

Deacon's Spell Chart -

Novice Spells:

All Novice spells

Apprentice Spells:

Steadfast ward
Bound armor (upper and lower torso)
Healing hands
Lightning Bolt
Fast heal
Ice spike
Elemental familiar

Lightning rune
Respite
Muffle
Fire rune
Ice rune
Elemental bolt
Firebolt
Soul Trap

Adept Spells:

Conjure Bound Bow
Advanced Clairvoyance
Greater Ward
Heal Other
Chain Lightning
Conjure Archer Construct
Transmute - Chapter
Create Soul Gem
Frenzy

Conjure Quiver
Heal Middling Trauma
Conjure Ice Atronach
Conjure Fighter Construct
Detect Life
Ice Storm
Fireball
Night Eye
"Most useful spells"

Expert Spells:

Grand Healing
Conjure Mage Construct
Unbound Freezing
Paralyze
Superior Ward
Pacify

Invisibility
Icey Spear
Elemental Blast
Circle of Healing
Storm Atronach
Conjure Shield

Skyforged Vanguard's Major Asset List -

Boxi's Fury - A [Lucrehulk](#) warship from the Clone Wars. It is a massive warship, and for now, will serve as a staging point above Nirn. It contains a significant amount of CIS assets, though many of the B1s have been traded away to the Rebel Alliance. In a lot of ways it replaces *Omega Station*, including housing a significant amount of Skyforged Vanguard and their assets. It is fully staffed by CIS naval droids and a veritable army of repair and maintenance droids.

Supplementary Battlestation - An off brand station designed to defend against invading forces. All four remaining stations are in orbit over Nirn, in formation with Boxi's Fury. Three of them are fully functional, while the fourth has been stripped of parts and reinforced to act as a battering ram. Each intact station has been upgraded with extra armor plating, and holds around twenty percent less firepower than a [Dreadnaught](#), though their shields are superior.

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**Hope** - 1st Fleet - A [Venator-class Star Destroyer](#) from the Clone Wars, this ship is a frankenstein combination of three different Venators all cobbled together. Funded by a council of Hutts, it was stolen by 2nd Group, before being upgraded and refurbished by Mon Calamari's shipyards. It requires a fraction of its original crew, and contains four squadrons of starfighters, two A-wing and two Heavy Arc, as well as LAATi gunships and landing craft. Keep in mind that it could easily hold around triple that amount.

**Liberty Rush** - 1st Fleet - A [Pelta-class frigate](#) that has been modified into its assault configuration, giving it nearly triple its base armament and turning it into a serious warship. This does shrink the internal cargo space, but since its cargo is a relatively easily compactable droid ground deployment, it can still hold a sizable force.

**Triumph of Fives** - 1st Fleet - [A Marauder-Class Assault Corvette](#), the Triumph is a heavily armed and potent ship, updated and simplified by Skyforged engineers. Its shields and power systems have been improved, at the cost of most of its passenger capacity. It carries a single squadron of MA-wings and is the primary staging point for Commander Frost and one of his three clone ground teams.

**Storm's Edge** - 1st Fleet - A heavily armed [DP-20](#), taken from pirates that were stationed in an old [Harrower](#) crash sight. The Storm's Edge received the usual upgrades, but in doing so any extra cargo space the ship had was used up. As a result, this ship has no extra room for passengers, meaning it cannot be used as a dropship for a ground team. It is still a powerful addition, especially with its upgraded shields and power systems.

**Loyal Hound** - 1st Fleet - A [IPV-1 System Patrol Craft](#), stolen from Imperial hands. It is a vessel designed to patrol small systems, but has a decent amount of cargo space. While not the most advanced or most powerful ship of its size, it can still hold its own, especially with its upgrades. It is the primary deployment ship for Clan Syr's Mandalorian members of the Skyforged Vanguard. (Note that in this AU, IPV's do have hyperdrives.)

**Brick** - On board the *Hope* - A small CEC [shuttle](#) with room for eight seated passengers, with cargo space and standing room for eight more. The ship has gone through considerable upgrades, but is not hyperspace-capable.

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Forge - 2nd Fleet - An old Clone Wars Era [Dreadnought](#) captured during the botched raid of the CIS secret repair yard. It was one of a handful of ships to survive the ambush. It is fully staffed by robots, save for the bridge crew, and is fully capable of maintaining itself save for major damage, as long as sufficient parts are supplied. Carries a squadron of MA-wings and Heavy ARCs each

Intervention - 2nd Fleet - A [C70, Consular-class retrofit](#), the *Intervention* served during the tail end of Clone Wars, then spent nearly twenty years in service to the Empire. Despite its age, the ship was well-maintained and updated, making the ship effective against ships its size. On top of being updated and maintained, the shields and power generation have been upgraded even further. Two extra anti-starfighter quad laser turrets have been added to the belly of the ship. It is the primary deployment starship for lieutenant Rider's Clone Trooper contingent.

Nautilus - 2nd Fleet - A [CR70](#) Corvette recovered from a pirate raid, the *Nautilus* has undergone extensive upgrading, including the [c20 retrofit](#). Its upgrades put it on par with a [CR90](#) in terms of speed and weaponry, but beyond that for power and shields. It is the primary deployment starship for a group of sixteen Mandalorians from Clan Galti, led by her second in command.

Whale Shark - 2nd Fleet - A [Deep Space Recover Vessel L-2783](#), the *Whale Shark* is a massive vessel designed to act as a mobile salvaging and mining station. It has been repurposed and upgraded with more weapons, better shields and more power to serve as a starfighter carrier. Current deployment is two squadrons of modified A-wings and one squadron of the Skyforges custom Heavy ARCs, as well as two [Gunship Variant LAAT/i](#). Thanks to the development of starfighter stacking framers, this barely takes up half of the hangar space, though it can be more if ships are being worked on.

Cuttlefish and Squid - 2nd Fleet - Two [C-ROC Gozanti-class cruisers](#) that have undergone the same modifications as the *Tool Trio*, meaning that hangar bays have been added along its “wings” and heavy turbolaser and ion cannon batteries have been added to the forward bow. These batteries are considerably larger than is normally on ships of this size, making them powerful ships that can deliver devastating blows.

Hammer, Tongs and Chisel - 2nd Fleet - Three heavily modified [C-ROC Gozanti-class light cruisers](#), also referred to as the Tool Trio, also serves as the 3rd group's light cruisers. They have a powerful turbolaser/ion cannon combo built into their nose, taking up much of their cargo space. This weapon is far above what is usually available for starships their size. Their power and shields have also been upgraded. The *Hammer* is considered the lead ship, with an improved bridge for better monitoring during combat.

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**Light of Kanan** - 3rd Fleet - A [Gladiator-class Star Destroyer](#), this ship was recovered while recovering Vi Galti from Moff Gideon. It has been significantly streamlined to decrease required crew, and its hangar bay expanded to fit more starfighters, at the cost of troop carrying capacity. It still has room for a pretty decent sized army of droids, including heavy assets like tanks and speeders. It carries three starfighter squadrons, two MA-wings and one Heavy ARC.

**Anvil** - 3rd Fleet - The *Anvil* is a modernized [Arquitens-Class light cruiser](#). Originally deployed in the Clone Wars, it was part of a defensive force for an Imperial planet, but was stolen by the Skyforges. It has been upgraded where possible, including adding secondary power generation systems.

**Wonder** - 3rd Fleet - A frigate stolen from the Empire from a repair dock, the *Wonder* is a [Lancer-class](#). These are the Empire's answer to the starfighter heavy

Rebel forces, with a weapons complement specifically designed to tear through starfighters. Like all of the Skyforges larger ships, it has undergone upgrades to drastically reduce the amount of crew needed to function.

**Kenobi's Vigil** - 3rd Fleet - [A Marauder-Class Assault Corvette](#), the Triumph is a heavily armed and potent ship, updated and simplified by Skyforged engineers. Its shields and power systems have been improved, at the cost of most of its passenger capacity. It carries a single squadron of Heavy ARCs, three LAATIs as well as ground team of thirty beskar commando droids.

**Tarre's Pride** - 3rd Fleet - A [Raider-Class Corvette](#) captured directly from the Empire by the mixed Jedi and Mandalorian team, led by Ezra and Sabine. It was specifically target to function as a carrier for the same ground team. It has potent shields and weapons for its size, and holds four A-Wings in its hold.

**Harmony of Jinn** - 3rd Fleet - A [IPV-1 System Patrol Craft](#), stolen from Imperial hands. It is a vessel designed to patrol small systems, but has a decent amount of cargo space. While not the most advanced or most powerful ship of its size, it can still hold its own, especially with its upgrades. It is the primary deployment ship for a ground team consisting of Commander Frost's clones. (Note that in this AU, IPV's do have hyperdrives.)

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Gimer Staff - 4th Fleet - A [Vindicator-Class Heavy Cruiser](#), the Staff is a potent ship, with powerful weapons, strong shields and thick armor. Its been upgraded to take a significantly smaller crew, and has three squadrons of starships in it hangar, two MA-wings and one Heavy ARC.

Andor's Resolve - 4th Fleet - An modern Imperial [Arquiten-Class Command Cruiser](#), it is a well rounded ships with capable of holding their own against a variety of forces. The resolve hosts Commander Frost's third clone ground team, which can be deployed by a HALO jump from its hangar, or via two LAATI gunships, also in its hangar.

Erso's Call - 4th Fleet - An modern Imperial [Arquiten-Class Command Cruiser](#), it is a well rounded ships with capable of holding their own against a variety of forces. The resolve hosts a combination team of ten warriors from Clan Galti, including Vi herself, as well as eight Jedi. They can be deployed by a HALO jump from its hangar, or via two LAATI gunships, also in its hangar.

Petrichor - 4th Fleet - A [Imperial Escort Carrier](#), it was captured while on the rescue mission to save Wedge, Hobbes and Tycho. The Escort Carrier is primarily a carrier and drop ship, holding one squadron of MA-wings. It also hold a significant ground force of B2s, BXs, DSD1s and even a few AATs. Its weapon systems are a bit light for its size.

Revan's Return - 4th Fleet - A [CR90 Corvette](#), the Return was captured from slavers, before being optimized and modified to conform to Skyforged level of excellence. Its weapon placements have been maximized, and its passenger space cut to fit better power generation and shields, making this a potent ship for its size.

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**Forward Charge** - Destroyed - A [Vanguard-class heavy assault gunship](#), the *Forward Charge* is a small, armored warship designed and produced by CEC. It is heavily armed for its size, and capable of dealing serious damage. The *Charge* is also upgraded with better power generation, improving its shields and speed. It lacks room to deploy any major human assets or large scale assets. It was lost with all hands during the mission to rescue Vi Galti.

**Starcaller** - A heavily modified and upgraded [YV-260](#), this particular ship is a special cargo model that only saw limited production. The crew purchased the ship to act as an unattached smuggling ship. The previous owner invested a lot of money into making it a fantastic light freighter, and the crew added smuggling compartments for its inaugural mission.

**Talos Chariot** - Retired to care of Miru - A substantially modified [C-ROC Gozanti-class light cruiser](#), the *Chariot* has impressive cargo space and weapons for its size. Its "wing" cargo lanes have been replaced by two hangar bays, both around twelve meters long, eight meters deep, and seven meters tall. Modified with significantly more powerful shields and additional power generation.

**Quiet Ark** - An *off brand* transport starship, modified to hold and maintain an internal biome with extreme precision. It was used to transport the Ysalamiri from Myrkr to Nirn, it now has its own group of Ysalamiri laden trees permanently on board.

**Various Freighters** - The Skyforge maintains a small fleet of freighter starships, purchased or acquired with the express intention of being cargo haulers to keep the Skyforged Vanguard stocked. Most have no connection to the Skyforged so that the pilots can make supply runs without worrying about Imperial involvement.

**Salvage Fleet** - Primarily consisting of two [L-2783s](#), the same ship as the *Whale Shark*. These carry a variety of salvage machinery, tug boats, and battle droids. These would droids would be used to neutralize ship crews from surrendered targets.

**Droid Army** - With the capture of the Lucrehulk *Boxi's Fury* and the other surviving ships from the botched repair yard raid, the Skyforged Vanguard now has a sizable force of [B1](#) and [B2](#) battle droids, [BX](#) commando droids, [OG-9](#) spider droids, [DSD1](#) dwarf spiders, [AAT](#) battle tanks, [C-9979](#) landing craft and a plethora of other vehicles and assets for maintaining and deploying CIS forces. It is not infinite, but is sizable.

**Modified A-wing** - The standard Skyforged [A-wing](#) is heavily modified to better fit its specific role of a starfighter killer. Their missile systems are stripped out and their hyperspace engine is shrunk, making room for more powerful power systems. This system not only pushes the starfighter faster, but also powers the added ion cannons. Combined with the standard starfighter equipment of three dexterity enhancing enchantments, even new Skyforged pilots can outclass most other pilots in this starfighter.

**Heavy ARC** - The [ARC-170](#), modified to push it to one role, rather than the multi roll fighter it originally became. The Heavy ARC is reinforced, heavily shielded and armed, including powerful blaster and ion cannons. While the standard ARC had two pilots and one tail gunner, the Heavy ARC only has one pilot and one gunner. The extra space is used for power generation, which is how the Starfighter can afford to power so many weapons *and* a more powerful shield. The Heavy ARC loses some of its maneuverability, but as a trade becomes a miniature gunship.

## Skyforged Vanguard Ground Team Standard Kit (Current)

### **Armor**

- Beskar armor plating
- Sealed undersuit for survival in space
- Five hours of stored air
- Low powered mode (for stealth)
- Standard comms
- Direct contact comms (connection point on shoulders and in hands)

#### **Weapons (Depends on soldier's role)**

- [MR-90 proton rifle](#)
- [KX-60 blaster rifle](#)
- [KA-74 blaster rifle](#)
- [OK-98 blaster carbine](#)
- [Z-6 rotary blaster cannon](#)
- [Enforcer](#) (Blaster Pistol)

#### **Equipment**

- Mini-Med kit
- Small Ration
- 2-4 grenades (various types)
- Spare blaster packs.
- Spare power cell for repulsor pack
- Beskar reinforced [vibroknife](#)

## Planetary Assets:

**Nirn** - Once home to an Ancient Jedi Temple, it was the safe haven for a group of on the run Jedi Knights and Padawans after Order 66 was given. Due to its secluded nature, difficulty to navigate to and lack of any records of its existence, it was named and made the Skyforged Vanguard's home. The planet carries a strong presence in the Force, and is a vibrant, living world.

**Vercopa'Yaim** - The first and only settlement on Nirn, its name means dream of hope/home in Mandalorian. It is small for now, but as the Skyforged Vanguard continues to grow rapidly, so does the home that supports it.

**City Shield System** - A planetary shield, one capable of protecting a huge portion of a world on its own, installed to protect Vercopa'Yaim and the area around it. It is powered by a large reactor system that is more than enough to power the shield at its highest setting, which is easily capable of holding off an orbital barrage.

**City Defense Array** - An array of defensive and offensive weapons set up around Vercopa'Yaim. This project started with five salvaged heavy turbolasers from a Venator Star Destroyer, but three [v-150 Planet Defenders](#) were also added.

**Y-Island** - Ysalamiri protected island designed to protect people from outside influence, weaken dangerous force users or allow Jedi to practice losing access to the Force

## The Crew:

**Deacon** - The Main character, from an Earth, where he died in a car crash. His consciousness was taken, and he was given the ability to learn and perform magic from a version of Skyrim before being deposited in a Disney and Legends Amalgam of the Star Wars universe.

**Tatnia** - Human, female - Met Deacon shortly after he first arrived in the universe, and escaped slavery with him. She grew up on the streets and worked as a merchant ship guard for some time.

**Nal** - Duros, Male - Older than he looks, Nal also met Deacon soon after he arrived in the universe. Joined out of a desire for adventure and to see interesting things, a common idea for his species. Nal is sixty years old, middle age for a Duro and has revealed very little about his past. (Duros living that long is an AU adjustment)

**Miru** - Twi'lek, Female - A young mechanical genius, she is eager to prove herself. At 16, she is the youngest member of the crew. She was born as a slave, freed once, only to be sent off again shortly after. She was rescued by Deacon, Nal, and Tatnia on Nar Shaddaa.

**Racer** - A heavily modified R4 unit, he contains several slicing databases, tools, and other modifications, making him a very handy addition to the crew. Works primarily with Miru, he is just starting to form an identity after frequently being wiped by his previous owner Nova the shipbroker.

**Calima** - Tholothian, Female - pilot with a lot of experience with CEC ships. Her primary role is to pilot the *Talos Chariot*, though she does know how to take care of herself. Her past is still a mystery, though she admitted to having negative

experiences with Hutts in the past. Tholothians are noted to be extremely long-lived, so her age is a mystery.

**Julus** - Human, Male - The second youngest member of the crew, he was recruited after hiring the crew to seek revenge and justice on the speeder gang that killed his best friend. Skilled with his blaster pistols, two Westar-35s

**Vaz** - Shistavanen, Female - A calm, cool, and skilled canine humanoid, Vaz received partial Mandalorian training from her adopted father before he was killed. She is skilled in various forms of combat but specializes in heavy weapons. She joined the crew after escaping slavery/imprisonment with Tatnia and Deacon.

**Ahsoka Tano** - Togruta, Female - EX Jedi, once Rebel, now full time member of the Skyforged Vanguard, she was drawn into the group as she attempted to keep an eye on Deacon. She joined after seeing how effective and determined Deacon is to effect change, and because of his dedication to helping whatever Force-sensitive group may form around the shattered remnants of the Jedi Order. Is in a romantic relationship with Deacon Roy.

## Important Members the Skyforged Vanguard:

**Pola** - A human male, about twenty years old, was an engineer and repair specialist for the Empire. He was accidentally brought along when the crew stole the C70 *Harsh Penance* from the Imperials and joined up not much later. Has a nervous disposition and dislikes combat.

**Vakim** - An older female [Mikkian](#), who served briefly in the Clone Wars and much longer in the Rebel Alliance. Due to poor conditions and treatment, she left the Rebellion to seek more reasonable treatment. She is married to Allum, and has a blunt and honest disposition. A well-seasoned pilot and captain. She serves as the captain of the *Intervention*.

**Dazem** - An older male Mikkian who served alongside his sister during the Clone Wars and in the Rebellion and left at the same time as his sister. He lacks the decisiveness of his sister, making his primary role as a copilot a good fit.

**Allum** - An older human male with a history similar to Dazem and Vakim. He is a Sensor and Ops unit specialist, and is married to Vakim. His right eye has been replaced by an implant prosthetic, and he has a scar that runs from it all the way to the back of his skull, running along the upper side of his head. Newly revealed to be a Clone Wars clone, with his face modified to avoid detection.

**Casmot Amescoll** - A human male Jedi Knight in charge of guiding young padawans on their Gathering ceremony. When order 66 was given, he and the group he was with survived, taking refuge on a planet that would become Nirn, once the Skyforged found them.

**Malua Var'Samallo** - A [Balosar](#) female that was among the padawans that was with Knight Amescoll. Showed interest in leaving the group, or at least venturing off of the planet.

**Finder** - A clone trooper who has taken over the role of Quartermaster for the majority of the Skyforged Vanguard. He has plenty of people working under him, and is responsible for coordinating the fleet of freighters.

**Orbor Fakkiv** - A [Sullustan](#) female who lost her job to Imperial Speciesist pressure. She works directly under Miru, leading the repair teams so that Miru can focus on being Lead Engineer.

**Lieutenant Rider** - Clone and leader of the clone ground team of the Skyforged Vanguard. He was the highest ranked member of the cloned team saved on Omega Station, where he was frozen in carbonite as a form of stasis.

**Flip** - Clone medic who is now running Doctor's office on Omega Station. He now has several people working under him.

**Toggle** - Clone pilot who is now in charge of the Vanguards two squadrons of V-wings, of starfighter forces in general.

**Sheora** - Rebel spy and infiltrator, who the team saved when one of the kids she adopted, Claron and Felia, revealed impressive Force aptitude publicly.

**Felia** - Young force sensitive who grew up homeless on a planet called Foless, has a strong connection to the Force that Ahsoka is helping nurture

**Claron** - Felia's younger brother, doesn't show any sign of Force sensitivity.

**Captain Pella Irsee** - A captain that was hired with most of his crew, after being laid off from a security company. His second in command leads the *Whale Shark*, while the Captain helms the *Nautilus*.

**Captain Gimbel** - Captain of the *Anvil*, was captain of other Arquitens during the Clone Wars.

**Corvak Syr** - Leader of what remains of Clan Syr, Corvak is a mandalorian Warrior of great skill and experience. Unfortunately, Grakkus the hut was able to use the non competent members of the clan to blackmail him and his warriors. Luckily, the Skyforged was able to save them while also raiding Grakkus' Jedi vault. Clan Syr is now part of the Skyforged Vanguard.