

D20
Compatible

SCIENCE FICTION BEATDOWN



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SCIENCE FICTION BEAUTIES HANDBOOK

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INTRODUCTION

Hyperspace travel, artificial gravity, genetically resurrected dinosaurs, alien parasites, spontaneous beneficial mutations... Lets face it; there are some pretty weird ideas in science fiction. But as SF gamers we accept these things and agree to take them seriously, because they are fun ideas.

Unfortunately there is one fun idea that doesn't seem to get taken seriously in SF games: beautiful women. For some reason, modern table top RPGs take one of two approaches: either they entirely ignore the fact that there are two genders, or they miss the point of being sexy and take a low brow humor approach to the act of sex itself.

This product takes a serious look at the beautiful women of our collective technological dreams. At first glance some of the ideas presented in this book might seem light hearted or downright absurd. But since everyone has to decide for themselves how far they are willing to suspend their disbelief, this book will try to treat each with a level hand.

After all, skin tight spacesuits are currently (2008) being seriously investigated, but interstellar communication is still just a weird idea.

Although this book is named the Science Fiction Beauties handbook, it also contains material for a modern fantasy setting. This is due to the standard marketing breakdown of our industry. Science fiction and modern fantasy are grouped together in d20 products and the novel sections of book stores. This is also a matter of how far you extend your disbelief. There could be a long debate over whether the "Psychic Vigilante" described in Chapter 5, should be classified as science fiction or fantasy.

This book is intended for use with the Modern SRD. In most cases this is fully compatible with other SRD games. Places where changes need to be made to include items in a fantasy SRD, will be noted in the text.



CHAPTER I: NEW RACES

This chapter presents six new races: the mysterious enigma, the athletic olympians, the perfect by design PAR, the serpentine sokuja, the otherworldly spirit touched, and the classic toga women. The blood touched are a slight variant of the spirit touched. All of them have a bonus to charisma with the exception of the olympians and the sokuja. This does not mean these two are less beautiful than the others. The olympians are attractive in the “space amazon” sense, and the sokuja have an alien appeal that can’t quite be put into words.

As nonhumans all of the new races have the following traits:

At 1st level they receive only one feat free (where as humans receive two feats). This is in addition to any feats granted by the 1st level class and starting occupation.

At 1st level they receive 4 fewer skill points than a human would for the equivalent starting class (minimum 4).

At each level after 1st, their receive 1 fewer skill point than a human would for the equivalent class (minimum 1).

ENIGMA

The enigma is not a race so much as a class of individuals. No matter where she goes, no one has ever met anything quite like her before. In fact, no two enigma are alike. Frequently they have serial numbers, arcane marks, barcodes, or alien patterns tattooed somewhere on their body. Even if these can be read, no meaning can be gleaned from them.

Most enigma are indistinguishable from human women. Some have cosmetic differences such as pointed ears, reticulated pupils or non-prehensile tails. Apparently the similarities to humans are only skin deep. Enigma respond adversely to medical treatment.

Enigmas turn up in a variety of places: wandering the streets or wilderness alone, drifting escape pods, suspended animation chambers in abandoned laboratories or alien ruins. By definition, no one knows where the enigma came from before this, or what her ultimate purpose is. If an enigma knows her origins, she keeps quiet about it.

Enigma seem to have no memory before being woken up by their discoverers. They can speak fluently and handle most daily tasks, but don’t know any details of human culture or history. Sometimes simple things

everyone takes for granted, such as a door bell, will take the enigma completely by surprise.



As if to make up for this lack of general knowledge, an enigma is an expert in one field. She is not just knowledgeable, she knows things that are literally impossible for her to know (such as being able to recognize a prototype that wasn't designed until after she was discovered). An enigma recites this information in a monotone and with a distant look, as if in a state of self hypnosis. An enigma can recognize items and answer specific questions (even ones she thinks of herself), but if asked to write a book on the subject, she "can't think of anything to write."

Enigma are rare, there should probably never be two in an adventuring party. If there are two, don't leave them alone together. They're liable to wander off and get lost.

= RACIAL TRAITS =

* +2 Cha, -2 Wis An enigma is attractive, and friendly. Their endearing naïveté engenders a strong protection instinct.

* An enigma suffers a -4 penalty on knowledge skill checks. This penalty applies to all knowledge skills except the enigma's specialty (see below).

The enigma can buy off this knowledge check penalty at a cost of 2 skill points per point of penalty negated. These points do not raise the skills, or allow them to make trained skill checks, but it does reduce the penalty.

* Knowledge Specialty: At character creation choose one of the following Knowledge skills: Arcane Lore, Behavioral Sciences, Earth and Life Sciences, Physical Sciences, Tactics, Technology, or Theology and Philosophy. The enigma receives a +11 racial bonus to this skills at first level. This bonus increases by 1 with each character level. (Total racial bonus =10 + character level.)

Normal intelligence modifiers apply to the enigma's specialty.

Skill points can not be spent to improve the enigma's specialty skill. The knowledge is subconscious, and no amount of studying will unlock the inner mysteries.

*Unfulfilled Destiny: Enigma by their very nature are tied to the deeper mysteries of the universe. Sometimes it seems that reality conforms itself to help the Enigma reach where she needs to be.

Once per day, after the enigma's player makes a die roll, but before the GM has announced the results of the

roll, the player may reroll the die, and uses the higher of the two rolls.

The GM should describe success achieved by a reroll a the result of freak chance, or unexplained occurrences. (Example, after using the reroll on a saving throw to avoid a grenade blast, the GM states that the enigma caught the full force of the blast, and when the smoke cleared was standing in the same place, unscratched.)

*Alien Biology: Enigma look human, but do not respond to medical treatment in the same way. Their reactions are often counterintuitive, and may depend on unusual factors, such as the amount of direct sunlight received during treatment.

Because of this, any character using the treat injury skill on an enigma Suffers a -4 penalty. This applies to all uses of the treat injury skill, not just to surgery. The Xeno-medicine feat can not offset this penalty, because by definition, each enigma is unique.

Fortunately Enigma are highly naturally resilient. An enigma receives a +2 racial bonus to saving throws to resist the effects of dices and poisons. In addition the enigma receives a +4 bonus on Fortitude saves to stabilize when dieing.

OLYMPIANS

These women are the peak of human genetics. Every one of them has perfect vision and hearing. In addition, they were genetically engineered with naturally occurring mutations that made people "Better than human." The olympians have fast action muscle fibers found only in champion sprinters, the red blood cell count of a cross country skier, and the muscle mass of weightlifters. Their senses are as sharp as the best bush hunter. Olympians are pure human; not one gene has been spliced in from a foreign source, but they are as good as "humanly" possible...at everything.

This perfection comes at a price: Natural life expectancy for olympians is only 50 years, even when futuristic medical technology is available. The most common natural death is cascading organ failure. The olympain body works perfectly until the "warranty runs out" then everything stops working at once.

Physically olympians are tall and broad shouldered. They have the same range of skin, hair and eye color as humans (with the exception of albino which was deemed a defect.) The militant lifestyle does not allow the olympians to carry excess body fat. But those who mingle with humans too much may go soft.

The name olympian has two meanings: first they truly believe themselves to be above humans, like the gods of ancient Mount Olympus. Second, there are rumors that the numerous “drug tests” at 21st century sporting events were actually cover for collecting genetic material samples.



In campaign settings before the development of interstellar travel, the olympians are a minority. At one time a charismatic olympian leader had attempted to clear the “human refuse” from the Earth to make room for the improved version. The war came too soon for the olympians; their genetic superiority could not overcome the sheer number of unenhanced humans. The olympians who survived what turned in genocide against them, tried to disappear into society.

With the advent of faster than light travel, the handful of remaining pureblood olympians quietly chartered a ship to the farthest frontier. As an oppressed and sometimes hunted minority, no one was surprised by the move, or sorry to see them leave.

The surprise would come centuries later when the expanding sphere of human influence ran into “Olympian Space.” Unbeknownst at the time, the olympians had carried artificial-womb technology with them. The “gene factories” as they became known, turned out thousands of new individuals each year. The lack of a nuclear family reinforced the militant structure of olympian society. In a scant few centuries, the couple thousand individuals who left Earth had grown into an empire of billions spanning dozens of systems.

Olympians are taught from adolescence that love does not exist and that genetic potential is the only criteria for choosing a mate. This training does not make them any less susceptible to the wiles of the heart than normal humans, but has lead to some very creative reading of gene maps. (Note: Because of the use of artificial wombs, the olympians don’t actually need two genders. The GM is free to rule that the gene factories produce only females, in which case the entire idea of sexual reproduction is distasteful and “animalistic” to the olympians.)

= RACIAL TRAITS =

* +2 Str, +2 Dex, +2 Con: Olympians represent the peak of human performance.

* Movement: Olympians have a base land speed of 40 feet per round. In addition, they gain the Run feat for free at character creation.

* Low Light Vision: An olympian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

* Scent: Olympians can detect opponents by sense of smell, generally within 20 ft. If the opponent

is upwind the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The olympian detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If she moves within 5 feet of the scent's source, the olympian can pinpoint that source.

If an olympian has the Track feat, she may track by scent alone.

Olympians can identify the various humanoids by scent (in particular the enigma and spirit touched register as distinctly inhuman.) By coming within 5 feet of a character attempting to disguise his race and/or gender, the olympian automatically sees through the disguise, unless the other character has used strong perfume or something else to mask his scent. Olympians are humans, and can not be distinguished by scent.

* Basic combat techniques are taught to olympians from childhood. The modern battlefield is dominated by ranged weapons, but the olympians still practice hand-to-hand techniques for exercise, sport, and duels of honor. Every olympian gains one of the following feats free at character creation:

Archaic Weapons Proficiency, Exotic Melee Weapon Proficiency, Brawl, Combat Martial arts, Defensive Martial Arts

She can choose any of these feats, even if she does not meet the base attack bonus prerequisite.

* +2 bonus on Fortitude Saving throws to resist the effects of poisons, non-magical diseases and radiation. Olympians are in peak physical condition.

* Fast metabolism: Olympians eat like world class athletes in training. They must consume twice as much food as a normal human. If they do not eat this much, they begin to starve.

* Human Biology: A human medic performing surgery on an olympian does not suffer the standard -4 xenobiology penalty. However a olympian medic performing surgery on a human does suffer a -4 penalty. Humans are riddled with genetic weaknesses and potential complications that simply do not exist in olympians.

* Level adjustment +1

PAR

The PAR (pronounced `pare') are Personal Assistant Robotics. The PAR are a reaction against the dehumanization caused by infusion of robots into everyday life starting in the 21st century. As mechanical labor replaced human labor for things like cooking, cleaning, and reception work, there became less and less need for direct interaction between people. Humans, being what they are, wanted more personable machines.

If a robot was going to do the cooking and cleaning, it should look and talk like a maid. Although, a simple box was the only body a robot needed to answer phone calls, keep a schedule and take dictation, what was the harm of giving it the body of a secretary? Rather than speaking into a faceless microphone at a fast food restaurant, isn't it easier to give your order to a cute 'teenage' android?

Humans, unfortunately being what they are, quickly put the technology for lifelike robots to use in crafting love dolls. Some of these were custom built lovers, others were modifications to stock models, so that the owners could hide their mechanical concubines in plain sight.

PAR come in a variety of forms. Virtually any shape that can be imagined can be crafted. For the most part they are attractive young females because these forms were deemed the most aesthetically pleasing and least threatening to their human masters. Beyond that, any realistic or neon color is possible for skin, hair and eye color, often with the company logo branded prominently on the face. They frequently have elf or cat ears. Thanks to light-weight composites and carbon based technologies, PAR weigh as much as an equivalent human.

Regardless of the appearance, the bodies always feel realistic, complete with body heat, superfluous breathing, and a fake heart beat. Shallow cuts will draw only the red, iron-based coolant fluid which circulates just under the skin. Deeper wounds expose their mechanical nature.

The PAR are programmed for a certain purpose, and when carrying out these tasks, she is virtually indistinguishable from a normal human. If any thing, she is more competent and dedicated than a human would be. Outside of their designated task the PAR are endearing naïveté about dealing with humans.



The PAR are unique among player character races in that they are property. Her owner is free to buy, sell, or deactivate a PAR as he sees fit. Because poorly maintained or outright abused PAR are at a higher risk for going dangerously rouge, there is a certain level of care and respect required by law (just as a car must meet certain standards of safety and maintenance to be street legal.) However because of their resemblance to humans, the PAR are usually treated better than the bare minimum requirements. Most masters treat their PAR like a English gentleman treats his loyal retainers, or as if the PAR was simply a very helpful friend.

Although not bound by Asimov's three laws of robotics, the PAR still carry a healthy slave mentality, and will usually refer the their owner as "master" unless order to do otherwise. PAR on the whole have cheerful personalities and honestly aspire to nothing more than fulfilling the purpose for which they were created.

If granted her freedom, a typical PAR will burst into tears and ask what she has done wrong to cause her master to throw her away. Occasionally a PAR will 'go rouge' and run away or kill her master in search of freedom. This is especially true for those who have received back ally modifications. The resulting programming conflicts inflict all manner of emotional baggage on the PAR. Sexual functionality packets are particularly notorious for causing a PAR to run away if 'not installed properly.' Android rights activist claim that this is a natural response to being treaded as a concubine and not a fault in the process.

Adventurer PARs come in two varieties. Normal PAR who serve an adventurous master get dragged along on hers master's travels, (Aii! What do you mean shoot them? I'm a secretary!) A rouge PAR becomes an adventurer out of necessity. With no family, friends, or 'human rights' and only a limited understanding of human society, she must travel and explore just to survive.

PAR can laugh, cry, worry and dream. They even appear to breath and bleed. But even a Rouge PAR is still just a doll playing at being human. Unlike Pinocio, the PAR have no chance of becoming real humans. But thanks to their persona programming they can be "more human than real humans." The question is, can she live with that.

Although theoretically immortal, it is difficult to find parts for outdated PAR. If a PAR is older than about