

# FANTASCI<sup>20</sup>

*SCIENCE FICTION FANTASY TO THE 20TH POWER!*



M<sup>20</sup>



# ***FANTASCI<sup>20</sup>***

## ***=CHARACTERS***

***BY CHARLES RICE***

***EDITING:***

***CHRIS DAVIS***

***RICH SPAINHOUR***

***ARTWORK:***

***ANTHONY COURNOYER***

***JOSEPH WIGFIELD***

***GRAPHIC DESIGN:***

***DAVID JARVIS***

***CHRIS DAVIS***

***M<sup>20</sup>***

***LAYOUT:***

***CHRIS DAVIS***



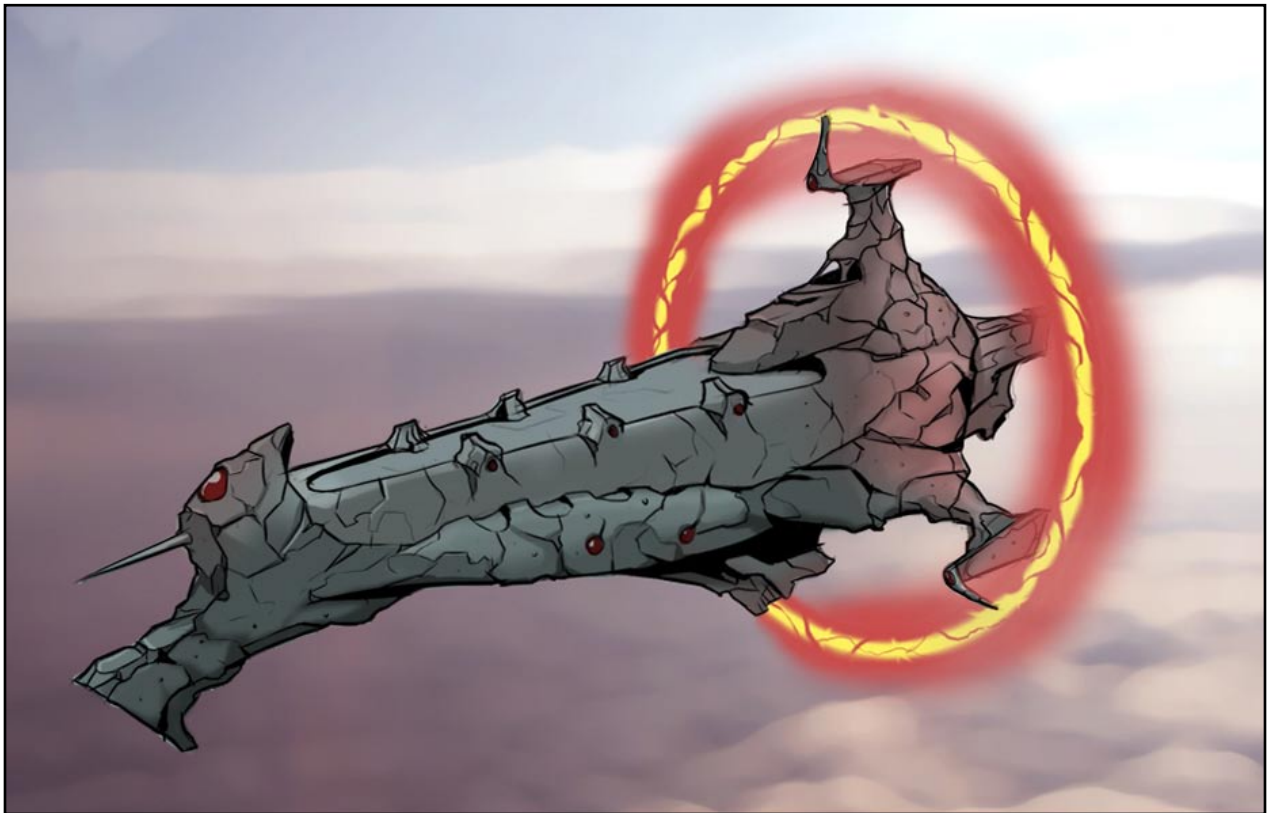
***PLAYTESTERS:***

***PAULA RICE, COREY HODGES, EDWARD LENNON, RICH SPAINHOUR***

# SCIENCE FICTION FANTASY TO THE 20<sup>TH</sup> POWER!

ONCE WE WERE LEGENDS, WALKING SIDE BY SIDE WITH CREATURES OF MYTH ON FAR-FLUNG WORLDS, SOARING THROUGH THE SKIES WITH EASE AND EVEN MOUNTING CHARIOTS THAT APPROACHED THE REALM OF THE GODS THEMSELVES, FOR HIS ARROGANCE MAN WAS STRUCK DOWN AND THE GODS' FURY SCORCHED THE WORLD. DESPITE THIS GRAVE PUNISHMENT AND THE WARNINGS OF THE CHURCH OF THE TRUE, THERE ARE THOSE WHO PERSIST IN EXPERIMENTING WITH MACHINES, CALLED "INFERNAL TECH" FOR WEAPONRY AND TRANSPORTATION, EVEN MORE DISTURBING TO THE CHURCH ARE THOSE WHO HAVE EMBRACED BLACK MAGIC AND WITCHCRAFT, FOR THESE TRANSGRESSIONS THE BLACK HORDE WALK THE LAND. AGAINST THESE HORDES HEROES EMERGE, SOME USING THE VERY INFERNAL TECH THE CHURCH SAYS HAS CAUSED THE GODS TO VISIT ANOTHER PUNISHMENT ON MANKIND.

FANTASCI IS ABOUT THOSE WHO STAND AGAINST THE BLACK HORDE, HEROES TO THE PEOPLE, HERETICS TO THE CHURCH, THEY ARE THE MEN OF LEGEND, THE HEROES OF FANTASCI.





## OPTION 1: RACES

The world of Aurianis is home to many sentient cultures. This section presents rules for playing non-human races in *Modern 20* along with background information on the major known races available in the *Fantasci* setting.

### BAUBLES

These races, which humans call “baubles” are actually several different races, at least three main ones with smaller offshoots discovered with disturbing regularity. Baubles are humanoids infused with the magical elements that permeate the world, living in places that would be death to most other races. And like those elemental forces, they can be beautiful, annoying, capricious and mindlessly malevolent, all at once.

In appearance, Baubles are as varied as all the colors of nature, from red, to blue to green to black and every shade in between. There are even baubles that are multi-colored, polka-dotted, striped and so forth. They tend to be about three feet tall and very plump for their size (though such considerations mean nothing to a creature whose bodily processes are so different from humans).

### RACIAL TRAITS

**Ability Scores:** Str -4, Dex +2, Con -2, Int +0, Wis +0, Cha +2 (Baubles are small but lovable in appearance to humans. Usually, baubles just want to help but at times, their enthusiasm gets the better of them.)

**Attack/Defense modifiers:** like all Small creatures, Baubles gain a +1 bonus to Defense and a +1 bonus to attack rolls.

**Small size:** Baubles must take Size Decrease (small) as one of their 1st-level feats. Their ability scores have already been modified for small size above.

**Elemental nature:** Baubles must select one

elemental adaptation feat as one of their 1st-level feats. A Bauble must also take 4 ranks in the Magic skill and the Black Magic perk at 1st-level.

**Magical creatures:** Baubles are creatures of magic, not creatures of nature. As such, they gain a +2 bonus to their Magic skill for skill checks and other skill-adjusted effects (such as saving throws against spells).

**Size:** Small

**Movement:** Baubles’ ground movement is normal for their type (modified by any Adaptation feats the bauble has). Despite their size and portliness, they seem to move rather well in a variety of environments. In their home environment, they can often move at tremendous speed.

### PREFERRED OCCUPATION

Baubles have a natural aptitude for the Black Mage occupation. While a Bauble is a member of the Black Mage occupation, he gains the following additional improved feat: Career Advancement (+2 Perks).

### RACIAL FEATS

These feats are available only to Bauble characters. As creatures of elemental magic, baubles are not to be trifled with, and can perform feats of black magic that would astound even an accomplished black mage of another race.

Remember that a bauble must spend two of his 1st-level feats on Size Decrease (to small) and one Elemental Adaptation feat (typically aquatic, arctic or fire).

### BAUBLE OVERPOWER

#### ATTACK: ELEMENTAL MAGIC

Baubles can channel elemental magic with much greater power than most other races.

**Prerequisite:** Bauble race, Magic 4 ranks, Black Magic perk

**Effect:** You can spend an action point when launching a black magic spell to have one die automatically inflict maximum damage. You may spend multiple action points in this way, until you cause *all* dice in an elemental attack to inflict maximum damage.

If you cause all dice to inflict maximum damage using this ability, the saving throw DC for one-half damage is increased to your Magic skill +15.



## FERALS

The ferals are humanoid felines who live in the densely packed jungles of Aurianis. They are prodigious climbers and can move through their natural habitat with a speed and grace that few creatures can match. They usually keep to themselves but still manage to come into conflict with the other races because they see themselves as stewards over their jungle homes. Since these homes are home to some of the most exotic and dangerous creature on Aurianis, the ferals find themselves fighting off monster hunters and those who would seek to capture creatures to sell for their bounty.

### RACIAL TRAITS

**Ability Scores:** Str +2, Dex +2, Con +0, Int -2, Wis +2, Cha -2 (Ferals are strong, fast and have keen senses. They are also a culture that considers scholars to be weak and social niceties to be lies.)

**Feats:** Ferals receive Talented (Acrobatics and Athletics) as a bonus feat.

**Jungle Cat:** The Outdoorsman skill is always a class skill for Ferals regardless of class. Ferals receive a free perk at first level that must be used to purchase the Outdoorsman perk Stealth- jungle.

**Size:** Medium

**Movement:** Ferals have a bonus of +10' per round to their climb speed and jump distance. In a jungle environment (or other environment deemed suitable by the game master for swinging) a Feral can move at a base speed of 5' per round times their ranks in the Acrobatics skill in any direction.

### PREFERRED OCCUPATION

Ferals have a natural aptitude for the Monster Trainer occupation. While a Feral is a member of the Monster Trainer occupation, he gains the following additional improved feat: Career Advancement (+2 Perks).

## RACIAL FEATS

Ferals must spend one of their 1st-level feats on Natural Weapons- Piercing to represent the deadly claws and fangs of their people. Otherwise they gain feats as other characters.

## HORDE

*This race is available to NPCs only.*

The horde is a recent arrival on Aurianis, having crashed to earth in enormous airships. They have attacked numerous cities, laying waste to them, especially those of the Mekosa and other areas containing significant deposits of sci-tech (especially airships).

What they look like under their distinctive black armor is unknown. When they attack, they either take their dead with them or burn them on the spot using black magic that leaves nothing but ashes inside charred armor behind.

### RACIAL TRAITS

**Sci-Warriors:** The Horde receive a +1 attack bonus when using any technological weapon or firearm in combat.

**Sci-Defenders:** The Horde receive a +1 Defense bonus when wearing medium or heavy armor.

**Sci-tech Wizards:** Engineering is a class skill for the Horde regardless of class. They receive a free perk for an Engineering specialty of their choice at 1st level.

**Size:** Medium

**Movement:** The Horde possess no special movement advantages or disadvantages except what they gain through their use of vehicles.

### RACIAL FEATS

The following feat is available only to members of the Horde race.





## SCORCHED EARTH

The Horde are infamous for destroying any dead or equipment they are forced to leave behind during their attacks, keeping much about them mysterious.

**Prerequisite:** Horde, Magic 8 ranks, Black Magic perk

**Effect:** All bodies and equipment in a 30' radius are destroyed or rendered unusable. While remains will be left behind by this spell, nothing usable will be left in its wake.

**Special:** This feat does not require a save to avoid fatigue. This spell does not affect living creatures or equipment worn/driven/occupied by a living creature.

## HUMANITY

The predominant race on Aurianis, humans are also found in the greatest variety. They inhabit every terrain type and can be found on every island. They are so numerous in fact, that "humanity" is only the catchall designation for their species, which also includes the Mekosa and numerous other less significant tribes.

The two distinguishing characteristics of humans are their devotion to the Church of the True and their abhorrence of sci-tech. These are the reasons for the schism between humanity and the Mekosa, a schism that has turned violent numerous times in Aurianis' past. In fact, the differences between these two branches of the same species are so strong that despite the invasion of the Horde, an invasion that threatens to end *all* life on Aurianis, they have yet to unite to face their common foe.

## RACIAL TRAITS

**Feat:** Humans receive a free feat at 1st-level of their choice. This feat must be one normally available to the character's race and class for which she meets all prerequisites.

**Size:** Medium

**Movement:** Humans are the baseline species and possess no special movement advantages or disadvantages.

## PREFERRED OCCUPATION

Humans treat their first occupation as their preferred occupation. While a member of this occupation, they gain the following improved feat: Career Advancement (+2 Perks).

## RACIAL FEATS

Humans have access to the same feats as other characters.



## MEKOSA

Mekosa are humans who live in the central desert of Aurianis, practicing their forbidden religious rites and conducting archeological studies of the world's distant past. These digs have given them several heretical ideas about the world that came before and the nature of its demise. Their studies of the past have also given the Mekosa an almost unmatched knowledge of sci-tech. According to the Church of the True, the Mekosa are heretics and even talking to one for an extended period could lead to excommunication from the church.

## RACIAL TRAITS

**Ability Scores:** Str +0, Dex +0, Con +2, Int +2, Wis +0, Cha -2 (Mekosa are renowned for their ability to withstand heat and deprivation, allowing them live and indeed thrive in the harshest climate in all of Aurianis. They are also extremely adept at scientific endeavors but are more "plain spoken" than most races prefer.)