



The Norni



Outer Space Raiders!
The Norni
By C. Thorin
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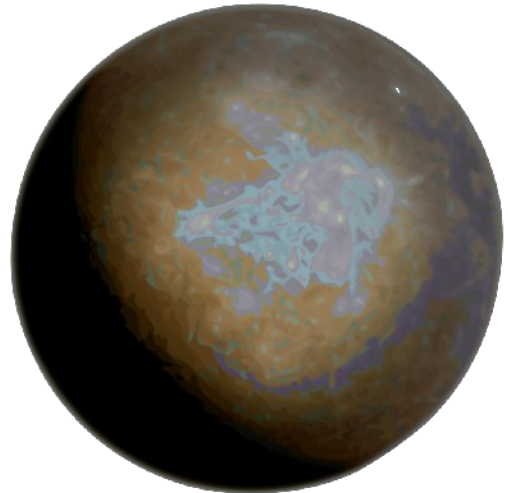
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Art By
Sade
Jeff Preston
Jeshields
Tamas Baranya

The Battle of Norn

The battle of Norn was the most embarrassing loss from the early days of the rebellion. Norn was a peaceful, prosperous planet. They supported the fledgling rebellion. When the Imperial Armada arrived, the Rebels fled. The Empire bombed the planet making it an example to any who would oppose their power.

Few were able to escape the planetary destruction. Norni who were off world rushed to their home. It was too late. Refugees were loaded onto heavy transport ships and they left their burning home world. The other civilized worlds turned away the Norni refugees for fear of reprisal from the Empire. The Norni were a people without a home. Their home turned into a hell world. What few lifeforms remained were horribly mutated by the irradiated atmosphere.



The Norni quickly adapted to their new lives. Many turned to piracy and other less savory pursuits which in no way endeared them to the civilized worlds who turned their backs on them. The Norni have a burning hatred of the Empire and some feel the same about the Rebellion. At best, the Norni distrust the rebels.

The Norni have adapted to their fate as interstellar vagabonds in the two decades since the razing of their home world. Dozens of heavy transport ships have been refitted as "Family Ships" each a small and nearly self-sufficient community. Space is still limited on the ship's so most Norni leave the Family Ships when they come of age. They head out into the universe to seek fame, fortune, and revenge.

The Norni

The Norni are nearly identical to humans except for their pale green skin. Their hair and eyes are usually white to light gray. The Norni are another humanoid race that is biologically compatible with similar humanoid races. (One of the great mysteries of the universe that scientists cannot explain.) However, these pairings, if ever, produce any progeny.

They honor family, freedom and life. They mistrust authority and the only laws they respect are their own.

Family

Family and community are very important to the Norni. They survived because of the support and comfort they provided to each other after the tragedy. Norni families stick together in times of need. They aid each other at a moment's notice. Any outside laws are meaningless when it comes to protecting members of the family.

Exile from family is the harshest punishment for

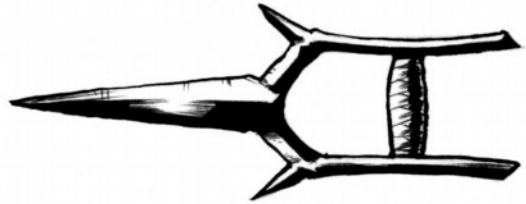
any Norni. Any Norni guilty of any truly heinous crimes are dealt with by the family elders rather than outside authorities. They don't trust the outsiders to be fair and just. When a Norni is exiled they are not only cut off from their families but all of Norni society. None will aid them. They are cast out and left to their own fate.

F'Ha

The Norni revived many ancient traditions after the destruction of their home world. One such tradition is F'Ha which means the obligation to help family. F'Ha is also a type of relationship. It is two individuals agreeing to accept the each other into their respective families and the families accept that individual as part of the extended family. F'Ha relations hold the same responsibilities and obligations as blood relations. This leads to rather extended and complicated family trees. On rare occasions, an outsider maybe offered a F'ha and be taken into a Norni family.

Baleta

Norni practice a specialized martial art known as Baleta (Blade Dancing). The movements are graceful but can quickly change tempo to distract opponents. Baleta also uses many techniques found in juggling and legerdemain to conceal the blade and the direction of attack. It relies on speed, precision, misdirection, analysis, and physics to land blows and throw an opponent off balance.



Dueling



Many disputes between Norni are settled with duels which follow a strict code. First, the challenge is put forth then challenged party decides the terms of the duel (first blood, concession, or to the death). The challenger then chooses either the weapons or the time and place of the duel. Finally, the challenged picks the remaining option. Both duelists select seconds who meet before the duel. At that time, the seconds attempt to come up with an alternate solution to the dispute which they take back to their respective parties. If the resolution is rejected then the duel commences in public.

One of the most important aspects of the duel is the conditions. Norni understand that duels are dangerous but intentionally killing an opponent in a nonlethal duel is punishable by exile. Another aspect of the dueling code is that once the duel is over so is the dispute. It's a common tradition for the parties to head off to a bar after the duel and get drunk.

Norni prefer to duel with blades. Recently, it's become the trend to have duels in Zero-G or even outside of ship while wearing space suits.

Other Aspects of Norni Culture

The Norni love life in their hearts. They will find just about any excuse to celebrate. Their parties which can last for days are filled with song, dance, food, and drink. The Norni are also known for their nearly mystical hangover cures.

They enjoy games of chance and of wits. They even consider haggling a game of wits. If they should happen to haggle someone down to free then that's the way it goes. Other cultures may call this swindling.

A favorite pastime of the Norni is Balha. A complex betting game using cards and dice. It's a cross between backgammon and poker.

In matters of romance, they are very relaxed. The Norni find the traditional concept of marriage found in many cultures to be oppressive. However their romantic lives are far some simple. The Norni have over a dozen words describing various types and degrees of romantic relationships.

Death is as much as a part of life as birth. The Norni feel that death is permanent and life is only temporary. The dead should be mourned and their accomplishments celebrated. The greatest monument to those who have passed is to live your life to its fullest before you too pass.

Norni Star Wanderer Class

The stars are your home. You wander the space ways in search of fame, fortune, and just a little bit of revenge.

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	1+1	+0	14
3	2,500	2	+1	13
4	5,000	2+1	+1	12
5	10,000	3	+2	11
6	20,000	3+1	+2	10
7	40,000	4	+3	9
8	80,000	4+1	+3	8
9	160,000	5	+4	7
10	320,000	5+1	+5	6

Prime Attribute: Dexterity

Weapons & Armor: Norni Star Wanderers may use clubs, daggers, mono-daggers, mono-swords, swords, laser pistols, and firearms. They may wear Light and Medium Armor but not use shields.

Baleta: Norni practice their own cultural martial art. They gain the following bonuses in combat.

- +1 to-hit with daggers and mono-daggers.
- May use the higher of Wisdom or Dexterity modifiers when determining Armor Class if they are wearing Light or no armor.
- May use the higher of Strength or Dexterity modifiers when determining bonus to-hit and damage with melee weapons if they are wearing Light or no armor.

Practitioners of Baleta can use the skills learned in other pursuits such as acrobatics, juggling, dancing and sleight-of-hand. They may perform such acts with a successful Saving Throw.

Family Ties: Family is the most important thing to the Norni and family helps each other. The Norni are spread throughout the galaxy. There is a distant cousin somewhere nearby in most civilized star systems. Norni Star Wanderers can call upon their extended family for aid and that family will call on the character for help. The character may ask for help in any number of ways such as information, a place to hide, doing some task, transport to another planet and so on. The character may also call family members for more dangerous activities such as a raid on a location. In this case, the number of Norni available is 1d6 + the character's Charisma Modifier + half the character's level. (Norni Family Member: Hit Die: 1+1 (5 Hit Points); Armor Class: 7[12]; Attacks: Mono-Dagger (1d6) or Laser Pistol (1d6+2); Saving Throw: 18; Move: 12).

This isn't a free ride. Each time a Norni character arrives in at starport or other civilized location, there is a 1 in 6 chance that a family member will ask the character for help. The chance is increased by one for each time the character has asked for aid and decreased by one (to a minimum of 1 in 6) each time the character has provided aid.

Repeated failure to provide aid to family can be grounds for the character being exiled.

Something's Wrong with the Ship: Norni spend most of their formative years on space ships. They've developed an instinct about the cycles and sounds of shipboard life. With a successful Saving Throw, a Norni can tell that something wrong with a subsystem of a ship. The air from the vents doesn't smell right. The engine sounds slightly off. They may not know what is wrong or how to fix it but they do know something isn't right.

If the Game Masters prefers not to use racial classes then the Norni are suitable as any class that is suitable for humans.

Lady Iliza, Mistress of the Void

"Billions of my people were murdered. I shall exact revenge for each one of them."

Her first memories are those of her home and family burning. Iliza's hatred of the Empire and Rebellion burned hotter than the fires that consumed her world. That hatred consumed her soul. At a young age, she showed an affinity for The Way. Driven by hatred and vengeance she quickly turned to the powers of The Void.

While most Norni pirates will settle for cargo, weapons, or goods. Lady Iliza goal is to provoke terror into her targets. She has spaced entire civilian crews, passengers, and colonists. She has left grisly monuments of torture in her wake. She conducts brutal guerrilla raids on civilian and military targets then disappears into depths of space. Her acts of revenge have been so violent and barbaric that the Norni elders have exiled her.

Lady Iliza is a powerful Void Knight. She is also a skilled tactician and roboticist. Early in her quest, she managed to steal a prototype Imperial Dreadnought which she renamed *Norn's Revenge*. Her crew consists of Novice Void Knights whom she has personally trained and customized security robots. She was able to automate many of the ship's systems with her technical skills allowing the vessel to operate with a much smaller crew.

The Empire, Rebellion, and several civilized star systems have placed a bounty on her head (Dead or Alive). All attempts to apprehend Lady Iliza have proven fatal to the bounty hunters. The Empire has even attempted to infiltrate her crew. She responded by sending the spy's body parts to a high ranking Imperial Senator.

Lady Iliza, Mistress of the Void



Armor Class: 2 [17]

Hit Dice: 10

Total Hit Bonus: +6

Attacks: Star Sword (1d6+4) or Corrupted Energy (5d6)

Saving Throw: 8 (+2 Versus Gifts & Meditations)

Move: 12

Special Abilities:

Baleta Master: Lady Iliza is highly skilled with Baleta and has adapted it's use to Star Swords. This also allows her to preform various acrobatic maneuvers with a successful Saving Throw.

Corrupted Energy: Three times per day, Lady Iliza may unleash bolts of destructive energy causing 5d6 damage.

Force of Will: Once per day, Lady Iliza can kill an opponent with a thought. A successful Saving Throw negates.

She normally has the following Meditations prepared:

1st Level

Detect Life

Healing Mediation

Protective Mediation

2nd Level

Combat Coordination (Twice)

Detect Thoughts

3rd Level

Alter Reflexes

Defensive Coordination

Protection from Missiles

4th Level

Confusion (Twice)

Expand Senses

5th Level

Protection from Missiles II (Twice)

Telekinesis

Novice Void Knights



Armor Class: 6[13]

Hit Dice: 2

Total Hit Bonus: +3

Attacks: Star Sword (1d6+4)

Saving Throw: 17 (+2 Vs Gifts & Meditations)

Move: 12

Special Abilities: Protective Mediation (Once per day)

HDE/XP: 3/60

Lady Iliza surrounds herself with a cadre of personally trained Novice Void Knights who are fanatically loyal to her. They will fight to the death to protect her and follow her orders without question.

These are young apprentices who have only begun their training.

Custom Security Robots

Armor Class: 3[16]

Hit Dice: 3

Total Hit Bonus: +4

Attacks: Laser Pistol (1d6+2) or Mono-Sword (1d6+1)

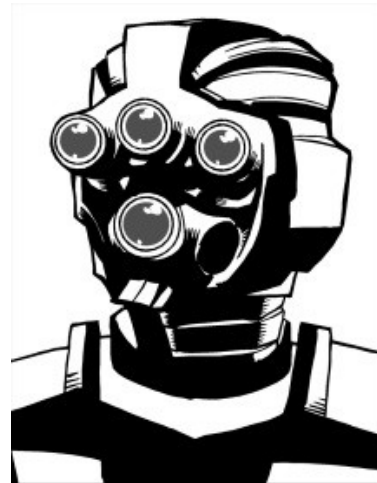
Saving Throw: 15

Move: 12

Special Abilities: Robot Immunities, Fail Safe Bomb

HDE/XP: 4/120

Fail Safe Bomb: Lady Iliza has installed explosive charges in her Security Robots which she can detonate at any time for 3d6 damage in a 20 foot radius. Save for half damage.



Norn's Revenge

Armor Class: 4 [15]

Hit Points: 200

Shield Strength: 20

Movement: 6

Targeting: +3

Attack: Heavy Laser x20 (6d6), Ion Charge x8 (2d6), Proton Missile x4 (8d6)

Modifications: Advanced Shielding (3), Automated Weapons (16), Cloaking Device, Faster-Than-Light Drive, Fighter Bay (12), Ion Charge (8), Proton Missiles (4), Tractor Beam (2), Shield Capacitor

The Norn's Revenge is a prototype Imperial Dreadnought stolen by Lady Iliza and her followers. Most notably, the ship is more heavily armored and faster than a standard dreadnought. More amazing is that ship is equipped with a cloaking device making it a deadly ship for hit and run attacks. Additionally, Norn's Revenge carries a compliment of a dozen fighters for support and interdiction of smaller craft.

Lady Iliza has converted large sections of the ship into a monastery to train her personal Void Knight guard.

Twenty Norni Adventure Hooks

- A Norni Family ship is struck with a plague. They are not allowed to dock anywhere. A player character is asked to acquire the very expensive medical supplies needed.
- A family member is in jail for some petty offense. The characters could arrange bail or a break out.
- There are rumors that there still could be survivors on Norn. The player characters are asked to mount an expedition.
- The player characters receive a distress call from a Norni Family Ship under attack by pirates.
- A player character is asked to be a second at a family member's duel to the death. It is a duel that the family member will most assuredly lose.
- A player character's family member is on the run. He just stole something minor (or so he thinks). In reality, it is something very important to some very powerful and dangerous people.
- Authorities are rounding up random Norni. The player characters need to smuggle out several family members.
- A player character's family member owes a loan shark. The family member gave the loan shark the player character's name as "cosigner".
- A Norni youth stows away on the player character's ship. The family is not pleased.
- A merchant swindles a Family Ship out of a food shipment. Either get the food or the money back.
- A bank with questionable legal ties contains documentation proving the ownership of many Norni families' off world assets. The player characters are asked to "retrieve" those documents.
- The player characters get word that the Empire is planning on ambushing a gathering of Norni families. Can they get there in time?
- During the escape from Norn, a heavy transport was lost in space. A distress signal from that ship has just been detected coming from a lost world.
- The player character's are asked to deliver package for a family member. Unbeknownst to them it contains illegal goods.
- A Norni elder has asked the player characters to pick up and deliver his daughter's birthday present. It's an alien "pony". It also requires constant care or it will die. The beast is also mean, smelly, and somehow get's out of its stable.
- A Norni merchant sold a "gently used" light freighter to a tramp freighter captain. The captain is behind in his payments. The player characters need to collect the money or repo the ship.
- A family member has arranged a high-stakes Balha game. The player characters have been asked to provide security.
- A family member has been accused of a terrible offense and faces exile. The player characters are asked to find proof of innocence.
- A blood feud has broken out between two prominent Norni families. The player characters are asked to find a peaceful resolution to the situation.
- A family member has the coordinates of a derelict heavy transport ship. It could be refitted as a Family Ship if the player characters can get to it before any other scavengers. Hopefully, there isn't anything dangerous on board that killed the original crew.

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