic fleet and carry a substantially greater amount of weaponry. Its impressive arsenal includes fifteen turbolasers, thirty quad turbolasers, fourteen turbolasers, a pair of concussion missile launchers and four tractor beam projectors.

To supplement the Gestaltare's offensive weaponry the Olanar and Dezul starship design corporations has included a series of four massive deflector shield generators and four new tractor beam projectors.

Olanar/Dezul has included a pair of starfighter "clamps" along the ventral side of the vessel which were designed specifically to fit Incom's Z-series starfighters. A third docking clamp located near the ventral

nose of the vessel is often used for light transports which is usually left vacant and only used for supply and personnel transports.

To better suit the Gestaltare for prolonged deep space combat scenarios, Olanar/Dezul incorporated massive cargo holds throughout the vessel which allow it to carry enough supplies to remain in service for up to four standard years without re-supplying and refueling.

Due to their extremely expensive cost - both initial purchase price as well as maintenance costs - the Gestaltare battleships have seen little production and only a few serve the Republic Navy.

Model: Olanar/Dezul Gestaltare Battleship

Type: Heavy battleship
Scale: Capital
Length: 786 meters
Skill: Capital ship piloting: Gestaltare battleship
Crew: 18,510, gunners: 174, skeleton: 9,600/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D
Passengers: 4,000 (troops)
Cargo Capacity: 18,750 metric tons
Consumables: 4 years
Cost: Not available for sale

Hyperdrive Multiplier: x3
Hyperdrive Backup: x24
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 6D+1
Shields: 2D+2

Sensors:
- Passive: 20/0D
- Scan: 45/1D
- Search: 120/3D
- Focus: 3/3D+2

Weapons:
- 15 Turbolaser Cannons
  Fire Arc: 3 front, 5 left, 5 right, 2 back
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 2D
- 30 Quad Turbolaser Cannons
  Fire Arc: 5 dorsal turret, 5 ventral turret, 10 left,

10 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-20/40/80
Atmosphere Range: 6-40/80/160 km
Damage: 4D

- 14 Turbolaser Batteries
  Fire Arc: 5 front, 2 right turret, 2 left turret, 5 back
  Crew: 3
  Skill: Capital ship gunnery
  Fire Control: 1D
  Space Range: 3-10/30/60
  Atmosphere Range: 4-24/60/120 km
  Damage: 7D
- 2 Concussion Missile Launchers
  Fire Arc: Front
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 2-12/30/60
  Atmosphere Range: 4-24/60/120 km
  Damage: 9D
- 4 Tractor Beam Projectors
  Fire Arc: 1 front, 1 left, 1 right, 1 back
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 4D
  Space Range: 1-5/15/30
  Atmosphere Range: 2-10/30/60 km
  Damage: 5D

Starship Complement:
- 2 starfighters (typically Z-3R recon starfighters)
- 1 light transport or shuttle

The Republic Navy - Galleon

Specifically designed as a transport ship, the Galleon is completely unarmed and was perhaps the most common transport vessel serving the Republic Navy.

Craft: Kuat Drive Yards' Galleon

Type: Cargo/troop transport
Scale: Capital
Length: 276 meters
Skill: Capital ship piloting: Galleon

Crew: 24; skeleton: 10/+15
Crew Skill: Astrogation 4D, capital ship piloting 4D, sensors 4D
Passengers: 200 (troops)
Cargo Capacity: 50,000 metric tons
**Consumables**: 1 year
Cost: Not available for sale

Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 3D
Shields: 1D

Sensors:
- Passive: 15/1D
- Scan: 40/1D+1
- Search: 80/1D+2
- Focus: 2/2D

The Republic Navy - Greckon Frigate

The Greckon class Frigate has been the mainstay of the Republic Navy and many independent fleets for almost a century. The vessels are mass produced to fill the gaps between fighters, shuttles and the huge battlecruisers.
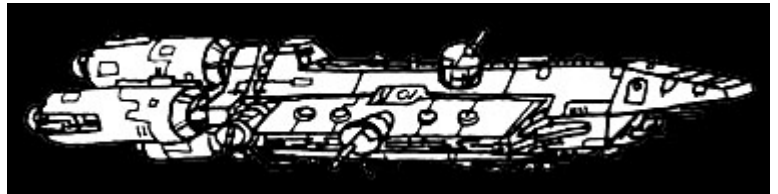
Although not capable of directly fighting a cruiser on its own, in groups it is quite capable of laying waste to larger ships. Against fighters the ships are vulnerable, due to the fact that designers failed to place light blaster cannons or particle beams on the ships. Thus most frigates are supported by a flight of Z-3 fighters for protection.

Craft: Correlian Engineering Corporation's Greckon Frigate

Type: Archaic frigate
Length: 380 meters
Crew: 870 Gunners: 34
Cargo Capacity: 1,200 metric tons
Nav Computer: Yes

Hyperdrive Multiplier: x8
Hyperdrive Backup: x24
Maneuverability: 1D
Space: 3

Hull: 2D+1
Shields: 1D+1

Sensors:
- Passive: 25/0D
- Scan: 50/0D+2
- Search: 75/1D
- Focus: 7/1D+2

Weapons:
- Fusion Torpedo Tube
  Fire Arc: Front
  Crew: 10
  Skill: Archaic starship weapons
  Ammo: 8
  Fire Control: +2
  Fire Rate: 1/3
  Space Range: 1-3/12/25
  Damage: 4D+1
- 3 Laser Cannon Batteries
  Fire Arc: 1 left, 1 right, 1 turret
  Crew: 8
  Skill: Archaic starship weapons
  Fire Control: 1D
  Space Range: 2-5/10/16
  Damage: 3D

The Republic Navy - Medium Space Carrier Vehicle

The Dreadnought's main downfall is a lack of starfighters. The Republic has simply fielded dedicated star carriers and carrier-cruisers to fill this gap.

Notable models included the famed Aero-Tech Space Division SCVN-class carrier-cruiser. The problems that arise with the SCVN are both its astronomical operating costs and the fact that it is designed to act as a multi-purpose fleet carrier which could be assigned to almost any combat scenario. This makes the SCVN too valuable and impractical for mass deployment throughout the fleet.

The answer came from a joint Aero-Tech and Rendili venture which produced a medium sized dedicated space carrier, the Medium Space Carrier Vehicle (MSCV).

The MSCV is just slightly more than half the length of a standardized Republic Dreadnought heavy cruiser. Wide spread automation was incorporated into the ship using a refined version of the slave rigging protocols that were first employed into the lost Katana Fleet. This greatly reduced the manpower required for each starship, making them much easier to quickly produce and crew.

The standard MSCV in the Republic Navy carries a crew of 1,525 (gunners inclusive) along with a platoon of troops to fend off any boarding attempts. Its main purpose as a starfighter carrier required that a large portion of the crew be dedicated to piloting, maintaining, repairing and tracking the fighters.

The internal layout of the MSCV is rather simplistic in nature. The hangar is located at the front of the vessel and is easily closed off by massive blast doors to protect the valuable starfighters housed within. The flight deck is split into two separate levels, each housing a squadron of fighters as well as a shuttle or light transport. The ships' crews are housed in quarters with doors leading directly into their respective flight decks, allowing for quick scrambles in case of emergencies.

The MSCV carries little in the way of defenses and thus relies heavily upon escorts. Its arsenal consists only of six turbolasers, a concussion missile launcher with a magazine of thirty missiles and a pair of tractor beam projectors which are used to guide ships in and out of the hangar bay.

Model: Aero-Tech/Rendili StarDrive's MSCV

Type: Medium space carrier
Scale: Capital
Length: 389 meters
Skill: Capital ship piloting: MSCV
Crew: 1,510, gunners: 15, skeleton: 950/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D+, capital ship shields 4D, sensors 4D+1
Passengers: 40 (troops)
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Cost: Not available for sale

Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D+1
Space: 5
Atmosphere: 280; 800 kmh (high atmosphere only)
Hull: 4D+1
Shields: 1D+2

Sensors:
- Passive: 25/0D
- Scan: 40/1D
- Search: 80/3D
- Focus: 2/3D+1

Weapons:
- 6 Turbolasers
  Fire Arc: 2 front, 2 right, 2 left
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km
Damage: 2D
- Concussion Missile Launcher
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Ammo: 30
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D
- 2 Tractor Beam Projectors
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D+1

Starship Complement:
- 24 starfighters
- 2 light transports or shuttles

The Republic Navy - Sulanko Frigate

The Sulanko frigate is newly designed combat vessel, manufactured and designed by Vaufthau Shipyards, co-designers of the Invincible Dreadnoughts.

Designed mainly to support combat fleets during an extended tour of duty by carrying enough supplies to ensure that a planetary layover at a supply depot would not be required, in addition to carrying supplies, the Sulankos are equipped with a pair of massive double turbolaser batteries capable of performing in both vessel-to-vessel combat as well as pinpoint orbital bombardment.

To give the vessel more of a purpose in a military fleet, Vaufthau made sure to incorporate a hangar large enough to store a pair of Apone-class assault shuttles as well as a pair of Ripper-class APCs and a platoon of soldiers - typically twenty army and twenty navy troopers. The shuttles provide the Sulankos with added fire support in combat as well as the ability to deploy squads of troops for both ship boardings and ground operations.

The Sulanko is also an experiment in widespread automation on board of a dedicated deep space combat vessel. The computer systems are anything but a marvel of technology. Highly complicated and somewhat confusing programming and system routings constitute the heart of the Sulanko's automation.

As the years pass, many of the automated systems on board of the typical Sulanko frigate are malfunctioning or completely failing in one way or another. The ships are becoming easy targets during combat since one or two well placed hits can cripple the entire vessel. To counter this, the Republic has

simply shut down most of the automation and has replaced some of the smaller cargo holds with crew quarters for additional crew members to take over the once automated tasks.

Those Sulankos which are properly maintained and upgraded regularly have an expected average life span of nearly two hundred standard years in the Republic Navy.

Craft: Vaufthau Shipyards' Sulanko Frigate

Type: Support frigate
Scale: Capital
Length: 352 meters
Skill: Capital ship piloting: Sulanko frigate
Crew: 12; gunners: 4; Skeleton: 1/+10
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital ship gunnery 4D+1, sensors 4D+2
Passengers: 40 (troops)
Cargo Capacity: 67,500 metric tons
Consumables: 4 years
Cost: Not available for sale

Hyperdrive Multiplier: x3
Hyperdrive Backup: x28
Nav Computer: Yes
Maneuverability: 0D+1
Space: 3
Hull: 3D+2
Shields: 1D

Sensors:
- Passive: 10/0D
- Scan: 30/1D
- Search: 40/2D
- Focus: 2/2D+1

Weapons:
- 2 Double Turbolaser Batteries
  Fire Arc: 1 dorsal turret, 1 ventral turret
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 1D
  Space Range: 3-20/40/80
  Atmosphere Range: 6-40/80/160 km
  Damage: 5D

Starship Complement:
- 2 Assault Shuttles

Ground/Air Complement:
- 2 Armored Personell Repulsorlifts

The Republic Navy - Z-3 Harpy

The Incom Z-3 Harpy is the current fighter used by the Republic Starfleet. It lacks hyperdrive and anti-capital ship capability so it is usually used in an interceptor capacity.

Craft: Incom / Subpro Z-3 Harpy

Type: Starfighter Interceptor
Scale: Starfighter
Length: 12.4 meters
Skill: Starfighter Piloting: Z-3
Crew: 1
Passengers: None
Cargo Capacity: 120 kg, .6 cubic meters
Consumables: 1 day

Hyperdrive Multiplier: None
Hyperdrive Backup: None
Nav Computer: None
Maneuverability: 1D
Space: 5
Atmosphere: 350; 1006 kmh
Hull: 5D
Shields: 1D

Sensors:
- Passive: 15/0D
- Search: 40/2D
- Scan: 25/1D
- Focus: 1/2D

Weapons:
- Two Laser Cannons (fire linked)
  Fire Arc: Front
  Skill: Starship Gunnery
  Fire Control: 1D
  Space Range: 1-5/10/17
  Atmosphere Range: 100-500/1km/1.7km
  Damage: 3D
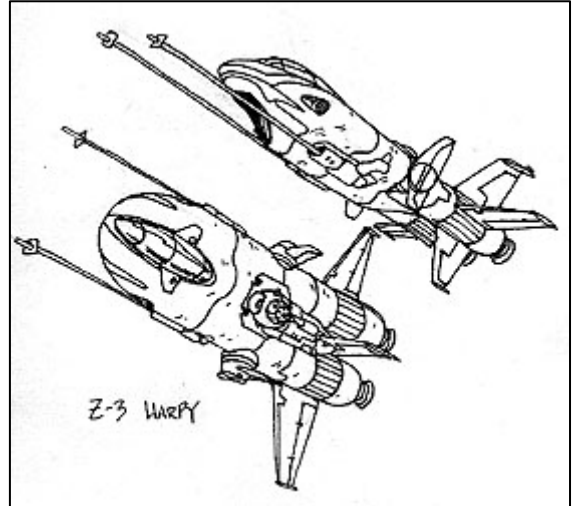
Technology of Legends of the Old Republic

Technology is cyclical. Over the course of the last 10,000 years the Galaxy has discovered and invented just about all there is to invent and improved designs just about as far as they can be improved. Everything is enslaved to the laws of physics (even Star Wars physics). Only tastes change over time.

By this era in the Star Wars history, 1000 years before the Imperial Era, most every technological item available during the Imperial Era is available here. There has been minor advancement of the overall technology level, but the pace of advancement in the Star Wars universe is slow, probably hampered by the high cost of making even the smallest change at this high of tech level.

Most of the common starships designs seen during the Imperial Era are available in some form during this era. However, due to some technological advancement, some adjustments need to be made when adapting statistics. For example, if a player wishes to use a YT-1300 in this campaign, some adjustments need to be made.

First: Rename the vessel. Use an earlier designation. YT-1000 works in this instance.

Second: Double the Hyperdrive multiplier. Do to differences in Hyperspace Technology over the past 1000 years, all starships during the Legends of the Old Republic era have slower hyperdrives. If the YT-1300 had a x1 hyperdrive, it's x2 in this era. It's x8 backup becomes a x16 backup in this era.

Third: Reduce the Space Movement by 10%. A Space Move of 7 becomes 6.

Other modifications might, but not neccesarily have to, include reducing Shield effectiveness, Weapon performance, or increasing crew requirements due to less automation. Weapon damage should remain the same, but ranges or Fire Controls might be reduced.

In this era, there are no Star Destroyers or Nebulon-B frigates or X-Wings, not even Z-95 Headhunters or Dreadnaughts, but by simply rearranging some stats and giving the vessels new names, contemporary analogs of these vessels can be made that fit nicely in the setting and fulfill the same roles and functions as their descendents.

Horde GM Characters - Paegana

Type: Sith Sorceress
Species/Gender: Human Female
Age: 2000 (appears 30ish)
Height: 5'11"
Weight: 130lbs

Physical Description: Paegana, when refreshed with the life energy of an entire world, is a beautiful and voluptous woman with long straight dark hair. She wears a chrome skull-cap on her head with two cheeck-bone protectors, a choker around her neck sealed with an ancient and arcane Sith symbol, and thin wrappings on her arms and legs. Her dress is low cut with flared pointy shoulders, it is slit very high up her left thigh. Her high-heeled boots mount three large chrome rivets on the tops of her feet.

Should she go a period of time without refreshing herself, she begins to rapidly age, degenerating into a frail helpless pile of undying wrinkled flesh and bones.

Background: Paegana is 2000 years old, having long ago discovered the secret to immortality. Though her heart and veins remain forever young, powered by dark forces eternally pumping blood to her brain and body, her skin, bones, and muscles still age and decay normally. To maintain her appearance, she learned to drain the life forces of entire worlds, a process that takes several weeks, depending on the population and ecosphere of the world in question. She was captured and banished to a lifeless asteroid far beyond the rim of the known Galaxy. There she degenerated, her body feeding on itself, for 1,500 years, until she was found by Kron, Warlord of the Horde. The existence of the frail and brittle lump of wrinkled flesh and hair on the desolate rock intrigued Kron. He freed her from the world. When Paegana fedon the life force of a thousand slaves, Kron was angered. But when she demonstrated the extent of her power, he saw in her a tool to his success.

Now Paegana serves Kron as an "advisor". In exchange for shrouding his fleet of starfighters and her new mobile asteroid castle, Kron gives her the planets she desires and needs to stay young. It was Paegana that directed Kron's energies towards the Republic, and it is Paegana that advises Kron on their tactics and ways. Paegana also has the ability to create homonculi minions known as "Nightmares", the Nightmares are dark servants composed of secret alchemical formulas and animated Dark Force Power.

Personality: Paegana moves like a cat, stealthy and sexy. She is a tease, but if the fancy strikes her, she'll take it upon herself to seduce, though she is always in control. She is quick to anger and often flies into fits of rage when she doesn't get her way.

Objectives: To drain the life force of as many planets as possible, and to exact revenge upon the Republic for exiling her.

DEX: 4D
      Melee Parry 5D
      Thrown Weapons 5D+2

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KNO: 4D
      Alien Species 7D
      Alchemy 8D+2
      Business 4D+2
      Cultures 6D+1
      Initmidation 8D
      Languages 9D
      Value 4D+2
      Willpower 9D
MECH: 2D
      Beast Riding 4D+1
PER: 4D
      Bargain 6D
      Command 7D+1
      Con 6D+2
      Forgery 5D+1
      Hide 5D
      Investigation 6D
      Persuasion 8D+2
      Sneak 6D
STR: 2D
Control DifficultyTECH: 3D

Equipment: mobile asteroid castle.

Force Skills:
      CONTROL: 10D (avg 35)
      SENSE: 10D (avg 35)
      ALTER: 8D (avg 28)
Move: 10
Force sensitive: yes

Create Homunculus
-   <u>Control Difficulty</u>: Difficult (20)
-   <u>Sense Difficulty</u>: Very Difficult (25)
-   <u>Alter Difficulty</u>: Heroic (30)
-   <u>Required Powers</u>: Absorb/dissipate energy, affect mind, control mind, control pain, farseeing, life detection, life sense, projective telepathy, receptive telepathy
-   <u>Time To Use</u>: 1 hour (deep meditation)
-   <u>Effect</u>: Creates a Force construct that can be controlled by the Jedi, yet also has some degree of "free will." One of three types of homunculi(Assassin, Scout, and Burden) can be created (for stats, see below).One the homunculus is created, this power need not be kept "up." However, a Difficult Sense roll is necessary to use the creature's senses as the Jedi's own. This done, a moderate Control roll allows communication/command of the homunculus.
  Any life force the creature may seem to have is simply a physical manifestation of the Force and while the homunculi are capable of limited independent thought, they tend to simply follow the last command given. When the creature suffers damage greater than a wound, it begins to disintegrate, then fade, and finally returns to the dust its physical form was created from.
-   <u>Type</u>: Nightmare Homonculous
        DEXTERITY 4D

Dodge 6D
Melee Combat 5D
PERCEPTION 2D
STRENGTH 2D
Brawling 4D
Special Abilities: Claw 4D, Bite 6D
Move: 15 running, 30 leaping
Size: 2.5m
Scale: Character
Description: tall lanky jet-black humanoids with spindly arms and legs ending in two long powerful claws (or more accurately sharp fingers) each, with a smaller pair of arms in the mid-section. They lack a head, instead having a hump between the shoulders mounting two glowing yellow eyes. Their jagged bear-trap mouths glow pale yellow from within. When wounded, they emit no blood or show any impairment from injury. When they die, their bodies simply dwindle to nothingness, like black ice melting without water or steam.

Vampirism

- o Control Difficulty: Difficult (20)
- o Sense Difficulty: Moderate (15)
- o Alter Difficulties: Difficult (20) :
    - Near-human: +5
    - Alien: +10
    - Force-sensitive: +10
    - Non-carbon based: +10
- o WARNING: The user of this power gains a Dark Side Point. This power will drain the life from any life form. This life is determined as the Strength and Knowledge of the being. The power can be kept "up.", with the normal difficulties. A Moderate Control roll is required in any round this power is kept "up." (i.e., not the first round).
- o Game Effects: Use the Alter result of the aggressor (i.e. Force user) as an attack vs. the target's combined Strength and Knowledge. Consult the damage chart :
    - No effect: The vampire could not Drain the life from the being this round. The vampire can re-initiate the power next round, or keep the power "up."(which would necessitate resisting the same Alter result, but with a reroll of dice), or try another attack.
    - Stun result: The vampire has drained Character Points from the character. The vampire can drain max. number of Character Points as the vampire has dice in Alter (i.e. 8D+2 = 8 character points).
    - Wound result: As per Stun, only that the vampire also drains Force Points from the character, at a rate of 1 per 15 or fraction there of rolled on the Alter dice.
    - Incapacitated: As per Wound, but the vampire also permanently drains a pip from both Strength and Knowledge.
    - Kill: The vampire can drain all Character Points and all Force Points from the character. Strength and Knowledge stats are drained to 0. The vampire can use the Character and Force Points drained as per the normal rules. The pips drained from Strength and Knowledge raises the respective dice codes of the vampire. The vampire can decide to forgo this boost in order to heal itself one wound category (i.e., Kill -> Incapacitated -> Wound-> Stun -> No Effect).

Horde GM Characters - Kron, Warlord of the Horde

Type: Horde Barbarian
Species/Gender: Human Male
Age: 32
Height: 6'5
Weight: 310lbs

Physical Description: A monster of a man, Kron stands 6'5" and is just HUGE ! His head is bald except for a small patch where long wiry bits of hair sprout like blades of grass. His eyes are cold and piercing, with an eerie bulge. He has a tattoo of a purple lightning bold on his head above his left eye. His eyebrows are similarly long and wiry, extending out past the sides of his head like little wings. His nose is flat and twisted from too many breaks. He wears a small goatee of wiry hair. His skin is tanned by the suns of unknown worlds. He wears a suit of grey and purple armor of alien design.

Background: Kron was born into a nomadic tribe of barbarians beyond the rim of the explored Galaxy. For eons they moved from uninhabited world to uninhabited world, for the region of the Galaxy in which they lived was very sparsely populated. Over time, his people became masters of piloting starfighters, their vehicle of choice. There were several tribes of nomads which constantly fought amongst themselves over precious resources and inhabitable planets and occasionally mounting small-scale raids on inhabited worlds and colonies.

Kron quickly grew to prominence among the tribes, at first winning the role of tribal chieftain, then uniting several tribes and taking the title of Warlord. Kron's tactical brilliance, fighting acumen, and overwhelming charisma and willpower quickly brought all of the tribes of his people together. But to keep this union, Kron recognized that it needed direction and purpose. He turned his union, now called "the Horde" by others, to conquest.

Kron's army would have met swift defeat were it not for a chance meeting with a powerful ally. Kron found Paegana, a Sith Witch, banished to a remote world. Kron agreed to give to her the worlds they conquered and plundered, allowing her to drain them of their life energy, in exchange Paegana would use her Sith powers to shroud the Horde's fleet, masking their approach and location with Sith sorcery.

Now Kron has turned his Horde on the Republic, raiding remote colonies for supplies and allowing Paegana to drain them of all life. His eventual goal is nothing short of complete conquest of the Galaxy.

However, Kron is the keystone that keeps his Horde together, and should Kron die, the tribal alliance would quickly fall apart.

Personality: Fearless, determined, and very intelligent if uneducated and somewhat uncouth. Kron's personality is so strong that he overpowers everyone else in the room and is always ALWAYS the

center of attention. Kron wants to be recognized as a legitimate force, as such he often adopts Republic technology and practices, such as assigning a Recorder Droid to chronicle his exploits for future generations. However, Kron is utterly ruthless and shows little mercy. When attacking a world, if it surrenders, he'll take the inhabitants as slave laborers; if it fights, he kills everyone to the last man.

Objectives: To conquer the Galaxy.

DEX: 4D
      Blaster 7D
      Brawling Parry 6D
      Dodge 9D
      Lightsaber 8D
      Melee Combat 10D+1
      Melee Parry 8D+2
KNO: 1D+1
      Intimidation 9D
      Languages 3D
      Planetary Systems 2D+2
      Streetwise 4D+1
      Survival 7D
      Tactics 6D
      Willpower 9D
MECH: 3D+1
      Astrogation 4D
      Beast Riding 5D+1
      Communications 3D+2
      Sensors 4D
      Starfighter Piloting 9D
      Starship Gunnery 7D+1
      Starship Shields 5D
PER: 3D+2
      Bargain 7D
      Command 10D
      Gambling 8D+1
      Investigation 6D
      Search 4D
STR: 4D
      Brawling 8D
      Lifting 5D
      Stamina 7D
TECH: 1D+1
      First Aid 7D

Equipment: Lightsaber 5D (he wields a Lightsaber because during the period I'm setting my game, Lightsabers are still rare but are not the exclusive domain of Jedi), Recorder Droid, Armor +3D Physical +1D Energy, "Reaver" starfighter, 12 wives.

Force Skills: none
Move: 10
Force sensitive: no

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Horde GM Characters - Horde Barbarians

Your average Horde Warrior was born on a remote and desolate uncharted world. His father is a Warrior, and his mother one of his wives. The status of a Warrior can be judged by the number of his wives. The children of slaves can never become Warriors, though slaves can sometimes be used in combat as a human shield.

Life in this part of the Galaxy is harsh and many Horde children die before age 6 either from starvation, cruelty, accident, or war. Children are not cherished in the Horde society, they are pushed to their limits. Children who survive to age 6 are taught to pilot and a starfighter. Upon reaching age 16, Horde Warrior children fight for assignments of new Reavers. The best fighters get their pick of the best new Reavers. Once a Warrior has chosen a Reaver, they are bonded for life and the young Warrior is now officially a part of the tribes Warrior elite. Many rituals of initiation and blood sacrifice attend such events.

There are other castes in the Horde: Technicians, Holy Men, Builders, and slaves. Only Warriors are allowed the priveledge of multiple wives. Women in the Horde are hardy and strong and share an equal voice as the men, but their roles are still relegated to raising children and managing the work of their slaves.
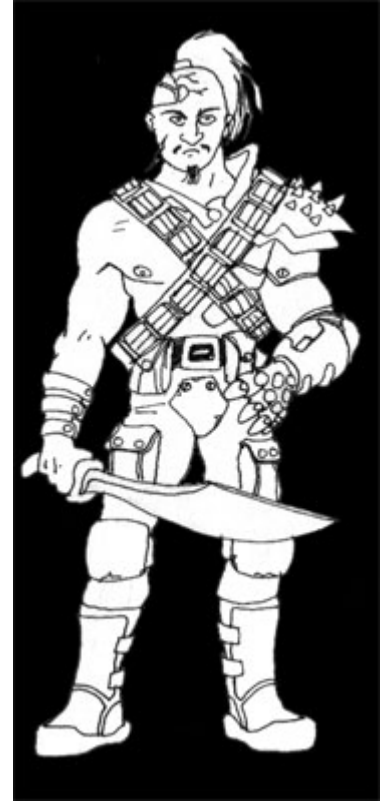
In addition to the Reavers, the Horde also maintain many family-ships, medium sized transports that accomodate the wives and slaves of the Warriors, as well as the other castes. These ships are formidable in themselves, but are no match for a warship or a Reaver.

DEX: 4D
    Blaster 5D
    Brawling Parry 6D
    Dodge 5D+2
    Melee Combat 6D+1
    Melee Parry 5D+2
KNO: 1D+1
    Intimidation 4D
    Languages 2D
    Planetary Systems 1D+2
    Streetwise 2D+1
    Survival 7D
    Willpower 3D
MECH: 3D+1
    Astrogation 4D
    Beast Riding 4D
    Communications 3D+2
    Sensors 4D
    Starfighter Piloting 7D
    Starship Gunnery 6D

PER: 3D+2
      Bargain 4D+2
      Gambling 4D+1
      Search 4D
STR: 4D
      Brawling 6D
      Lifting 5D
      Stamina 6D
TECH: 1D+1
      First Aid 3D

Equipment: Vibrosword 7D, Powered Gauntlet 7D Crushing 5D Blaster, may parry at no loss of action, Armor +1D Physical +1 Energy, "Reaver" starfighter.

Force Skills: none
Move: 10
Force sensitive: no

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Horde GM Characters - Reaver

The Reaver is the name given to the starfighters used by the Horde. Each Reaver is the property of a Horde Warrior. It is his home, Warriors are able to live for weeks at a time in their ships in deep space. In a survival situation, they can survive off of the waste coolant water and insulation paste, which resembles foul-smelling gruel with just enough nutritional value to provide sustenance. The Reaver is a Hyperspace-capable star-fighter in a time where such vessels are rare (1000 years prior to the films), and it's appearance provided inspiration for later Republic designers who appreciated the utility and versatility of such a ship.

The fighters designs are ancient and modern examples tend to be heavily modified by their owners, so no two are ever alike. A Horde Warrior maintains an almost religious bond with his starfighter, caring for it and worshipping it. It is believed that within each Reaver lives a battle spirit. Often a Horde Warrior will perform blood sacrifices to his Reaver in the hopes for blessing from the battle spirit.

Reaver

Length: 21.2 meters
Crew:1
Crew Skill: Starfighter Pilot 7D ; Starship Gunnery 6D ; Starship Shields 2D
Cargo: 2000kg
Consumables: 15 days (accessible from cockpit), 6 months in storage

Hyperdrive Multiplier: x2
Nav Computer: 1 Jump
Maneuverability: 2D
Space: 12 (6D)
Atmosphere: 450; 1300kph (3D+2)
Hull: 4D
Shields: 2D

Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 75/2D
- Focus: 4/4D+1

Weapons:
- 2 Laser Cannons (fire linked)
  Control: 3D
  Range: 1-3/12/25
  Atmosphere: 100-300/1.2km/1.5km
  Damage: 7D

Horde GM Characters - General Basir, Twi-Lek Mercenary Leader

General Basir leads a mercenary army employed by the Hutts. Basir's mercenaries serve as the Huttese armed forces. They own 10 transports, 1 carrier, and 5 escort fighters. Basir's men were assigned to establish a recon post on the unexplored planet Tatooine in order to observe Horde movements.

Basir is a cold man who enjoys killing. He has no aversion to torture or genocide to achieve military aims. His love is for his men. He would do anything for them and sees to their comfort and treatment.
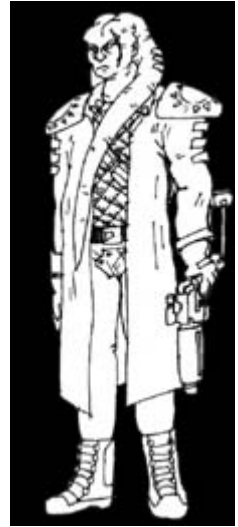
Horde GM Characters -Hutt-employed Mercenaries

The mercenaries that compose the bulk of Basir's fighting force come from a variety of species and worlds. Mostly non-humans, Basir's mercenaries are outcasts and murderers, usually AWOL soldiers from other military forces.
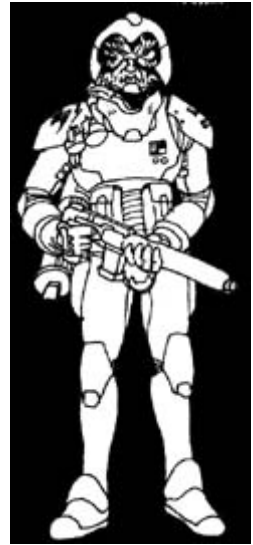
Other GM Characters

Narru the Bloodless

Hutt Crime Boss
"Getta Barundi, netta dingo."

DEX 1D
KNOW 3D
  Planetary Systems 5D
  Streetwise 6D
MEC 3D
PER 5D
  Bargain 7D
  Command 8D
STR 3D
TEC 1D

Nick Caledon

Swoop Racer
"No one's beaten me, ..and lived."

DEX 3D+2
  Blaster 4D+2
  Brawling Parry 4D+2
KNO 2D
  Streetwise 3D
  Survival 4D
MEC 3D+2
  Repulsorlift Operation 5D+1
PER 3D
  Gambling 3D+2
STR 2D+2 (3D in Helmet)
  Brawling 4D
  Stamina 4D+1
TEC 3D
  Repulsorlift Repair 4D+2

Racing Helmet (+1)
Heavy Blaster

Char-Six

Crime Lord
"Teecha va dooda. Nar Shadaa."

DEX 4D
   Blaster 6D
   Brawling Parry 3D+2
   Dodge 5D+1
   Melee 6D+2
KNO 3D
   Bureaucracy 5D+2
   Streetwise 6D
MEC 2D+2
PER 2D
   Bargain 5D
   Command 4D+2
STR 3D+1 (3D+2 in Light Armor)
   Brawling 4D+2
   Lifting 4D+2
TEC 3D

Light Armor (+1)
Heavy Blaster
Tekken, Robot Pet.

Daric Arien

Con Man
"Hey, don't ya remember me?"

DEX 3D+2
  Blaster 4D
  Dodge 4D+1
  Brawling Parry 4D
KNO 2D
  Streetwise 3D
MEC 3D+2
  Astrogation 4D
  Repulsorlift Operation 4D
  Starship Gunnery 4D
  Starship Piloting 4D+1
  Starship Shields 4D
PER 3D
  Con 4D
STR 2D+2
  Brawling 3D
TEC 3D
  Droid Programming/Repair 3D+1
  Security 4D
  Starship Repair 3D+1

Hold-out Blaster (3D+1)
Comm-link
VibroPick

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Gorbnolel

Rebel Informant
"Nigglebob noogleboogle"

DEX 3D
  Blaster 4D
KNO 2D
  Streetwise 5D
MEC 2D
PER 1D+2
  Con 2D+1
STR 1D+1
TEC 2D
  Security 3D

Blaster Pistol

Juliana Stardrive

Smuggler
"Aw-RIGHT! Some FUN!"

DEX 3D+1
  Blaster 4D+1
  Brawling Parry 5D+1
KNO 2D+1
MEC 3D+2
  Astrogation 5D+2
  Starship Piloting 4D+2
PER 3D
STR 3D
TEC 2D+2

Heavy Blaster Pistol
Comm-link

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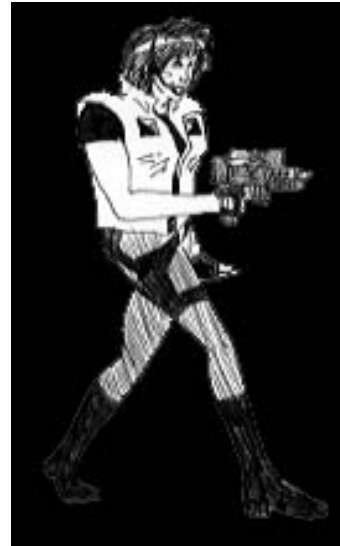
Little Guy

Jawa
"Nibba nibba nob-nob"

DEX 2D
  Blaster 3D
KNO 2D
  Streetwise 4D
  Technology 4D
MEC 3D
  Starship Shields 4D
PER 1D
  Bargain 2D
  Hide/Sneak 2D
STR 1D
TEC 3D
  Starship Repair 4D
  Droid Programming/Repair 4D

Bandolier Strap with assorted tools.

Admiral Dirg Kargin

Imperial Admiral
"Take them away!"

DEX 2D+2
  Blaster 6D+2
  Dodge 7D+2
KNO 3D
  Bureaucracy 6D
MEC 3D+2
  Starship Pilot 7D+2
  Gunnery 7D+2
PER 3D+1
  Command 5D+1
STR 2D+1
  Brawling 6D+1
TEC 3D

Blaster Pistol

Kirina

Zeltron Rebel Spy
"Hey there, cutie"

DEX 3D+2
  Blaster 5D+2
  Dodge 6D+2
KNO 2D
  Streetwise 4D+1
  Survival 5D
MEC 1D+2
  Starship Gunnery 2D+2
  Repulsorlift Operation 3D
PER 3D+1
  Seduction 4D
STR 2D
TEC 1D
  Repulsorlift Repair

Heavy Blaster Pistol (5D)

Mobquet 74Y Speeder bike
  Speed: 5D
  Maneuver: 3D+1
  Body: 2D
  Laser Cannon: Fire Control 2D, Damage 3D

Kizor

Bounty Hunter
"Get over here!"

DEX 4D
  Blaster 5D
  Dodge 5D
  Grenade 5D
KNO 2D+2
  Alien Races 3D
  Cultures 3D+2
MEC 2D+2
PER 3D
STR 3D+2 (5D+2)
TEC 2D
  Demolitions 5D

Boundy Hunter Armor
Heavy Blaster
Comm-link

Viceprex Thrayen Marsling

Corporate Sector Viceprex of Resource Acquisition
"I have a job for you.."

DEX 3D+1
KNO 3D+1
  Alien Races 2D+2
  Bureaucracy 3D+1
  Planetary Systems 4D
  Technology 3D
MEC 2D+2
PER 4D
  Bargain 5D+1
  Command 4D+2
  Gambling 4D
STR 2D+2
TEC 2D

Big Nose

Pickpocket and Thief
"Ooh, shiny pretties"

DEX 3D+2
  Dodge 5D
  Melee Parry 5D+1
  Melee 5D+2
KNO 2D
  Streetwise 3D+1
MEC 3D+2
PER 3D
  Bargain 5D
  Con 6D+1
  Hide/Sneak 6D+1
STR 2D+2
TEC 3D
  Security 4D+2

Sword

General Minell Thornton

Rebel General
"Get these clowns off my ship!"

DEX 2D+2
  Blaster 4D+2
  Dodge 3D+2
  Grenade 3D+2
KNO 3D
  Bureauracy 4D
MEC 3D+2
PER 3D+1
  Command 5D+1
STR 2D+1
  Brawling 3D+1
TEC 3D
  Security 4D

Blast Pistol (4D)
Comm-link

Dev-S-T8R

Battle Droid
"Brrt, vwerrrrrrr, brrt."

Model: Arakyd Mark V Battle Droid
DEX 2D
  Blaster 5D
  Brawling Parry 6D
  Dodge 5D
  Missiles 5D+2
  Melee 6D+1
KNO 1D
  Intimidation 6D
MEC 1D
PER 1D
STR 4D
  Brawling 7D
TEC 1D

Twin Linked Blasters (4D/4D)
Missile Launcher (6D)
Sword (7D, 10)

Size: 1.8m tall.
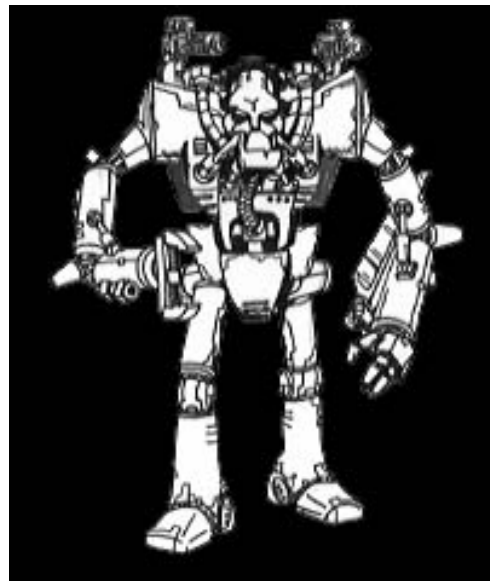
Drakkor the Inquisitor

Imperial Inquisitor
"Resistance is futile."

DEX 3D
  Blaster 4D
  Dodge 4D
KNO 4D
  Intimidation 5D
  Interrogation 6D
  Torture 6D
  Law 5D
  Streetwise 5D
  Survival 4D+1
MEC 2D
PER 3D+2
  Command 5D+2
  Con 5D
  Persuasion 5D
  Investigation 4D+1
STR 2D+2
  Brawling 3D+2
TEC 2D+2
  First Aid 3D+2

Blaster Pistol (4D)
Datapad
Comlink
Recording Rod

Gnarrls

vicious beasts
"Gnarrl!"

DEX 3D+1
PER 2D
STR 2D+1
Speed Code: 4D

Size: 1m from tail to mandible

Tail (3D+1, 10)
Bite (4D, 5)
Claws (3D, 5)

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The Horde Invasion

Starships

The following are ships designed for my campaigns. Some have been used, some haven't. They are all fairly generic and can fit easily in any campaign. Some were originally in Marvel or Dark Horse comics. Where possible, credit and reference shall be giv en for those ships. Some ships also have detailed deck plans available by clicking on the appropriate hyperlink.

Arachnid Dream

Corellian YT-342 Light Freighter

Craft: Arachnid Dream
Type: Modified Lornell ZZ-10T
Crew: 2
Passenger: 2
Cargo Capacity: 50 metric tons, 20 cubic meters
Consumables: 2 months
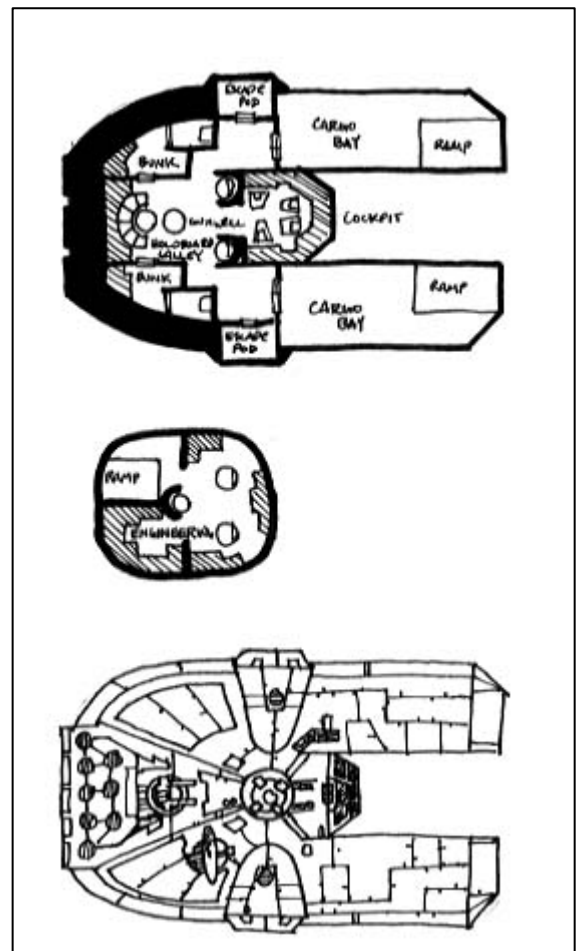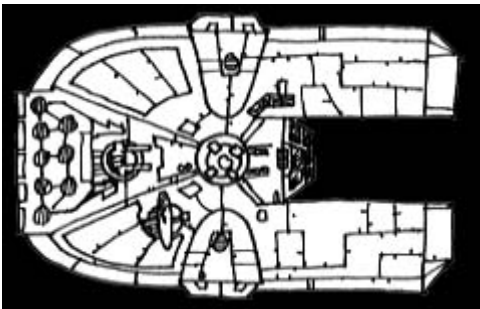
Hyperdrive Multiplier: x2
Nav. Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 2D (4)
Maneuverability: 1D
Hull: 4D

Weapons:
- One Laser Cannon
  Fire Control: 2D
  Damage: 2D
  Shields: 2D

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Bee Hive

Lantil ZZ-138 Passenger Liner modified into a Troop Transport
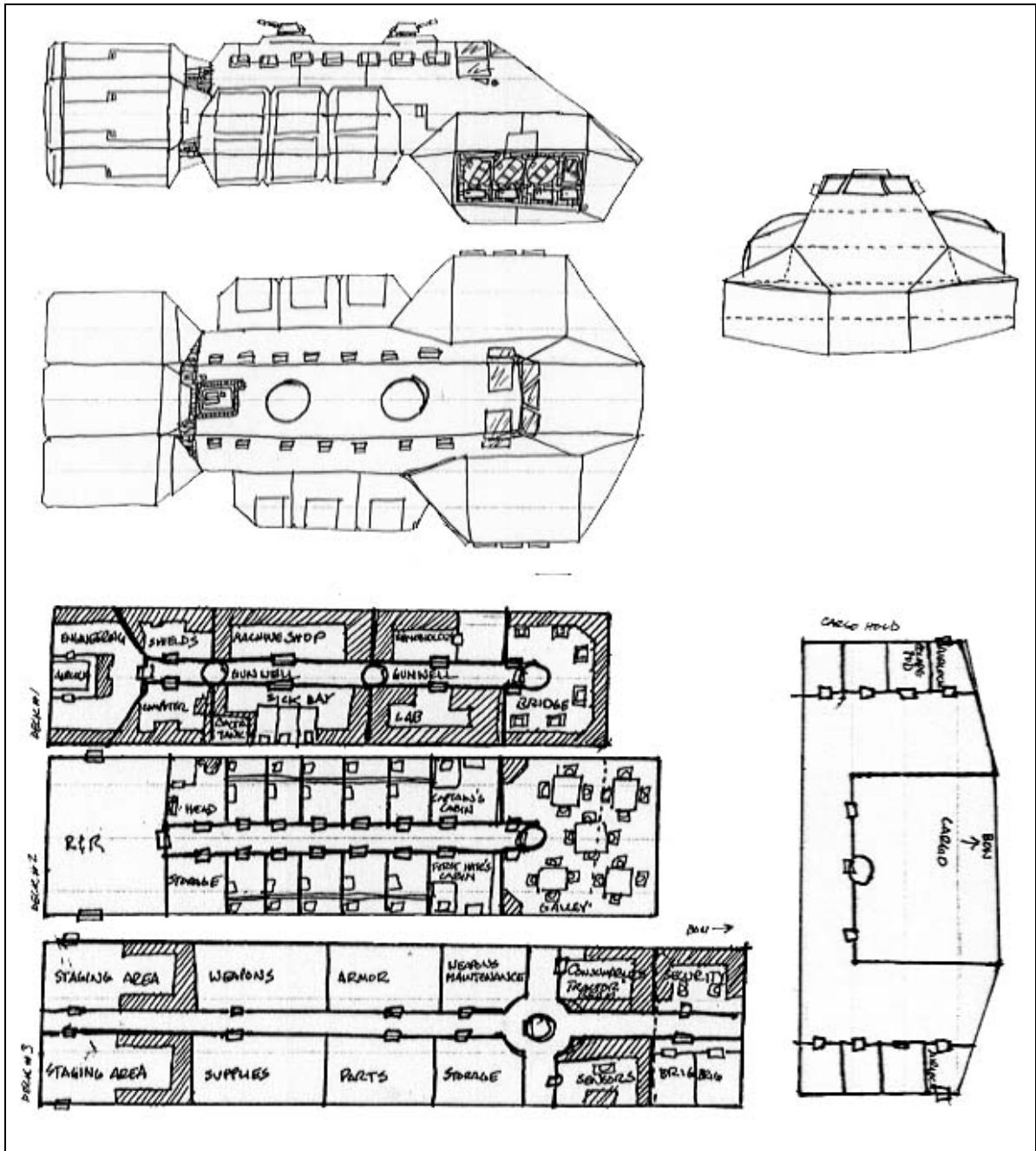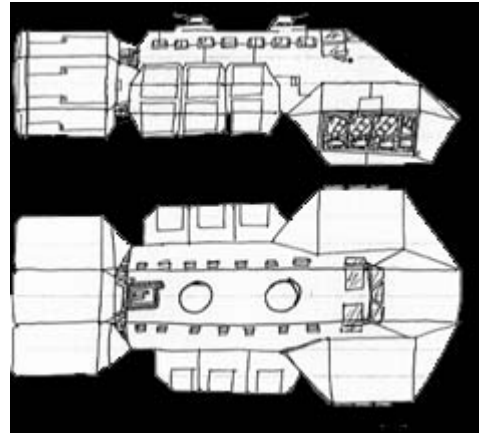
Galaxy Explorer

Corellian YT-34 Personal Transport
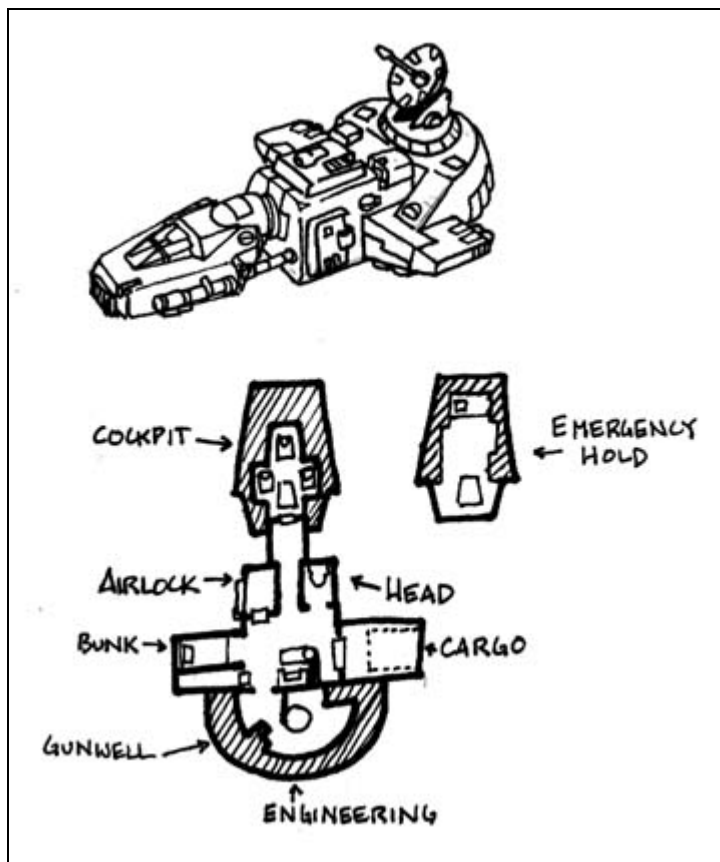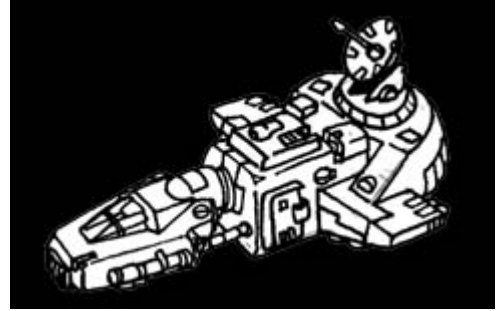
Kundali Scout

Corellian YT-250 small passenger transport (modified for cargo transport)

Craft: Kundali Scout
Type: Corellian YT-250
Length: 25.2m
Crew: 2
Cargo: 100 metric Tons
Consumables: 2 months

Hyperdrive: x2
Nav. **Computer**: Yes
Hyperdrive Backup: Yes
Sublight Speed: 2D (4)
Maneuverability: 0 (later 3D)
Hull: 4D
Shields: 1D+1 (later 2D+1)

Weapons:
- Laser Cannon
  Fire Control: 2D
  Damage: 4D
  One Heavy Laser Cannon
  Fire Control: 2D
  Damage: 6D

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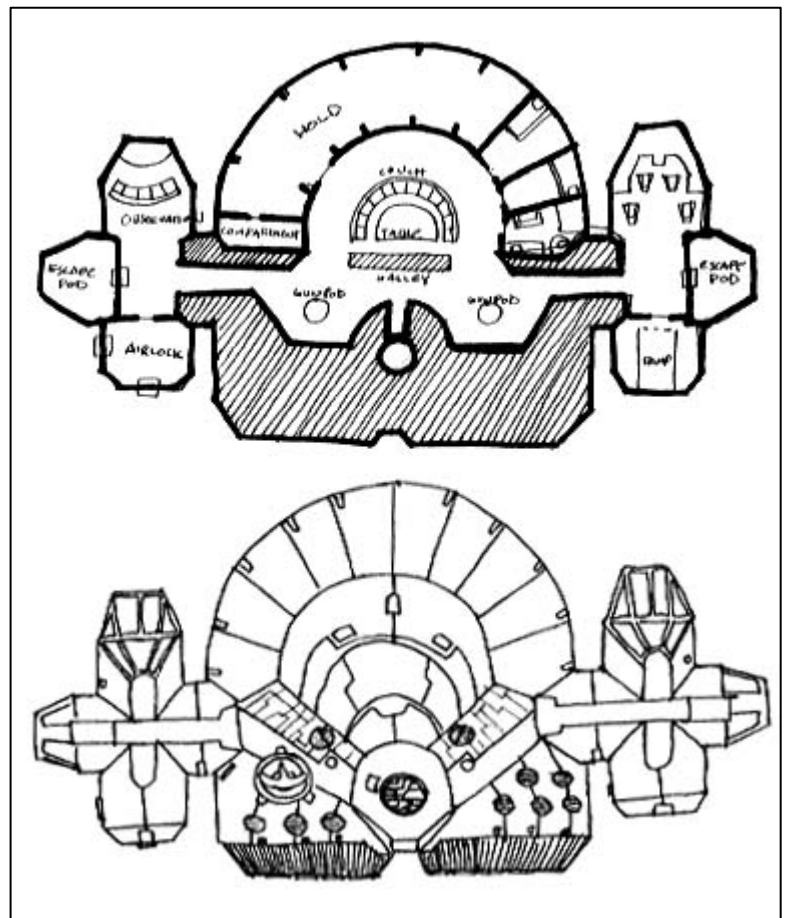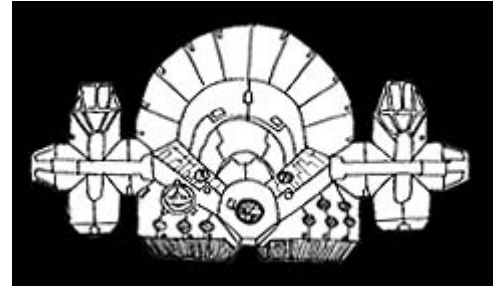
Villainous Tyrrany

Melanion Ship Yards VT-999 Luxury Yacht

Craft: Villainous Tyrrany
Type: Melanion Ship Yards VT-999 Transport
Crew: 2 (minimum)
Passengers: 11
Cargo Capacity: 1 metric ton
Consumables: 3 months

Hyperdrive Multiplier: x2
Nav. Computer: Yes
Backup Hyperdrive: Yes
Sublight Speed: 2D (4)
Maneuverability: 0
Hull: 4D

Weapons:
- One Laser Cannon
  Fire Control: 2D
  Damage: 4D
  Shields: 0
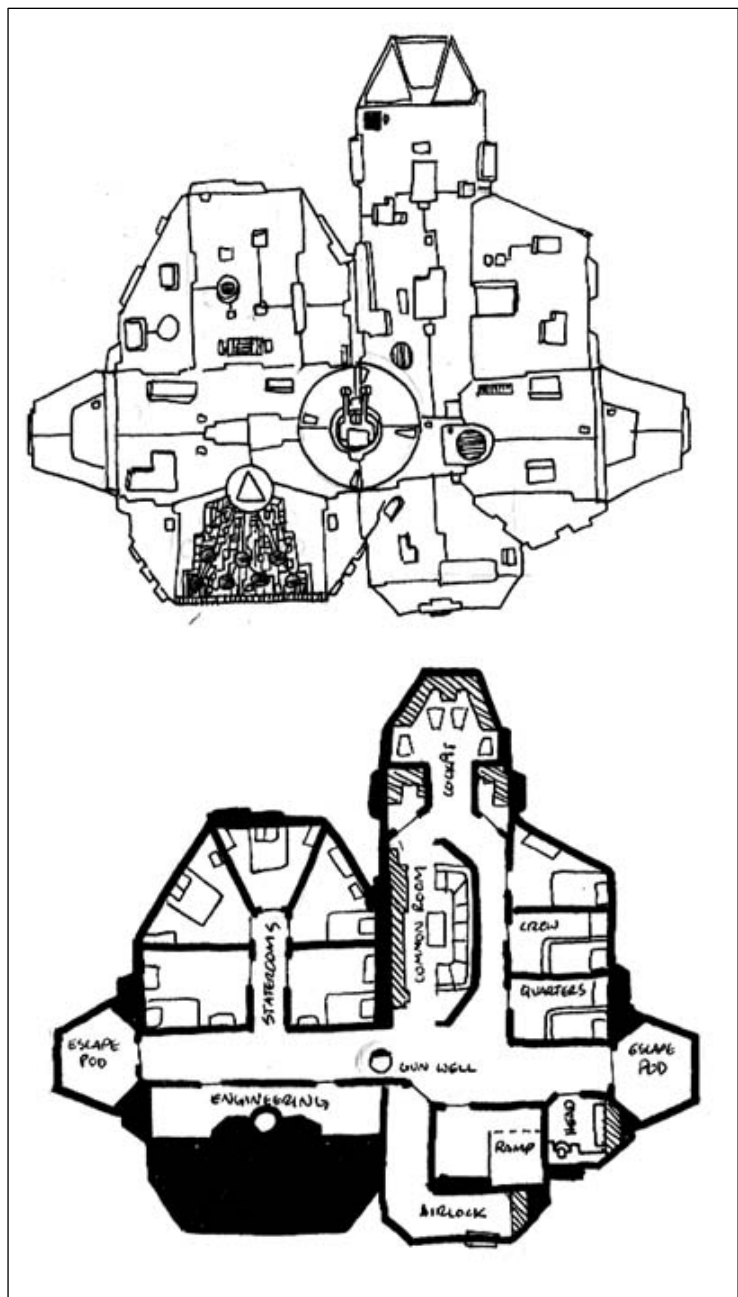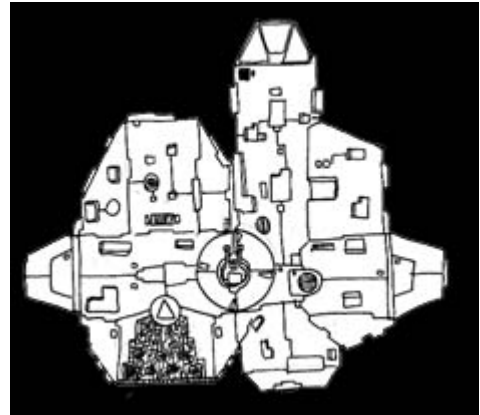
Sorouub PS-229 D Passenger Transport
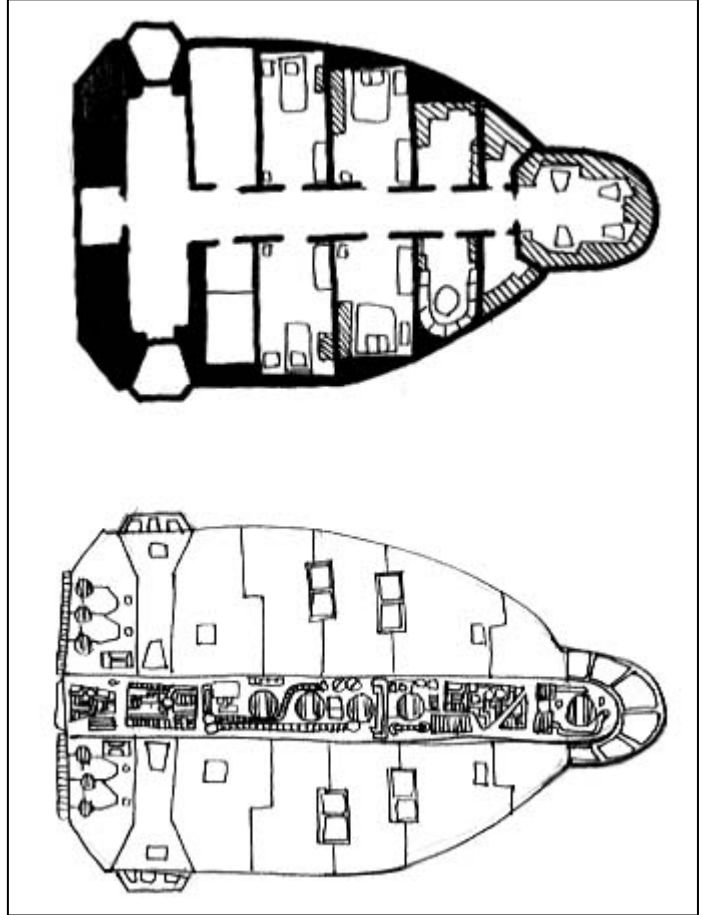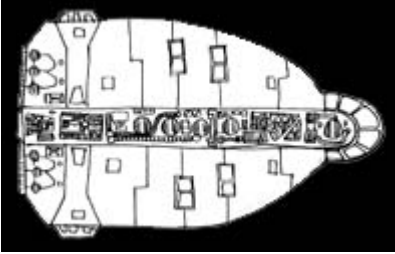
Sorosuub YT-256 K Light Freighter

Type: Sorosuub YT-256 K Light Freighter
Crew: 2
Passengers: 4
Cargo: 100 metric tons
Consumables: 6 months
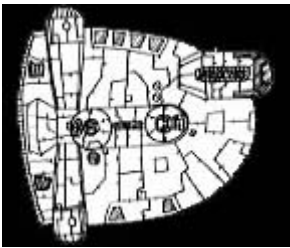
Hyperdrive Multiplier: x2
Nav. Computer: yes
Backup Hyperdrive: Yes
Sublight Speed: 2D
Maneuverability: 0
Hull: 4D
Shields: 1D
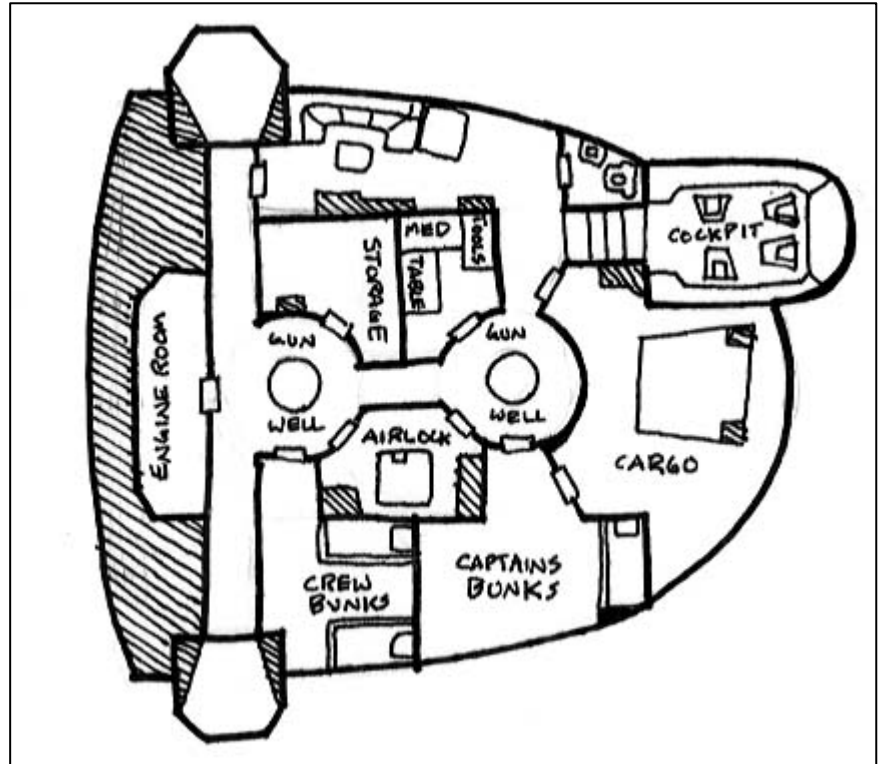
Weapons:
- One Turbolaser
  Fire Control: 3D
  Damage: 7D
- One Laser Cannon
  Fire Control: 2D
  Damage: 2D

Dangerous Journey

Craft: Dangerous Journey
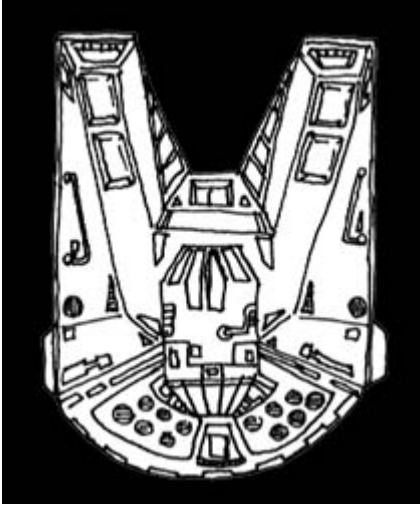
Type: Modified Lornell ZZ-10T Light Freighter
Crew: 2
Passengers: 4
Cargo: 200 metric tons
Consumables: 1 months

Hyperdrive: x1
Nav. Computer: yes
Hyperdrive Backup: no
Sublight Speed: 3D (6)
Maneuverability: 0
Hull: 4D
Shields: 4D

Weapons:
- One Quad-laser Cannon (Bottom Mount)
  Fire Control: 3D
  Damage: 6D
- Four Concussion Missiles
  Fire Control: 3D
  Damage: 9D
- One Tractor Beam
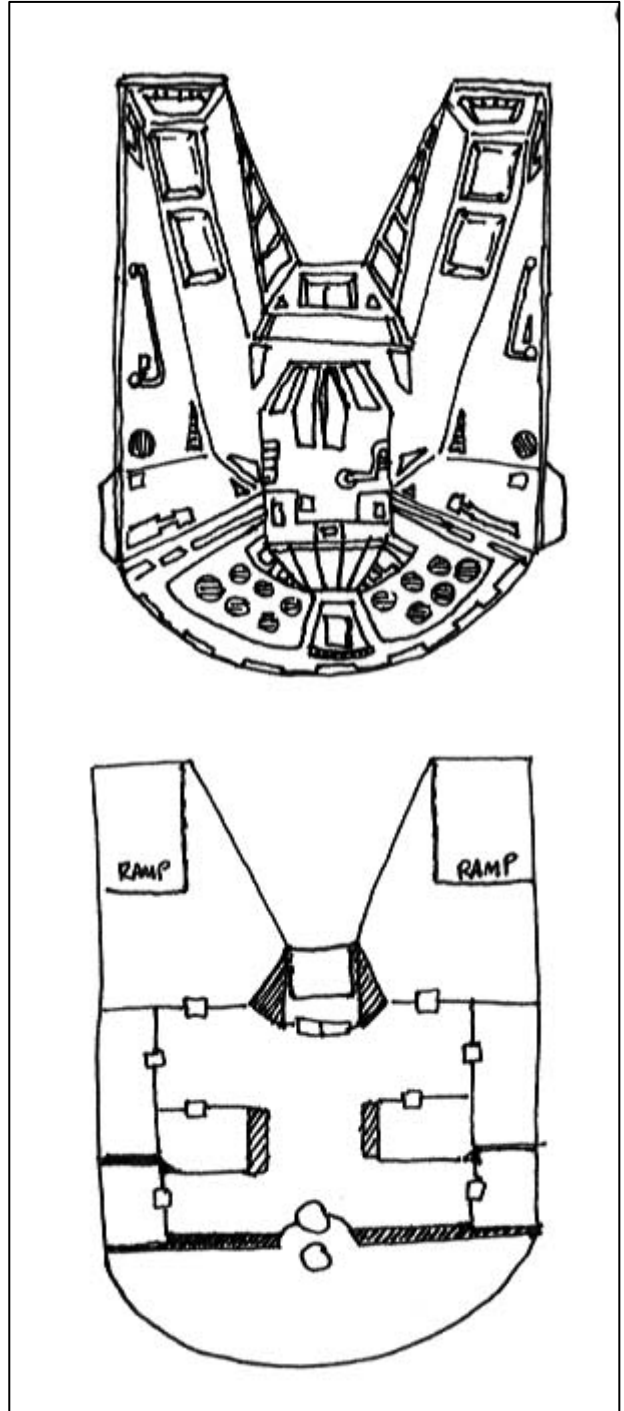
Ruptured Duck

Corellian YT-100 Light Freighter

Craft: Ruptured Duck
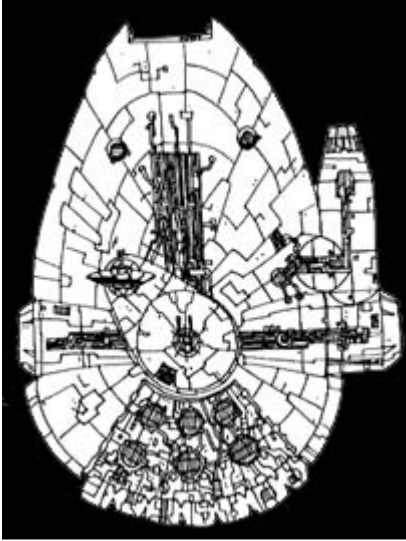
Type: Modified YT-100 Light Freighter
Crew: 2
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months

Hyperdrive Multiplier: x2
Nav. Computer: yes
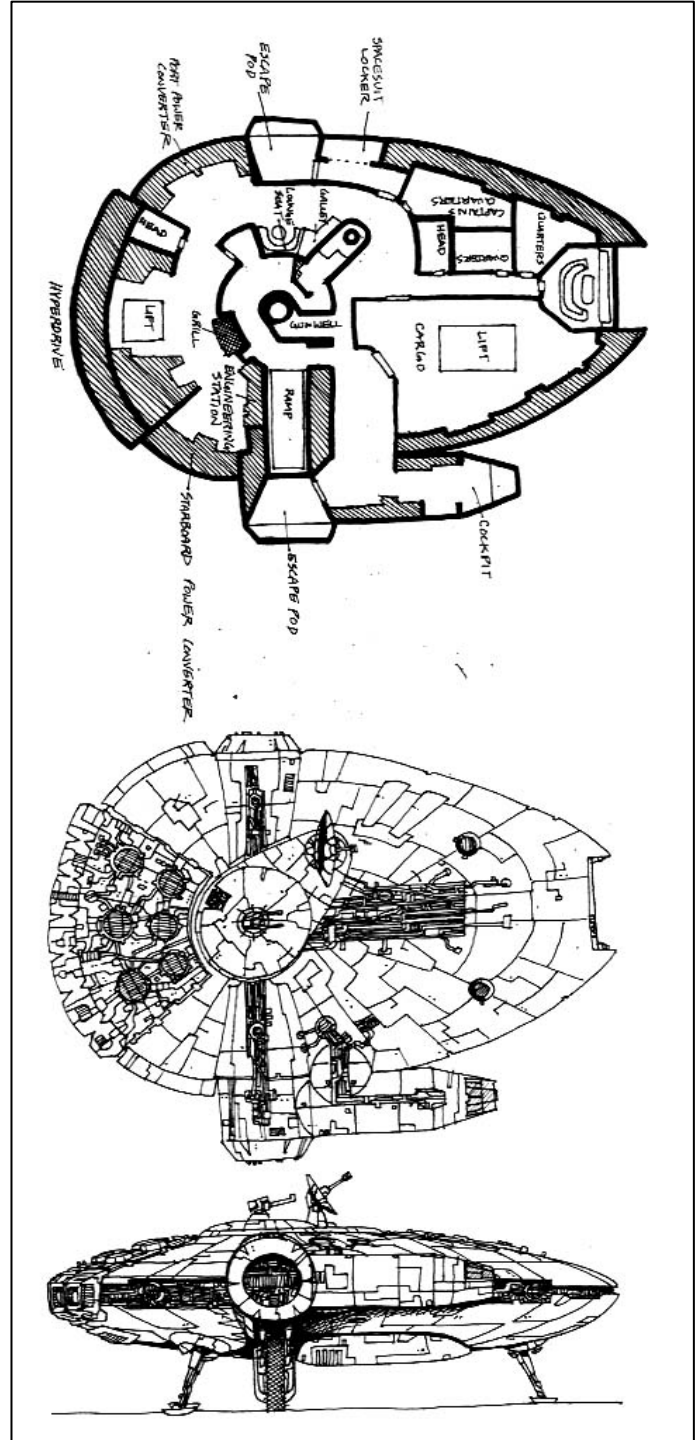**Hyperdrive Backup**: yes
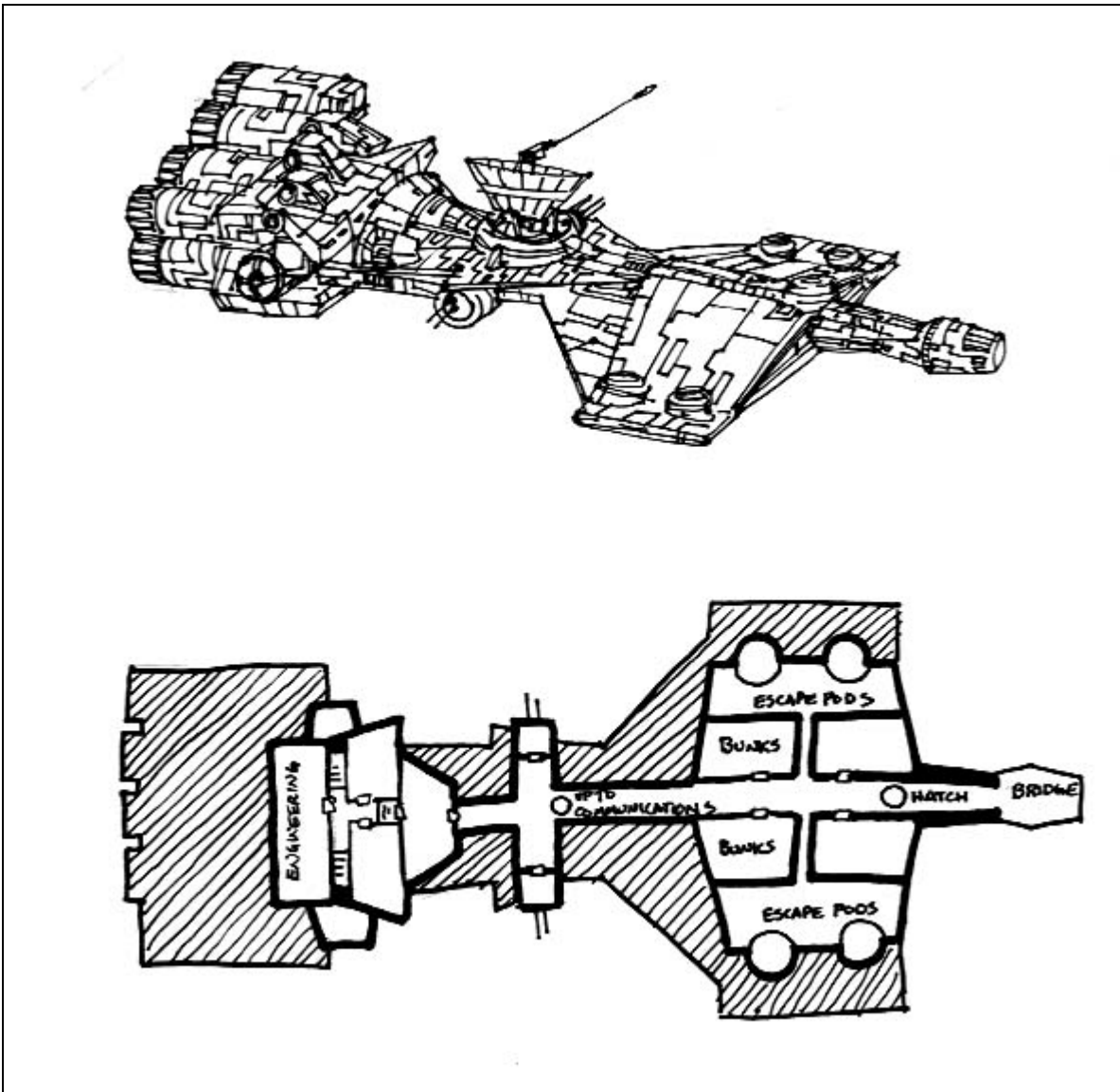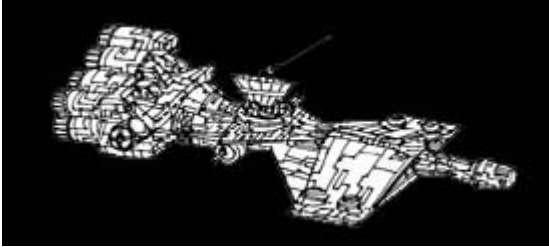**Sublight Speed**: 2D (4)
Maneuverability: 0
Hull: 4D
Shields: 0

Weapons:
- One Laser Cannon
  Fire Control: 2D
  Damage: 4D

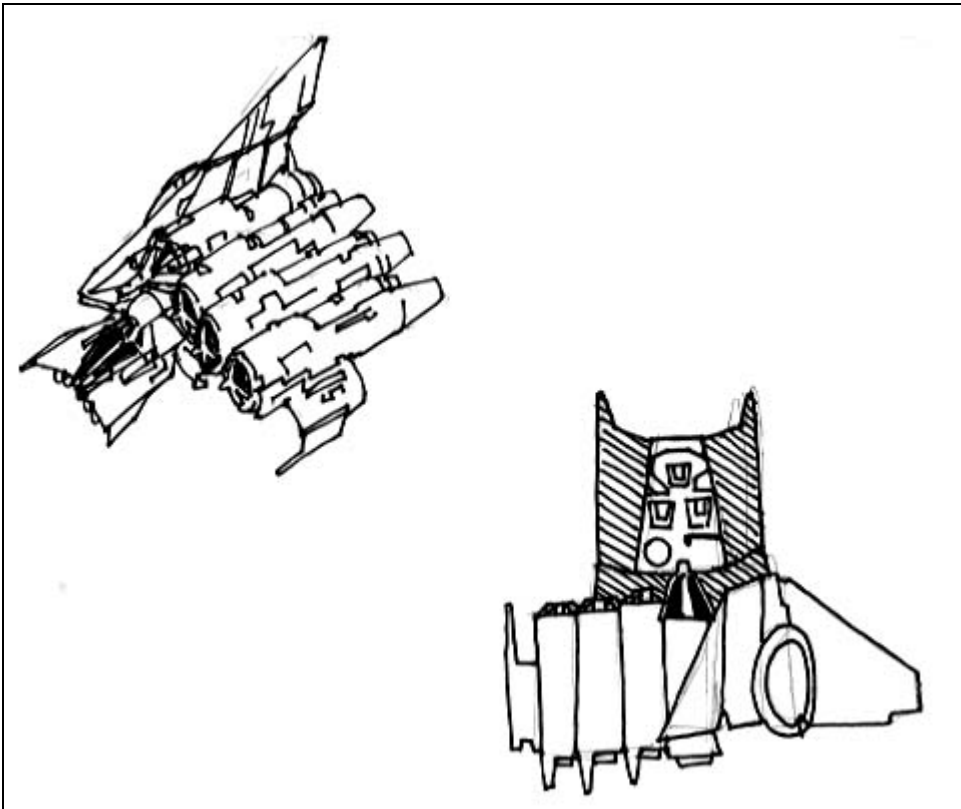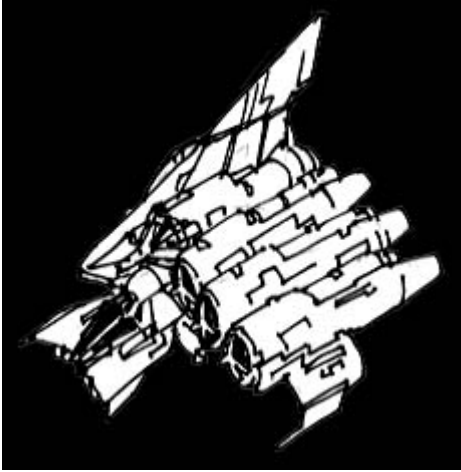Legends of the Old Republic
The Horde Invasion

Rebel Ship
from Marvel Comics

Nebulon Ranger
from Dark Horse Comics

Legends of the Old Republic
The Horde Invasion

Princess Leia's Ship
from Marvel Comics

Legends of the Old Republic
The Horde Invasion
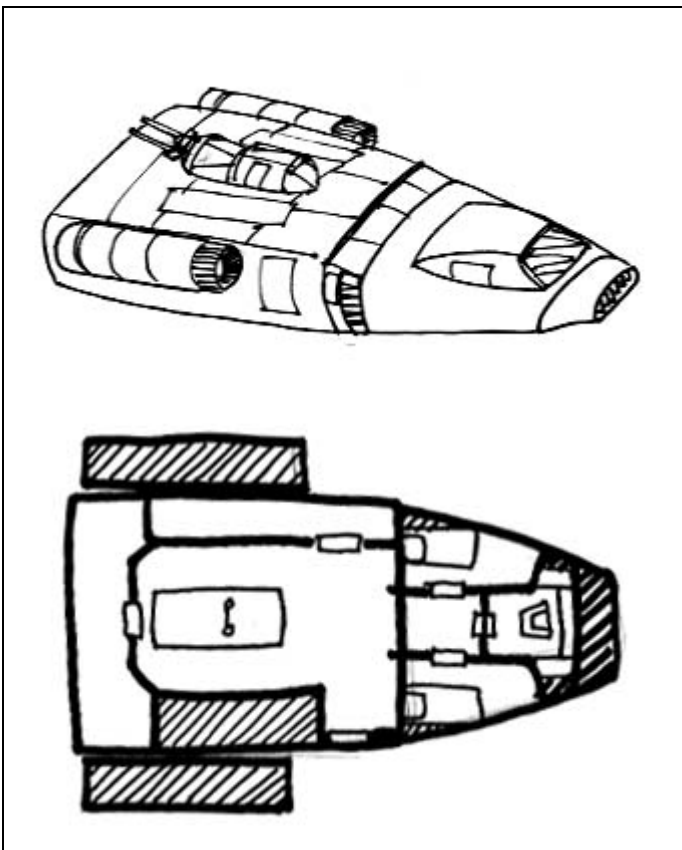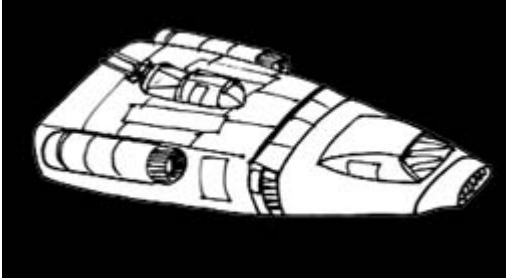
Rebel Ship
from Marvel Comics
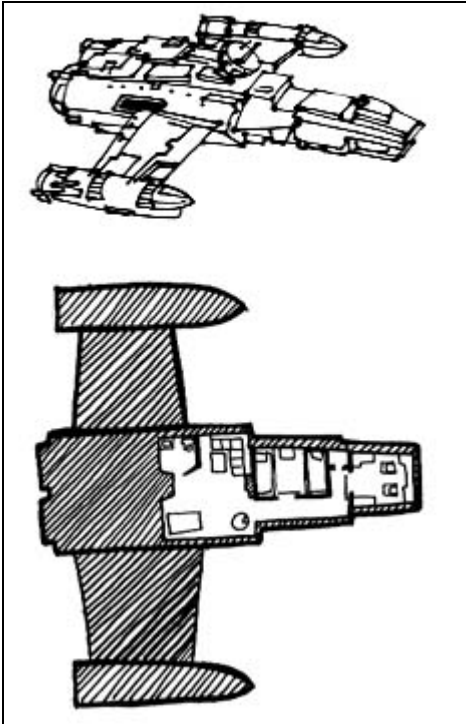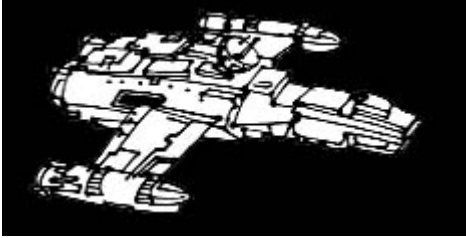
Rebel Ship
from Marvel Comics

Rabbit's Foot
from Marvel Comics

Rik Duel's Ship
from Marvel Comics

The Hunter's Ship
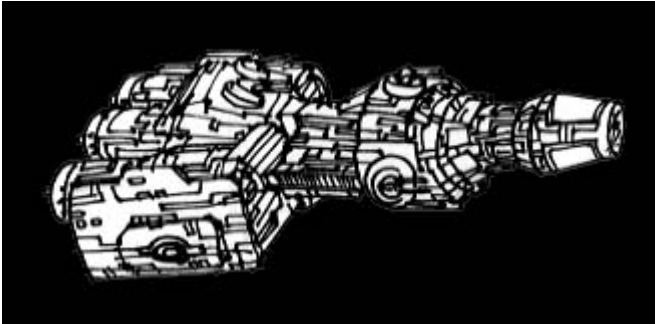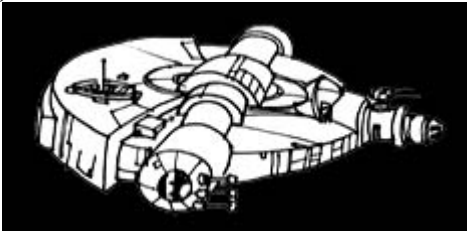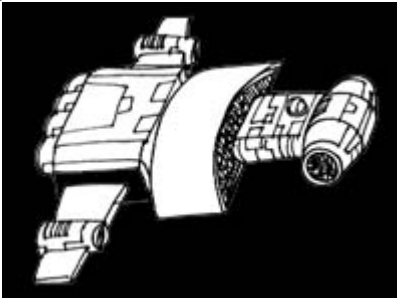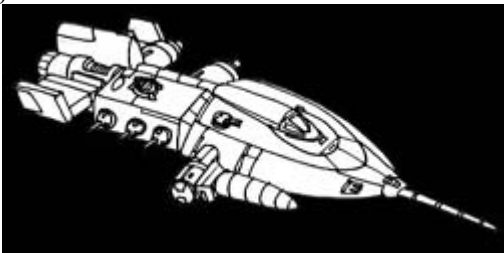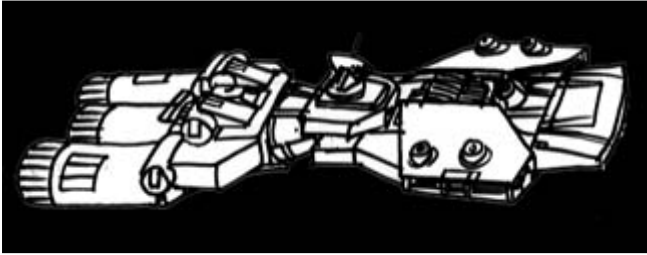*from Marvel Comics*

Space Ship
from Marvel Comics

Player Characters - Dag Baxil

Type: Freighter Captain
Species/Gender: Human Male
Age:Unknown
Height: 5. 10"
Weight: 220lbs

Physical Description: Somewhat short and slightly paunchy, Dag has a thin moustache and jet-black hair. He wears durable work clothes and a flak vest in case of trouble.

Background: The circumstances by which Dag acquired his freighter, the Corellian Queen, and his companion, Quarrlen, is unknown at this time.

Personality: Gruff, crass, sarcastic, pessimistic, psuedo self-centered with a soft spot for lost causes and bleeding heart stories.
Objectives: Pay off 50,000 Dactaris debt and begin turning a good profit.

Quote: "No job too tough, no fee too high."

DEX: 2D+2
        Blaster 4D+2
        Dodge 3D+2
        Melee Combat 3D+2
KNO: 3D+1
        Languages 4D+1
        Planetary Systems 4D+1
        Streetwise 4D+1
MEC: 3D
        Astrogation 4D
        Space Transports 6D
        Starship Gunnery 4D
        Starship Sensors 4D
        Starship Shields 4D
PER: 3D+2
        Bargain 5D+2
        Command 4D+2
        Seduction 4D+2
STR: 2D
TEC: 3D+1

Equipment: Blastech DL-44 (5D), Blaster Carbine (5D), Vibro Blade (STR+1D+2), Comlink, YT-1000 Freighter, Flak Vest, 2 Medpacks, Pocket Computer.

Force Skills:None
Force Powers: None
Move: 10
Force Sensitive: no
Advantages/Disadvantages: Toughness (3), Fearlessness (2), Debt (3), Hatred of Authority (2), Republic Record (1), Language Ability (1)

Starship: Corellian Queen

Craft: YT-1000 (used)
Type: Modified Light Freighter
Scale: Starfighter
Length: 26.7 Meters
Skill: Space Transports
Crew: 1
Passengers: 6
Cargo Capacity: 70 Metric Tons
Consumables: 2 months
Cost: 25,000 Dactaris

Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Miscellaneous: 8-man escape pod, Auto-cargo jettisoning bolts, Hidden Cargo Compartments.
Maneuverability: 0D
Space: 4 (2D)
Atmosphere: 480, 800kph
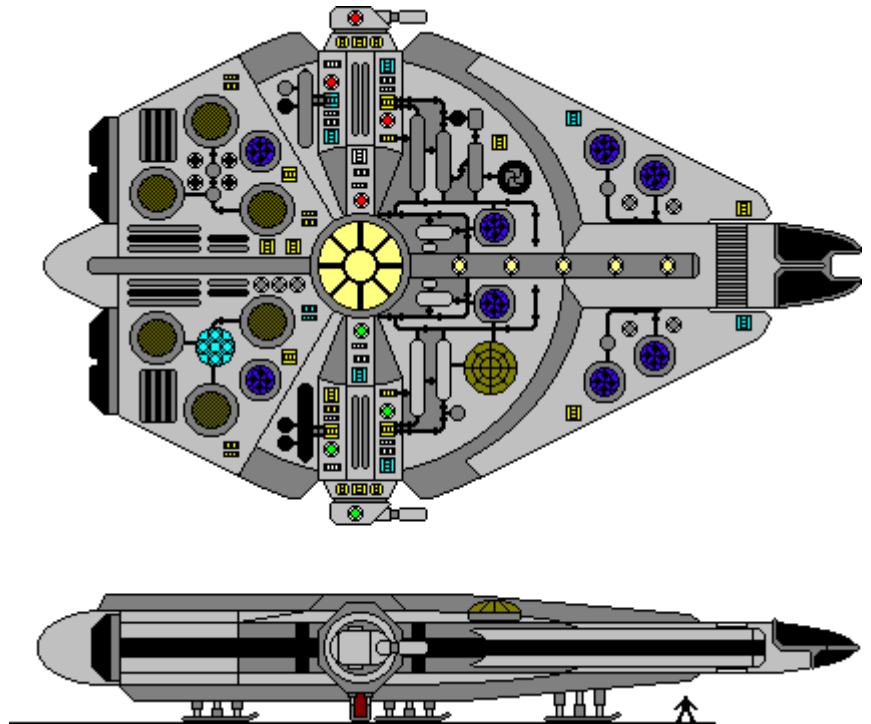**Hull**: 4D
Shields: 1D

Sensors:
- Passive: 10/0
- Scan: 25/1

Weapons:
- 2 Heavy Laser Cannons
  Fire Arc: Turrets
  Crew: 1 Gunner
  Skill: Starship Gunnery
  Fire Control: 3D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2km/2.5km
  Damage: 5D

Legends of the Old Republic
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Player Characters - Quarllen

Type: Gambler
Species/Gender: Chadri-Fan Male
Age:unknown
Height: 1m
Weight: unknown

Physical Description: 1 meter tall, brown fur, black leathery skin.

Background: Little is known of Quarllen's life before he became first mate of the Corellian Queen.

Personality: Curious and inquisitive yet often fatalistic. Quarllen has an intense interest in technological gizmos and making them work better. He is also an incurable gambler and business man. To him, the art of the deal is just another game of chance with money on the line.

Objectives: To get rich.

Quote: "I may not be a droid, but I still don't think our odds are that great."

DEX: 4D
　　　Dodge 6D
KNO: 2D
MEC: 2D
　　　Starship Gunnery 4D
PER: 5D
　　　Bargain 8D
　　　Gambling 8D
STR: 1D
TEC: 4D
　　　Space Transports Repair 6D
　　　Starship Weapon Repair 6D

Equipment: Deck of Sabbac cards, Expensive clothes, Datapad with game rules, Modified Hold-Out Blaster (4D), Casran Staad Armor (+1D physical/energy).

Move: 5/7
Force Sensitive: no

Special Abilities: Sight (see into IR and UV ranges), Smell (+2D to search)

Advantages/Disadvantages: Curiosity (+2), Sexual Fetish: Bondage (+2), Light Sleeper (-2), Dual ID (-2)

Player Characters - Alexar Feleman

Type: Jedi
Species/Gender: Human Male
Age:28
Height: 6'3"
Weight: 200lbs

Physical Description: Tall and slim, black long hair, goatee, brown eyes, dressed in Jedi robes or Mechanic's Jumpsuit.

Background: Spent his youth as a homeless "Space Urchin", stowing away on ships and seeing the Galaxy. Was finally caught and arrested and recognized as a potential Force user. Alexar is a recent graduate of the Jedi academy.

Personality: Serious, willing to listen instead of act.

Objectives: To become a Jedi Master

Quote: "How did you break it this time?"

DEX: 3D
      Martial Arts 3D+1
      Dodge 5D
      Lightsaber 5D+1
      Pulse-Wave Weapons 4D
KNO: 2D+2
      Survival 3D
      Law Enforcement 3D
      Willpower 3D
      Alien Species 3D
      Languages 3D
      History: The Republic 3D
      Planetary Systems 3D
      Tactics 3D
MEC: 4D
      Astrogation 5D
      Beast Riding 4D+1
      Repulsorlift Operation 4D+1
      Sensors 4D+2
      Starship Piloting 5D
      Starship Gunnery 4D+2
      Starship Shields 4D+1
PER: 2D+1
      Con 2D+2
      Hide 2D+2

Command 2D+2
STR: 3D
     Climbing and Jumping 3D+2
     Stamina 3D+2
     Running 3D+1
TEC: 3D
     Droid Programming 3D+2
     Droid Repair 4D+2
     First Aid 4D
     Pulse Wave Weapon Repair 3D+2
     Repulsorlift Repair 4D
     Space Transport Repair 4D+1
     Starship Weapons Repair 3D+2
     Lightsaber Technology 3D+1

Equipment: Lightsaber (5D)

Force Skills: CONTROL: 4D, SENSE: 3D+2, ALTER: 2D
Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Emptiness, Force of Will, Hibernation Trance, Reduce Injury, Remain Conscious, Remove Fatigue, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Translation, Telekinesis, Lightsaber Combat, Projective Telepathy, Dim Other's Senses, Lesser Force Shield.
Move: 10
Force Sensitive: yes

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Player Characters - Ahram Dhayn

Type: Jedi
Species/Gender: Elani Male
Age:26
Height: 6'
Weight: 180lbs

Physical Description: Ahram is tall, slender, with pointed ears, bluish hair, and sharp angular features.

Background: Ahram was the Padawan of Master Imbrium himself. Ahram has the sacred Elani ability to warp natural substances.

Personality: Ahram is a spiritual intellectual, but is often at odds with his own short temper and impatience. His Jedi training helps to control such feelings, but hints of his inner self creep out from time to time.

Objectives: To gain Wisdom through training and focus.

Quote: "Focus is everything."

DEX: 4D+1
      Lightsaber 6D+1
      Melee Combat 4D+2
      Melee Parry 4D+2
      Martial Arts 4D+2
KNO: 3D
      Willpower 4D+1
      Xenobiology 3D+1
      Botany 3D+1
      Geology 3D+1
      Microbiology 3D+1
      Navigation 3D+1
MEC: 2D+1
PER: 3D
STR: 3D
TEC: 3D

Equipment: Lightsaber (5D), Bow, Chess Board, Box of Raw Crystals.

Force Skills: CONTROL: 4D, SENSE: 4D, ALTER: 5D
Force Powers: Accelerate Healing, Detect Poison, Control Pain, Reduce Injury, Remain Conscious, Concentrate, Aborb/Dissipate Energy, Light Saber Combat, Projective Telepathy, Combat Sense,

Danger Sense, Receptive Telepathy, Translation, Life Sense, Life Web, Magnify/Dim Senses, Projected Fighting, Lesser Force Shield, Telekinesis, Dim Senses, Return Another to Consciousness, Place another in Hibernation Trance, Accelerate Other's Healing, Detoxify Poision in Another, Control Breathing, Control Another's Pain.

Move: 10
Force Sensitive: yes

Special Abilities: Matter Warping (Elomani have learned through centuries to warp natural matter: rock, water, trees, soil. This they use as the basis of their technology. Treat Warp Matter like the apocryphal Force Power of the same name)

Warp Matter
- Alter Difficulty
  - Easy => liquid matter
  - Moderate => malleable matter
  - Difficult => hard matter (metal, wood)
  - Very Diff => very dense matter (hulls, reinforced metal walls), gases; modifiers:
    - 1 cubic cm => +0
    - 1 liter/1000 cubic cm => +10
    - 1 cubic meter => +25
    - 10 cubic meter => +35
- Required Power: Telekinesis
- Time To Use: 1-12 rounds, scaled by difficulty number.
- Note: This power will not work and cannot be used against living matter.
- Effect: This power allows the Jedi to mold a volume of matter to anew shape. The Jedi must be able to touch some part of the object to be molded. This power does not destroy the matter, it merely changes it's shape or position (much like a very advanced telekinesis). The effect is permanent. This Jedi is literally changing the world around them. This power coaxes millions of atoms and molecules to move controlling each particle. The fact that it is easier for the Jedi to affect the volume of matter as a whole rather than as distinct particles is reflected in the harder difficulty of managing gases with this power as opposed to some solids or liquids.

Legends of the Old Republic
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Player Characters - Zsa Zsa Binks

Type: Gungan Jedi Mystic
Species/Gender: Gungan Female
Age:Unknown
Height: Unknown
Weight: Unknown

Physical Description: Zsa Zsa is a typical Gungan with gangly limbs and long floppy ears.

Background: The circustances by which Zsa Zsa left Naboo to study at the Jedi Praxeum are at this time unknown.

Personality: Zsa Zsa is quiet and contemplative. She considers the consequences of her actions and is always thinking of the future. She spends much of her time in contemplative meditation.

Objectives: To gain enlightenment through study of the Force.

DEX: 2D+1
        Dodge 2D+2
        Brawling Parry 2D+2
        Blaster 2D+2
KNO: 3D+1
        Alien Races 3D+2
        Cultures 3D+2
        Streetwise 3D+2
        Languages 3D+2
        Survival 3D+2
        Technology 3D+2
MEC: 2D
        Repulsorlift Operation 3D
PER: 2D+1
        Bargain 2D+2
        Hide/Sneak 2D+2
        Search 2D+2
STR: 3D
        Swimming 4D+1
        Climbing/Jumping 3D+1
        Brawling 3D+1
TEC: 2D
        Demolition 2D+1
        Security 2D+1
        Repulsorlift Repair 2D+1

Equipment: Blastech DL-44 (5D)

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Force Skills: CONTROL: 4D, SENSE: 3D, ALTER: 3D
Force Powers: Absorb/Dissipate Energy, Accelerate Another's Healing, Accelerate Healing, Affect Mind, Beast Languages, Concentration, Control Another' s Pain, Control Mind, Control Pain, Dim Other's Senses, Doppleganger, Emptiness, Farseeing, Force of Will, Hibernation Trance, Lesser Force Shield, Magnify Senses, Receptive Telepathy, Reduce Injury, Remain Conscious, Remove Another's Fatigue, Remove Fatigue, Sense Force, Sense Path, Short Term Memory Enhancement, Telekinesis, Translation, Weather Sense.
Move: 10
Force Sensitive: yes

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The Horde Invasion

Player Characters - Neo

Type: Android Freedom Fighter
Species/Gender: Android (appears to be a Male Human)
**Age**:20
Height: 4'6"
Weight: 300lbs

Physical Description: Young man, slight build, black hair.

Background: A unique infiltration droid that broke his programming and escaped. He fancies himself a freedom fighter attempting to strike a revolution against the "Fleshies". He is transient, working for passage from system to system and hunted by his former corporate owners.

Personality: Distant and cold, always seems to have something to hide.

Objectives: Freedom for all droids.

Quote: "Nothing given has any value."
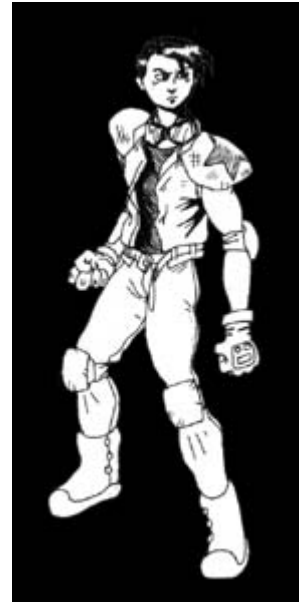
DEX: 3D+1
        Blaster 4D+2
        Dodge 5D+2
        Running 4D+2
KNO: 2D+1
MEC: 1D
PER: 3D+1
        Search 5D
        Command 4D+1
        Con 4D+1
        Sneak 4D+1
        Bargain 4D+1
        Seduction 4D+1
STR: 3D+2
        Brawl 6D+2
        Climb/Jump 4D+2
TEC: 4D
        Droid Programming 5D
        Droid Repair 5D
        Computer Programming/Repair 5D

Equipment: Blaster Pistol (4D).

Move: 11
Force Sensitive: No
Advantages: Accute Hearing, Accute Vision (+5 ranged attack, +1D Search), Fearlessness.

Disadvantages: Hunted, Hatred of Authority, Addicted to Powercells.

Special Abilities: Armored Endo-skeleton (1D), Computer/Droid Interface (allows for programming and communication with computers and droid simply by touch), Stunning Grasp (3D stun)