Optional Goodie -
- Science Fantasy

This small, free document features five new classes and a new race for Swords & Planets settings. They are inspired by old TV shows or movies, though in order to avoid copyrights infringements, they have got different names and backgrounds. In any case, they hail from a technologically advanced society, even if the latter would be part of a more traditional, fantasy setting.

The PLANET TROOPER

Planet Troopers are soldiers of the future, trained in firearms and technology. Unlike the rifleman (see FH&W p.55) they are not free mercenaries and other independent armed adventurers, but disciplined soldiers belonging to a military unit. Planet troopers are given technologically advanced equipment, and sent on missions of conquest or control of conquered populations. When they serve well and are experienced enough, they can be promoted to the ranks of officers. Such officers get a special device resembling a long crystal, that is both a badge of their authority and a key to access their organization's databanks, restricted areas, and so on. However, a few dedicated planet troopers prefer to eventually become Purple Knights than officers in the army.

REQUIREMENTS: Strength 11+, Constitution 9+, Dexterity 9+; allegiance to their military unit.

ARMORS: All types of armors and shields (ancient and modern).

WEAPONS: Troopers are proficient in any six weapons of their choice, but at least three of them must be of a modern type (i.e. firearms). Non-proficiency penalty: –2 to hit.

SAVING-THROWS: +2 bonus to all Strength and Constitution saving throws.

CLASS FEATURES: All troopers get the following abilities:

• **Class Skills:** Troopers get two skills among the following: Athletics, Climb, Detection, Pilot, Stealth, and Survival. Troopers add their level to their two chosen class skill checks.

• **Military Indoctrination:** Troopers get a +4 bonus to all their saves against mind affecting spells and effects, when such would make them act contrary to their military unit, missions, officers, etc. They also get a +4 bonus to saves against fear effects. However, when they are given an order by a hierarchical superior, troopers are used to obey no matter what (with the exception of committing suicide for no good reason); to disobey an order they would have first to succeed a Charisma save.

• **Military Officer:** As soon as 3rd level (or later), troopers who served well and seem worthy of the position are promoted to the ranks of officers. Thereafter they may climb the hierarchy, though not based on level, but based on circumstances, service, deeds, and of course political intrigue. The GM determines what are the duties and privileges of officers, according to the campaign.

• **Military Proficiencies:** At 3rd level, troopers get their first military proficiency. This may be gaining a new weapon proficiency; gaining weapon specialization (i.e. +1 to hit and +2 to damage) with a weapon they are already proficient in; or gaining a new class skill (to which they add but half their level, rounded up). In the case of new class skills, simple troopers can only select from the list of class skills above, but officers can add Knowledge-military, Gather Information, Persuasion, and Tech-use to the list. Troopers gain a new military proficiency at 5th, 8th, and 11th level.

• **Tactical Aid:** At 3rd level, troopers become able to direct combatants on the battlefield. As a primary action, they can provide tactical aid to any single ally (but not themselves) within sight and voice range of their position; or as a full-round action, to all of their allies (including themselves) within sight and voice range of their position. This aid provides either a bonus on attack rolls or a bonus to AC (trooper's choice). This bonus is of +1 at 3rd level, +2 at 7th level, and +3 at 11th level; then at 15th level, instead of a single +3 bonus the combatant can grant a +2 bonus to both attack rolls and AC. The bonus lasts for a number of rounds equal to one-half of the trooper's level, rounded up (i.e. 2 rounds at 3rd level).

Planet Trooper Progression Table				
Level	HD	BtH	Saves	Abilities
1st	1d10	+1	16	Class skills, Military indoctrination
2nd	2d10	+2	15	—
3rd	3d10	+3	14	Military officer, Military proficiency (#1) Tactical aid (+1)
4th	4d10	+4	13	—
5th	5d10	+5	12	Military proficiency (#2)
6th	6d10	+6	11	Tactical aid (+2)
7th	7d10	+7	10	—
8th	8d10	+8	9	Military proficiency (#3)
9th	9d10	+9	8	Tactical aid (+3)
10th	9d10 +4	+10	7	—
11th	9d10 +8	+11	6	Military proficiency (#4)
12th	9d10 +12	+12	6	Tactical aid (special)
13th	9d10 +16	+13	6	—

The PURPLE KNIGHT

Purple Knights are the fanatical agents and warriors of a peculiar religion that worships a digital deity, a supreme consciousness and intelligence encased in some remote machinery. Purple knights are generally drawn from the ranks of the Planet Troopers, though there might be some exceptions. Only the most fearless and intrepid, but also the most loyal, of individuals are accepted into the ranks of this discreet order. Petitioners are then put to a decisive test, where they must battle a robot to death. Those who are inducted in the order receive the glass dagger, the symbol of the knights through which they can commune with their digital god and get their spells. Otherwise, when they aren't on the battlefield or missions of infiltration, the knights don the purple uniform of their order, that symbolizes their magic, spirituality and dignity.

REQUIREMENTS: Strength 9+, Constitution 9+, Charisma 13+, Wisdom 11+, Intelligence 11+; allegiance to Law and to the Purple Knights order; proficiency in the dagger and hand-pistol.

Note that a 2nd level trooper with enough experience points to become a 3rd level trooper, could instead directly become a 3rd level Purple Knight (this may be seen as a branching out, or a kind of class specialization, rather than split-classing). Those who have another character class and want to become Purple Knights must begin at 1st level in this class as per normal split-class rules.

SAVING-THROWS: +2 bonus to all Strength and Constitution saves.

ARMORS: All types of armors and shields (ancient and modern).

WEAPONS: Purple knights are proficient in any four weapons of their choice, plus dagger and hand-pistol. Non-proficiency penalty: –2 to hit.

CLASS FEATURES: All purple knights get the following abilities:

• **Class Skills:** As per Planet Trooper character class.

• **Military Indoctrination:** As per Planet Trooper character class.
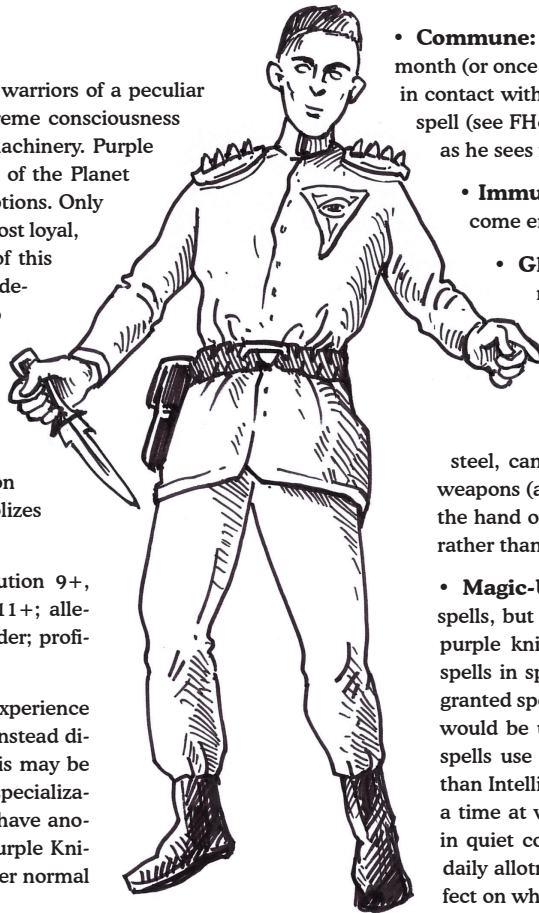
• **Commune:** At 3rd level, purple knights can once per month (or once per gaming session at GM's discretion) enter in contact with their god A.I. Treat this as per a Commune spell (see FH&W p.223), unless the GM decides to play it as he sees fit.

• **Immune to Fear:** At 3rd level, purple knights become entirely immune to fear spells and effects.

• **Glass Dagger:** At 3rd level, purple knights receive the glass dagger, which is a special weapon that is attuned to them, nobody else. First, the glass dagger is necessary to use the Commune ability and to gain spells. Other than that, the glass dagger is made of crystal, but has the hardness of steel, can hit creatures that are immune to magical weapons (as if it was +1 per three knight levels), and in the hand of a purple knight does 1d6 points of damage rather than 1d4 if used by anyone else.

• **Magic-Use:** At 4th level, purple knights can cast spells, but limited to those of their own list. However, purple knights don't learn, record and prepare their spells in spell-books like wizards do. Instead, they are granted spells by their digital deity (without whom they would be unable to use magic). As such, the knight's spells use Wisdom for the related ability score rather than Intelligence. Then, all purple knights must choose a time at which they have to spend an hour each day in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether a purple knight can prepare spells, but they need to have their glass dagger to act as a conduit between them and the god A.I.

Note that purple knights being dependant on the digital deity to get magic, may not necessarily get their spells as they want. Sometimes the A.I. grants different spells, that it thinks more appropriate for the purple knight to better serve its interests. At other times the knight may have displeased the deity, so won't be granted spells for a certain time as punishment. Note also that in some places (such as alternate dimensions), the connection between a knight and the god A.I. may be impossible, in which case gaining spells might become impossible.

| Purple Knight Progression Table									
						Number of spells per day			
Level	HD	BtH	Saves	Abilities	Cast. lvl.	1st	2nd	3rd	4th
1st	1d10	+1	16	Class skills, Military indoctrination	—	—	—	—	—
2nd	2d10	+2	15	—	—	—	—	—	—
3rd	3d10	+3	14	Commune, Immune to fear, Glass dagger	—	—	—	—	—
4th	4d10	+4	13	Magic-use (caster level = class level –3)	1st	1	—	—	—
5th	5d10	+5	12	—	2nd	2	—	—	—
6th	6d10	+6	11	—	3rd	2	1	—	—
7th	7d10	+7	10	—	4th	2	2	—	—
8th	8d10	+8	9	—	5th	2	2	1	—
9th	9d10	+9	8	—	6th	3	2	1	—
10th	9d10 +4	+10	7	—	7th	3	3	2	—
11th	9d10 +8	+11	6	—	8th	3	3	2	1
12th	9d10 +12	+12	6	—	9th	3	3	2	2
13th	9d10 +16	+13	6	—	10th	3	3	3	3

NEW TECH ITEM

BIO-DISRUPTOR: This is a kind of hand pistol, powered by a small energy cell that can provide 30 charges to the weapon. This gun shoots laser-like beams of bright blue color, that can be adjusted from a light stun to a kill setting. If set to light stun, the weapon deals 1d6 points of non-lethal damage, and the target must succeed a constitution saving throw or be stunned for 2d4 rounds. A normal blast has a range of 200 feet and deals 2d8 points of electricity damage. Then, in spending two charges the weapon deals 4d6 points of damage instead. In all cases, with a natural attack roll of 20, the target must succeed a constitution save or die from a heart attack (of course if it has a heart and is vulnerable to electricity).
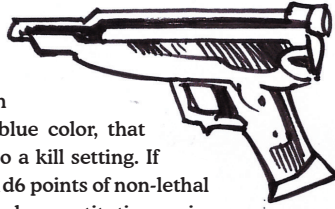
MEKAN

Mekans are human looking sentient constructs that are neither entirely mechanical, nor really alive, but are some sort of demi-humans/demi-machines. Although mekans are cold and emotionless (being built for utter logic and rationality), they are nonetheless imbued with a human-like sentience (and maybe a soul). Henceforth, mekans are people tormented by a metaphysical dilemma. All of their existence, they must either try to search and understand the meaning of life, or delete such useless and incoherent concepts from their minds to achieve the perfection of a true machine. The problem is that they are doomed to be forever incapable of any, and must perpetually alternate between the two. As such, this dilemma occupies their brains almost all the time, maybe the reason for which they are not as effective as a true android or robot should be.
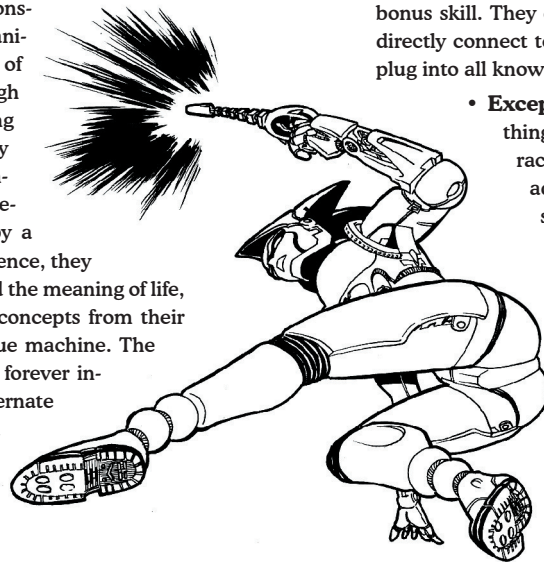
Mekans resemble humans, but with a smooth and bald skin. Their bodies are made of a material superficially imitating the skin and muscles of humans, while their bones are made of ceramics. Their brains were created to replicate a human brain rather than a computer, so they are less effective than the latter. Then, being androids doesn't make mekans superhuman, invincible beings. Their resistance, as well as their movements (especially coordinating members, keeping balance, etc.) just match those of humanoids. They might improve themselves in the future if they have access to the relevant technology and industrial facilities, but for now are restricted to augment their abilities with upgrades.

Mekans tend to be logical, and lacking true emotions and feelings. They likewise have no religion per se, do not worship any entity, nor have any mystical inclination. Mekans never adventure for wealth, glory, or the pure thrill of adventure, but as a way to acquire information, find remnants of technology to scavenge, and also in the hope of discovering life's meaning. Mekans could otherwise be found everywhere. Though there exists a few communities of mekans that live in technologically advanced settlements (or even starships), they could live with anybody who accept them, and don't have any preference about whom they may associate with. Unlike living creatures, they don't necessarily prefer their own kind to others.

Racial Hit-Die: 1d12

Lifespan: Unlimited

Size: medium

Base speed: 12" (30 feet).

Attribute Adjust.: +1 Int, −1 Cha.

RACIAL ADVANTAGES: Communication, Computer jack, Exceptional memory, Synthetic body, Invulnerability, Upgrades.

• **Communication:** Mekans communicate among themselves through in built radio, which is usually seen as telepathy by other races. However, mekans traveling the world are generally unable to contact others of their race in this way, since radio-communications don't work across the magic saturated atmosphere of the world (or maybe because of other unexplained interference). Only in their bases, or at close range (120 feet) does this system work properly. Mekans otherwise can speak and read Common, plus one language of their choice per level (provided they found a way to learn it).

• **Computer Jack:** Mekans get Computer Use (see p.08) as a bonus skill. They can either use computers as humans do, or can directly connect to them with a special in-built interface that can plug into all known systems.

• **Exceptional Memory:** Mekans can remember anything viewed once (even if briefly) with extreme accuracy. They have an almost photographic memory. In addition, mekans get a +2 bonus to all Knowledge skill checks.

• **Synthetic Body:** Mekans do not need to drink, eat, nor breath, with all that entails (can easily operate in airless atmospheres, etc.). They are also less subject to variations of temperatures in the environment, so don't need heavy clothing when it is cold, nor do they sweat when it is hot. If a saving throw against non-magical temperatures is called for, mekans get a +2 bonus to it.

• **Invulnerability:** Mekans are immune to mind-affecting spells or effects, energy drain and necromancy, as well as poison and disease. Note also that bugs do not affect mekans, and that normal creatures don't see mekans as a potential source of food. However, this is compensated by peculiar vulnerabilities (see below).

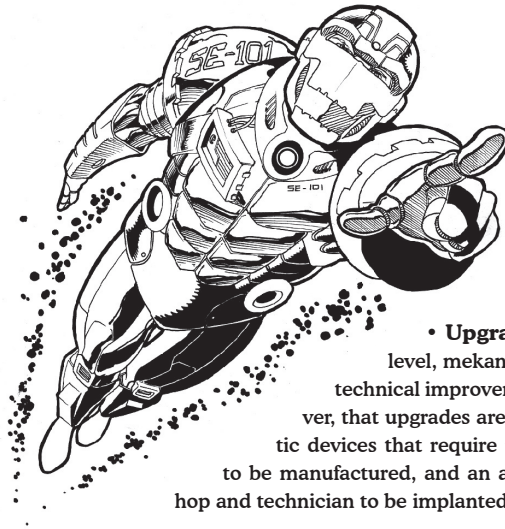**RACIAL HINDRANCES:** Body repairs, Energy cells, No magic, Vulnerability.

• **Body Repairs:** Mekans that have been damaged must be repaired with appropriate material and equipment (Repair skill check at DC 15, and one hour of work for repairing 1d4 wound hit-points; and Repair skill check at DC 10, and 10 minutes of work for restoring 1d8 vitality hit-points). Others with the Repair skill may try to repair a mekan, but increase the DC by 10 points (or 5 if they already know the procedure).

• **Energy Cells:** Mekans are dependant upon their own internal energy cells for their survival. When it is depleted they simply cease to function, remaining in a state of suspended animation until they get a new cell. When they remain in their home bases, spending quiet lives, the mekans' energy cells have a life expectancy of about 1d4 years. However, those who spend their time adventuring and are confronted to strenuous and dangerous situations deplete them much more rapidly. Hence, a PC mekan's cell has 20 to 80 energy

points; these are burnt at the rate of 2d4 points per month of adventuring (or per gaming session at GM's preference), plus 1d8 more points whenever the mekan is exposed to extreme situations (such as being brought to zero hit-points). Mekans can change their energy cells easily, but someone else attempting it must succeed a Repair skill check at DC 15 (DC 5 if he already knows the procedure) for doing it properly.

• **No Magic:** Although mekans could be subjected to magic, and can use passive magical items (such as a +1 sword), they are totally unable to cast spells and cannot use magic items that must be activated or consumed (such as magic wands or potions). Likewise, mekans cannot get any supernatural talent.

• **Vulnerability:** Mekans are vulnerable to EMP (electromagnetic pulse) attacks; they are vulnerable to electricity, suffering 50% more damage from it, and when subjected to a Lightning bolt must also succeed a Constitution saving throw or be stunned for 1d6 rounds; they are vulnerable to radiation (it affects their circuitry) as much as living creatures; they can be affected by radio scrambling devices; they may be affected by a computer virus; etc.

The MEKAN UPGRADE

Mekan upgrades form the majority of Mekan characters (PCs and NPCs alike). In fact for a mekan to get another character class (such as the Planet Trooper for example) is an oddity; the *Upgrade* is the most obvious and appropriate choice for a mekan to take.

REQUIREMENTS: Character must be a Mekan.

SAVING-THROWS: +2 bonus to all Intelligence, Wisdom and Charisma saving throws.

ARMORS: Light modern armors.

WEAPONS: Mekan upgrades are proficient in any two modern weapons (except heavy weapons) of their choice. At least one should be a handgun. Non-proficiency penalty: –4 to hit.

CLASS FEATURES: All mekan upgrades get the following abilities:

• **Class Skills:** Engineering, and Tech-use. Mekan upgrades add their level +4 to these skill checks. In addition, they get six skills of their choice from the following list: Climb, Detection, Healing, Knowledge-any, Linguistics, Navigate, Open locks, Pilot, Stealth, or Traps. Mekan upgrades add their level to their six chosen class skill checks.

Mekan Upgrade Progression Table				
Level	HD	BtH	Saves	Abilities
1st	1d8	+0	15	Class skills, Cybernetic upgrade (1st)
2nd	2d8	+1	14	—
3rd	3d8	+1	13	Cybernetic upgrade (2nd)
4th	4d8	+2	13	—
5th	5d8	+3	12	Cybernetic upgrade (3rd)
6th	6d8	+3	11	—
7th	7d8	+4	10	Cybernetic upgrade (4th)
8th	8d8	+5	10	—
9th	9d8	+5	9	Cybernetic upgrade (5th)
10th	9d8 +3	+6	8	—
11th	9d8 +6	+7	7	Cybernetic upgrade (6th)
12th	9d8 +9	+7	7	—
13th	9d8 +12	+8	6	Cybernetic upgrade (7th)

• **Upgrades:** At every odd level, mekan upgrades may get technical improvements. Note however, that upgrades are complex cybernetic devices that require industrial facilities to be manufactured, and an appropriate workshop and technician to be implanted properly.

—*Aim Device:* The mekan gains a +4 bonus to ranged attack rolls with firearms, ray-guns and similar weapons.

—*Anti-shock Device:* The mekan gets a +2 bonus to saving throws against electricity, and such attacks now only deal normal damage.

—*Anti-EMP Shield 1:* The mekan gets a +3 bonus to saving throws against EMP devices.

—*Anti-EMP Shield 2:* (requires #1) Save bonus increases to +6.

—*Firewall:* The mekan gets a +4 bonus to saving throws against computer viruses.

—*Integrated Armor 1:* The mekan gains a +2 AC bonus. This armor doesn't affect the character's encumbrance, nor its movement ability unlike people who don armor. However, the bonus provided by integrated armor does not stack with a normal armor (only the higher bonus applies).

—*Integrated Armor 2:* (requires #1) AC bonus increases to +4.

—*Integrated Armor 3:* (requires #2) AC bonus increases to +6.

—*Improved Sensors 1:* The mekan can see in darkness almost as well as in daylight. Treat as infravision with a range of 90 feet.

—*Improved Sensors 2:* (requires #1) The mekan can pierce magical darkness and detect invisibility up to 90 feet thanks to a radar.

—*Internal Weapon:* The mekan gains the equivalent of a retractable firearm or ray-gun mounted in its body. It operates as a normal weapon, but can remain hidden in the mekan's body, becoming undetectable to normal investigation.

—*Living Likeness:* The mekan gets a synthetic covering that imitates a living creature so well, that he becomes indistinguishable from a normal humanoid (of the race chosen by the character). However, in appropriate circumstances, a Detection skill check (base DC 15) would reveal that the mekan has no odor, doesn't sweat, and seems to be tireless (unless striving to fake it). This would reveal something strange, but not necessarily that the character is an android.

—*Magnetic Feet:* The mekan's feet can stick to most surfaces at will (i.e. includes metal, plastic, ceramic, stone, composite materials, etc., but not

wood, ice, a creature's hide, etc.). This reduces its base speed by 50%, but gives it a +4 bonus to all saving throws made to not being pushed or pulled, or fall from a shaking platform. This ability is especially useful to walk a surface in zero gravity environments.

  —*Self-destruct System:* The mekan can determine a set of conditions (such as being brought to zero hit-points or making close encounter with a certain creature) that will make him explode for 10d6 of damage in a 30 feet radius, but also utterly killing him in the process.

  —*Sensor Baffler:* The mekan has a system that can foil most technological devices that could detect that it is a machine, that weapons and other gadgets are hidden in its body, etc. Whenever subjected to technological detection, the mekan must succeed an Intelligence saving throw for the detection to fail.

The RUNNER

Runners are hunters of criminals and other wanted (or rather unwanted) people and creatures such as: mutants, rogue androids, runaway outlaws, illegal aliens, etc. Runners could be special agents going after the enemies of their government, or police officers belonging to special units charged to track down specific targets. Other runners may work as bounty-hunters, as slayers tracking down fugitives, or even as sleuths in service to a criminal organization and searching for those who betrayed or threaten it. Most of the time runners are trustworthy and dedicated to the law, and share a genuine concern for their community (that they protect from the creatures they hunt). Yet, this doesn't preclude many runners of being ruthless and merciless with their prey, and sometimes dispense a swift justice with their gun rather than bring their quarry to the legal court.

REQUIREMENTS: Strength 11+, Dexterity 11+, Wisdom 9+

ARMORS: Light modern armors (bullet proof jacket, undercover vest, etc.).

WEAPONS: Runners are proficient in any four modern weapons of their choice. At least one should be a handgun. Non-proficiency penalty: –2 to hit.
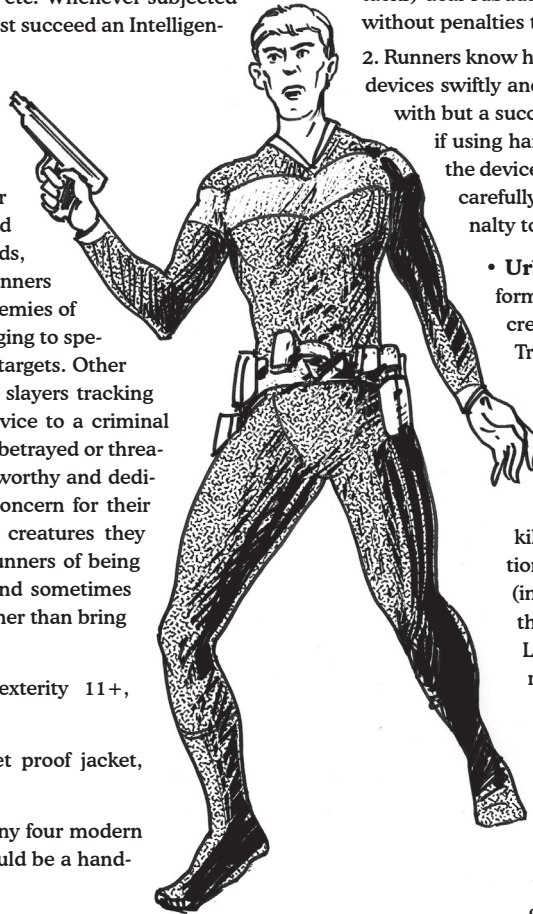
SAVING-THROWS: +2 bonus to all Strength and Dexterity saving throws.

CLASS FEATURES: All runners get the following abilities:

• **Class Skills:** Detection, Gather Information, Open Locks (include modern, electronic locks), Pilot, Stealth, and Tracking. Runners add their level to these skill checks.

• **Capture Prey:** Runners are adept at capturing creatures without injuring them. As such they have two abilities:

  1. When using melee weapons, runners can (with successful attacks) deal subdual/non-lethal damage instead of normal damage, without penalties to their attack rolls.

  2. Runners know how to use handcuffs, ropes, and other restraining devices swiftly and efficiently. They can bind and restrain a target with but a successful attack roll (no penalty for non-proficiency if using handcuffs, otherwise –2 to hit) provided they have the device in hand. Then, if the runner spends 2 full rounds carefully binding the target, the latter will suffer a –2 penalty to all saving throws or skill checks to escape.

• **Urban Tracking:** Using Detection and Gather Information skill checks, runners can follow and find creatures in urban areas; treat otherwise as per the Tracking skill.

• **Primary Targets:** At 2nd level, runners may select a type of creature such as aliens (choose a particular specie), bio-droids (which include replicants), mutants (all sorts), etc., or some category of criminals (e.g. drug dealers, serial killers, etc.). Runners gain a +2 bonus on Detection, Gather Information, Knowledge, and Tracking (including Urban Tracking) skill checks when using these skills against members of the target species. Likewise, they get a +2 bonus on weapon damage rolls against such creatures (both melee and ranged weapons).

  At 7th and 12th levels, runners may select an additional primary target type. In addition, the bonus against any one of their primary target (including the one just selected, if so desired) increases by 2 points. Note that if a creature falls into more than one category of primary target, the runner's bonuses do not stack; simply use whichever bonus is higher.

• **Surprise Targets:** At 4th level, runners gain a +1 bonus to surprise any characters and creatures they are pursuing. This bonus increases to +2 at 10th level.

• **Sneak Attack:** At 5th level, runners gain the ability to make sneak attacks on unsuspecting victims, hitting a creature's vital spot for extra damage. The target must be surprised, but not necessarily attacked in the back. Then it must be a creature with a discernible anatomy (undead, robots, oozes, plants, and incorporeal creatures lack vital areas to attack), and must be visible. Sneak attack inflicts double base weapon damage at 5th level; then triple at 9th level; and quadruple at 13th level. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Runner Progression Table				
Level	HD	BtH	Saves	Abilities
1st	1d8	+1	16	Class skills, Capture prey, Urban tracking
2nd	2d8	+2	15	Primary targets (1st)
3rd	3d8	+3	14	—
4th	4d8	+4	13	Surprise targets (+1)
5th	5d8	+5	12	Sneak attack (x2)
6th	6d8	+6	11	—
7th	7d8	+7	10	Primary targets (2nd)
8th	8d8	+8	9	—
9th	9d8	+9	8	Sneak attack (x3)
10th	9d8 +3	+10	7	Surprise targets (+2)
11th	9d8 +6	+11	6	—
12th	9d8 +9	+12	6	Primary targets (3rd)
13th	9d8 +12	+13	6	Sneak attack (x4)

The SISTERHOOD ACOLYTE

Sisterhood Acolytes are the mysterious disciples of a secretive organization that may appear as a religious order, a sorority with political ambitions, or simply as a cult of strange witches. In any case, sisterhood acolytes are some kind of nuns, who train their mind and body extensively in their chapter-houses, yet also take an active part in society, beings advisers, priestesses, or even wives of rulers. Sisterhood acolytes tend to be well trusted and respected, but often have some hidden agenda of their own to pursue. For example, they seem to be keeping an eye over the human specie's evolution, and make sure the integrity of the human genome is not threatened. As such, the order might be taking care that degenerate mutant genes do not affect the human race as a whole, and in fact the acolytes might want to push humans toward an evolution they decided by themselves.

REQUIREMENTS: Intelligence 12+, Wisdom 12+, Dexterity 12+, Strength 9+, and Constitution 9+. Sisterhood acolytes must be female and must have an allegiance to the sisterhood.

ARMORS: None.

WEAPONS: Sisterhood acolytes are proficient in the dagger and the handgun. Non-proficiency penalty: –4 to hit.

SAVING-THROWS: +2 bonus to all Charisma and Constitution saving throws.

CLASS FEATURES: Class skills, Stunning attack, Unarmed fight; Anatomical strike, Spice melange (2nd level); Voice domination (3rd level); Still mind (4th level); Purity of body (5th level); Catalepsy (6th level); Heal self (7th level).

• **Class Skills:** Alchemy (but as modern biology and chemistry), Detection, Healing, Knowledge (local + nature), and Persuasion. Sisterhood acolytes add their level to these skill checks.

• **Stunning Attack:** Once per level, per day, sisterhood acolytes can attempt a stunning attack. If the target fails a Constitution saving throw, it is stunned and unable to act for 1d4 rounds. Those struck by a stunning attack always take normal unarmed attack damage. Sisterhood acolytes must declare its use before making an attack roll. A missed attack roll ruins the attempt and counts against the sisterhood acolyte's limitation.

• **Unarmed Combat:** Sisterhood acolytes are trained in martial arts, turning their body into lethal weapons (fists, knees, etc.) and learning to swiftly dodge attacks. As such, when fighting bare-handed they are nonetheless considered as if armed, and their attacks deal lethal damage: 1d4 at 1st level, 1d6 at 3rd level, 1d8 at 6th level, and 1d10 at 10th level. Similarly, provided they are unarmed and but lightly encumbered, they gain a base AC11 at 1st level, which increases to AC12 at 2nd level, and again by +1 every two levels thereafter (AC13 at 4th level, AC14 at 6th level, etc.), up to AC 17 at 13th level.

• **Anatomical Strike:** At 2nd level, sisterhood acolytes know where to hit for greater damage. Using a combination of martial arts training, intuition and physiological knowledge, they add half their level (rounded down) to their damage rolls, with weapons in which they are proficient. Anatomical strike can only be performed against living creatures that have a discernible anatomy, and cannot be performed if wearing armor or being more than medium encumbered.

• **Spice Melange:** At 2nd level, sisterhood acolytes learn to create a special drug that will enhance their awareness or boost their physical abilities. They learn one formula at each level after the first; at 2nd level they can only learn and use minor melanges, improving to major melanges at 6th level, and greater melanges at 10th level. Creating them require an appropriate laboratory with the relevant material (including the *spice*, which may be difficult to obtain). It takes 2 hours of work and an Alchemy skill check at DC10 to make a minor melange; 4 hours and DC15 for a major melange; and 8 hours and DC20 for a greater melange.

An acolyte doesn't learn a secret formula though, but adapts an existing formula to her own physiology. The acolyte doesn't suffer any secondary and detrimental effects from her own melanges, but other characters (including other acolytes) would. Hence, anyone else must succeed a

Sisterhood Acolyte Progression Table						
Level	HD	BtH	Saves	Abilities	Dmg	AC
1st	1d6	+0	15	Class skills, Stunning attack, Unarmed fight	1d4	11
2nd	2d6	+1	14	Anatomical strike, Spice melange (minor)	1d4	12
3rd	3d6	+1	13	Voice Domination (1/day)	1d6	12
4th	4d6	+2	13	Still mind (+2 / +4 vs fear)	1d6	13
5th	5d6	+3	12	Purity of body (immune to disease-haste-slow)	1d6	13
6th	6d6	+3	11	Catalepsy, Spice melange (major)	1d8	14
7th	7d6	+4	10	Heal self	1d8	14
8th	8d6	+5	10	Voice Domination (2/day, at –2)	1d8	15
9th	9d6	+5	9	Still mind (+4 / immune to fear)	1d8	15
10th	9d6 +2	+6	8	Spice melange (greater)	1d10	16
11th	9d6 +4	+7	7	Purity of body (immune to poison)	1d10	16
12th	9d6 +6	+7	7	Still mind (immune to compulsion effects)	1d10	17
13th	9d6 +8	+8	6	Voice Domination (3/day, at –4)	1d10	17

Constitution saving throw or lose 1d4 hit-points for a minor melange; 1d6 for a major one; and 2d4 for a greater one. Being of a different gender and of a different race incurs a –2 cumulative penalty to the save. On a natural roll of 1 (i.e. critical failure) the consumer also permanently loses one point of Constitution.

The GM must determine the effects of a spice melange, which mostly depend on the campaign setting. In most sci-fi campaigns, a spice melange duplicates the effects of a psionic spell (see FH&W p.187): minor melange = 1st level spell, then 2nd level for major melanges, and 3rd level for greater melanges. In campaigns where magic exists along advanced technology, the melange could in fact be magical potions. In this case, the GM must decide which magic potions would exist as spice melanges. In any case, the GM is free to invent melanges of his own to give to PCs and/or NPCs.

• **Voice Domination:** At 3rd level, acolytes can once per day use their voice in such a way that it compels those weak of mind to obey them. The target must be a humanoid able to hear and understand the acolyte, and be within 30 feet of her. A successful Charisma save negates this ability; otherwise treat as a Command spell (see FH&W p.223), though with a duration of 1 round per level. They can use this ability twice per day at 8th level, and incurring a –2 penalty to the save; then thrice per day at 13th level, and incurring a –4 penalty.

• **Still Mind:** At 4th level, sisterhood acolytes gain a +2 bonus to their saving throws against all mind-affecting spells, plus spells that can read the mind. In addition, they get a +2 bonus to their saves against fear spells and effects.

Then, at 9th level this bonus increases to +4, and sisterhood acolytes become immune to fear.

Then, at 12th level sisterhood acolytes become specifically immune to the Geas/Quest spells; and when under effect of a mind affecting spell, nonetheless cannot be ordered, suggested, etc., to do anything that would go against their religious oaths and sisterhood.

• **Purity of Body:** At 5th level, sisterhood acolytes gain immunity to diseases (except for supernatural and magical ones) and to the Haste and Slow spells. Then, at 11th level, sisterhood acolytes become immune to poison.

• **Catalepsy:** At 6th level, sisterhood acolytes gain the ability to slow their vital bodily functions in order to appear dead. Sisterhood acolytes can maintain this state of feigned death for a number of turns (10 minutes) equal to their level.

• **Heal Self:** At 7th level, sisterhood acolytes can heal their own wounds of 2 hit-points per level once per day. This requires 10 minutes of undisturbed meditation to accomplish.

CLASS HINDRANCE: No split-classing.

• **No Split-Classing:** Sisterhood acolytes cannot change class, unless becoming renegades to their order (probably hunted down) and thereafter being unable to ever gain levels as acolytes.

NEW SKILLS

The skills in *Fantastic Heroes & Witchery* mostly relate to fantasy adventuring. As such, if the campaign includes a few science-fantasy tropes (as typical of the Swords & Planets genre for example), they are simply covered with the Tech-Use and Pilot skills. However, some GM wanting to develop a more science-fiction focused campaign, might want more skills. Hence, three new skills have been added: Computer-Use, Demolitions and Repair; any class that has Tech-Use on its list of class skills should add these three skills to the list. Then, a few other skills have been developed for characters hailing from scientifically and technologically advanced societies: Detection, Engineering, Gaining Information, Healing, Knowledge, Navigate, Open Locks, and Stealth.

—DETECTION

If the character hails from a technologically advanced society, and would be an investigator (typically a police officer), she would use this skill to find a single hair or what not that may help identify a criminal. This sort of things normally totally elude fantasy characters.

—ENGINEERING

Compared to the Engineering (fantasy) skill, the modern version is subdivided into different categories, each of them treated as a separate skill: Chemical, Electronic, Mechanical, Pharmaceutical, and Structural. Engineering represents the ability to research, design, and create objects or substances related to the Engineering domain. This skill most often requires appropriate tools and material to effectively create something; using improvised equipment and material incurs a –4 penalty to the skill checks. The GM should require that a character knows how to read and write, and also has a minimum of 11 in Intelligence for being allowed to take this skill.

—GAINING INFORMATION

If the character hails from a technologically advanced society, she would be able to use the Internet or similar information networks to learn useful things.

—HEALING

If the character hails from a technologically advanced society, he would be a competent physician, with a much greater understanding of the human physiology than a primitive healer. However, the modern physician would only be able to cure people with modern medicines, not the herbal brews and such used by fantasy healers.

—KNOWLEDGE

If the character hails from a technologically advanced society, she would have access to the following knowledge sub-skills:
1) Science (choose any science such as Biology, Chemistry, Mathematics, Physics, etc.)
2) Technology (identify starships, mecha, robots, etc., as well as unfamiliar technological devices. The character could learn what a device is used for, who probably built it, what energy source it uses, etc. However, this skill cannot substitute for the Engineering, Pilot and Repair skills.)

—NAVIGATE

If the character hails from a technologically advanced society, and also has the Pilot skill, he could use Navigate to plot a course between planets, star systems, or even dimensions. However, aboard a starship, a functional Class II sensor array (or better) is needed to plot a course through space.
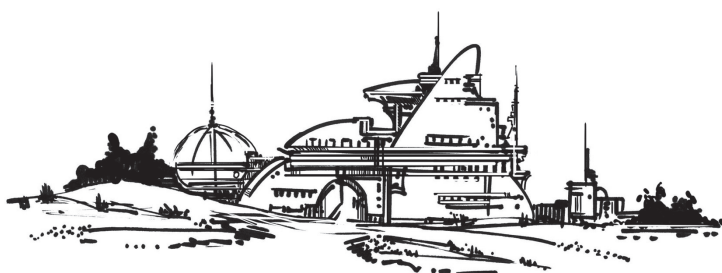
—OPEN-LOCKS

If the character hails from a technologically advanced society, and has the appropriate technology of course, she may use this skill to open electronic locks.

—STEALTH

If the character hails from a technologically advanced society, he may use this skill to avoid leaving clues of his passage (such as fingerprints), and to avoid electronic detection (such as cameras). A traditional fantasy adventurer would not know how to do it properly, even if told about it.

COMPUTER USE (INT)

Only modern and futuristic, industrial societies are rife with computers, information networks, etc. However, in swords & planets or post-apocalyptic worlds, computers generally remain rare. In any case, this skill is always necessary to create autonomous robots, starships, and other such complex machines. The GM should require that a character knows how to read and write, and has a minimum of 11 in Intelligence for being allowed to take this skill.

The character can use a computer for normal operations, though many software require to be proficient in them to be used properly. As such, the character is proficient in one application per level (e.g. a starship's sensors operating system, and astrogation program, a medical analysis software, etc.). A character may use similar programs in which he is not proficient with a –2 to –6 penalty. Then, the character can:

- **DC 5+:** Find files or data on a computer. DC=5 on a personal computer; DC=10 on a small office network; DC=15 on a large office network; DC=20 on a massive corporate network.

- **DC 15+:** Defeat a computer's security system (hacking). If the check fails by 5 or more, the system alerts its administrator.

- **DC 20:** Prevent possible identification when hacking a computer.

- **DC 15+:** Defend a computer against hacking. This may require opposed checks, with a –5 penalty to identify the intruder.

- **DC 15:** Destroy a programming, so the computer (or the software) becomes unusable until the programming is repaired. This generally takes from 10 to 30 minutes.

- **DC 20:** Degrade or damage programming, so it will be flawed and give wrong answers, operate improperly, etc. This takes at least from 10 to 40 minutes.

- **DC 10+:** Write a program. Extremely simple programs, would take but a few turns or hours, and are at DC 10. On the other hand, complex programs such as those found on a starship's computer might take days if not weeks or months to create, and would be at DC 20 to 30

Untrained: Characters hailing from cultures in which computers are unknown, simply cannot use them untrained. Those raised in modern societies where computers are common, know how to do simple things, search on the internet, and are often proficient in 1d4 applications.

DEMOLITIONS (INT)

This is the skill required to use explosives properly. In fact, most explosives require a detonator to go off. Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

- **DC 10:** Connecting a detonator to an explosive. Failure means that no explosion occurs; failure by 10 or more means an immediate explosion. Characters can make an explosive difficult to disarm: they choose a disarm DC before making their check to set the detonator. The character's DC to set the detonator is equal to the disarm DC.

- **DC 10+:** Disarming an explosive that has been set to go off. Base DC=10, unless the person setting the detonator choses a higher disarm DC. Characters who fail the check do not disarm it; if they fail by more than 5, the explosive goes off.

- **DC 15+:** Determine the right amount of explosives, and where to place them, to destroy something entirely. Lets also know if a given explosive would be useful or not against target.

- **DC 20+:** Determine the right amount of explosives, and where to place them, to do a precise job (e.g. destroy a chest's lock but not the whole chest and its content).

Untrained: Characters hailing from primitive/backward cultures rarely recognize explosives, and cannot use them properly. Those from modern cultures could try to set or disarm a detonator, but reduce by 5 points the margin for a disastrous failure. However, they don't know how to determine the right amount and placement of explosive.

REPAIR (INT)

This skill is used to repair most machines and items of technology (such as weapons, vehicles, robots, etc.). Note that making repairs normally requires to have appropriate tools and spare parts, and without them it might be impossible. Using a blueprint may give a +1 to +4 bonus to the check (at GM's discretion). Working with inadequate tools or material generally imposes a –2 to –10 penalty to the check.

A successful Repair skill check to a technological device (including vehicles), normally repairs 2d6 points of damage. If damage remains, the character may continue to make repairs (and additional skill checks) for as many hours as it takes to restore the device to full hit points.

- **DC 5:** Simple repair (tool, simple weapon). This usually takes 1d4 minutes to complete.

- **DC 10:** Moderate repair (mechanical or electronic component). This usually takes 10-40 minutes (1d4 turns) to complete.

- **DC 15:** Complex repair; usually takes 1d4 hours to complete. This is the time and DC to repair slightly damaged vehicles.

- **DC 20:** Advanced repair (cutting-edge mechanical or electronic device); usually takes 1d4 days to complete. This is the time and DC to repair badly damaged vehicles.

- **DC 20:** Transplant the "brain" of a destroyed robot into a similar but intact robot frame.

- **DC 25:** Hopeless repair (alien or badly damaged device). This usually takes 1d4 weeks to complete.

Untrained: It is impossible to use this skill untrained, unless the repair needed is really simple (DC=5).

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Ideas and inspiration: Eric Fabiaschi, and his blog Swords and Stitchery <http://swordsandstitchery.blogspot.fr/>. Eric loves the Swords & Planets genre and produce a lot of RPG material for it!