

FARSCAPE™

CAMPAIGN SETTING

A STAR WARS SAGA EDITION SUPPLEMENT



d20
SYSTEM™

FARSCAPE CAMPAIGN SETTING

Names listed are usernames on the Wizards of the Coast forums. This content is fan-generated and is to be used for personal use only. Trademarks, copyrights, registrations, names, and titles are property of their respective companies (Jim Henson Company and Wizards of the Coast) and are used without permission. No challenge to their status is intended. This material is not for sale and it is illegal to do so. If you purchased this campaign setting you were ripped off!

Cover Design - dbgoldberg323

Campaign Setting Layout/Organization/Design - dbgoldberg323

Contributing Posters –Tethryn Lahralein (Qualta blade)

Many thanks to the Jim Henson Company and Wizards of the Coast!

NEW TERMS

CYCLE

The equivalent of one Earth year, a 365 day period.

SOLAR DAY

The equivalent of one Earth day, a 24 hour period.

ARN

The equivalent of one Earth hour, a 60 minute period.

MICRON

The equivalent of one Earth minute, a 60 second period.

MICROT

The equivalent of one Earth second.

NEW RACES

DELVIAN SPECIES TRAITS

Delvians share the following species traits:

Ability Modifiers: +2 Intelligence, +2 Charisma

Medium Size: As medium creatures, Delvians have no bonuses or penalties due to their size.

Speed: 6 Squares

Skill Bonus: +2 to Diplomacy

Plant Race: Delvians are a race of plants that react to weather differently than other races. They gain a +5 racial bonus to their Fortitude Defense to resist extreme heat and extreme cold. Also, if they experience constant intense natural light they take a full round action to sit or go prone and gain a number of hit points equal to their level for each round they spend in the light.

Favored Class: Delvians typically level up in Pa'u, although some may be force sensitive and raised by Jedi. Others may find their knack in Bureaucracy, becoming Nobles to use their natural diplomatic ways to aid in their influence over other parties/beings. Delvians may not be Soldiers.

Automatic Language: Delvian

HYNERIAN SPECIES TRAITS

Hynerians share the following species traits:

Ability Modifiers: +2 Constitution

Small Size: As small creatures, Hynerians gain -2 Strength and +2 Dexterity, a +1 size modifier to Reflex Defense, a +5 to Stealth checks, and x.75 to their carrying capacity, due to their size.

Speed: 4 Squares, Swim 8 Squares

Skill Bonus: +2 to Perception, +2 to Deception

Aquatic: Hynerians are quick and graceful creatures under water and thus gain a +2 racial bonus to Reflex Defense while under water.

Automatic Language: Hynerian

LUXAN SPECIES TRAITS

Luxans share the following species traits:

Ability Modifiers: +2 Strength, +2 Constitution, -2 Charisma

Medium Size: As medium creatures, Luxans have no bonuses or penalties due to their size.

Speed: 6 Squares

Skill Bonus: +2 to Endurance

Endure Space: Luxans can survive in the vacuum of space for at least one-quarter arn. After five microns, a Luxan will move -1 step along the condition track each micron for the next five microns, and after ten microns a Luxan will become unconscious (by reaching the end of the condition track).

Hyper Rage: Once per solar day, a Luxan can fly into a rage as a swift action. While raging, the Luxan gains a +2 rage bonus to melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration such as Mechanics, Stealth, Use the Force, Treat Injury, or Use Computer. A fit of rage lasts a number of rounds equal to 5 plus the Luxan's Constitution modifier. At the end of its rage, the Luxan moves -1 step along the condition track, and receives a -4 to Intelligence. The penalties imposed by this condition persist until the Luxan takes at least 10 minutes to recuperate, during which time the Luxan cannot engage in any strenuous activity.

Black Blood/Clear Blood: When Luxans are wounded, a quirk of their physiology requires that their blood, which flows black at first, must flow until it turns translucent. Otherwise the blood will become toxic, and they will die. To bring this about, the wounded

area must be deliberately hit or squeezed to increase the bleeding until the blood runs clear. To represent this, whenever a Luxan takes enough normal damage (not stun damage) to move them -1 step along the condition track, they start to bleed black blood. To turn the blood clear, the Luxan or an ally must succeed on a DC15 strength check to manipulate the wound out of toxicity.

Stun Tongue: Luxans have a long and prehensile tongue covered with a toxin that causes unconsciousness when it stings someone. Once per encounter as a move action, a Luxan may make a ranged attack against an enemy within 2 squares. If they hit, they deal 2d6 plus their Dexterity modifier in stun damage, and move the target an additional cumulative -1 step along the condition track.

Warrior Race: Luxans are bred for war and thus cannot be nobles.

Bonus Feat: Weapon Proficiency (Qualta Blade)

Automatic Language: Luxan

NEBARI SPECIES TRAITS

Nebari share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Wisdom

Medium Size: As medium creatures, Nebari have no bonuses or penalties due to their size.

Speed: 6 Squares

Skill Bonus: +2 to Acrobatics, +2 to Jump

Radiation Immunity: A Nebari's skin is immune to radiation, thus all Nebari gain immunity to the effects of radiation.

Automatic Language: Nebari

SCARRAN SPECIES TRAITS

Scarrans share the following species traits:

Ability Modifiers: +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma

Medium Size: As medium creatures, Scarrans have no bonuses or penalties due to their size.

Speed: 5 Squares

Bonus Trained Skill: Persuasion

Blazing Ferocity: Scarrans are known to be more horrifying and vicious in extreme heat. A Scarran exposed to extreme heat gains a +2 racial bonus to melee attack rolls and melee damage rolls in extreme heat, and gains a +5 racial bonus to Fortitude Defense

against the effects of extreme heat.

Disintegration: Scarrans have the ability to disintegrate their enemies by just raising their finger. Once per encounter, a Scarran can make a ranged attack against an enemy within 2 squares ignoring their armor bonus, dealing 2d6 necrotic damage to the target. If the attack roll equals or exceeds the target's Fortitude Defense, the target may only make a swift action on their next turn. A Scarran may maintain the Disintegration on the targeted creature from round to round, but doing so is a standard action and requires a new attack roll. Scarrans suffer a -5 to this attack roll to use Disintegration in extreme cold.

Warrior Race: Scarrans are bred for war and thus cannot be nobles.

Automatic Language: Scarran

SEBACEAN SPECIES TRAITS

Sebaceans share the following species traits:

Ability Modifiers: +2 to any one ability

Medium Size: As medium creatures, Sebaceans have no bonuses or penalties due to their size.

Speed: 6 Squares

Bonus Trained Skill: Sebaceans may pick any skill to be their bonus trained skill.

Bonus Feat: Sebaceans may pick any feat to which they meet the prerequisites to be their bonus feat.

Heat Delirium: Sebaceans are susceptible to extreme heat: overheating leads to a state known as the Heat Delirium, a brain fever that leads to a permanent coma-state referred to as the Living Death. Until the onset of the final stage the condition may be halted or even reversed, by sufficiently lowering the sufferer's core temperature. Sebaceans are automatically hit by the attack roll made against them by the effects of extreme heat. When a Sebacean reaches 0 hit points due to the effects of extreme heat, they don't go unconscious but instead slip into a permanent coma.

Automatic Language: Sebacean

KALEESH SPECIES TRAITS

Kaleesh share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Intelligence

Medium Size: As medium creatures, Kaleesh have no bonuses or

penalties due to their size.

Speed: 6 Squares

Skill Bonus: +2 to Mechanics, +2 to Use Computer

Efficient: Kaleesh are an advanced intelligent and extremely efficient species that do not need to eat as often as other species. They only need to eat once every quarter cycle but they intake five times the normal amount of food when they do eat.

Defy Gravity: Kaleesh have the ability to center their gravity and walk on walls, ceilings, and any other vertical surface. When a Kaleesh moves, they may go as many squares up any flat surface equal to their speed, including walking on ceilings. Doing so provides a +2 to any stealth check made, per GM's discretion.

Automatic Language: Kaleesh.

NEW CLASSES

PA'U

Pa'u are a peace-loving psychological, metaphysical, and spiritual people, devoted to worshiping their Goddess and doing good by their friends and those in need. They spend many arns a solar day meditating, learning, and practicing special abilities granted to them by their Goddess. After reaching the end of their learning process, Pa'u devote 100% of their time and efforts to the Delvian Seek.

TABLE 1-1: THE PA'U

BASE LEVEL	ATTACK BONUS	CLASS FEATURES
1 st	+0	Defense Bonuses, Starting Feats, Talent
2 nd	+1	Bonus Feat
3 rd	+2	Talent
4 th	+3	Bonus Feat
5 th	+3	Talent
6 th	+4	Bonus Feat
7 th	+5	Talent
8 th	+6	Bonus Feat
9 th	+6	Talent
10 th	+7	Bonus Feat
11 th	+8	Talent
12 th	+9	Bonus Feat
13 th	+9	Talent
14 th	+10	Bonus Feat
15 th	+11	Talent
16 th	+12	Bonus Feat
17 th	+12	Talent
18 th	+13	Bonus Feat
19 th	+14	Talent
20 th	+15	Bonus Feat

Class Skills (trained in 4+INT modifier): Endurance (Con), Gather Information (Int), Knowledge (Int), Perception (Wis), Persuasion (Cha), Survival (Wis), Treat Injury (Wis), Use Computer (Int)

GAME RULE INFORMATION

Pa'u have the following game statistics:

Abilities

Intelligence is the Pa'u's most important ability, allowing them to

draw off of extensive knowledge to perform rituals and utilize botany. Charisma is a close second, followed by Wisdom, as both of these are used in different Pa'u abilities and skills.

Hit Points

Pa'u begin play at 1st level with a number of hit points equal to 18 + their constitution modifier. At each level after 1st, Pa'u gain 1d6 hit points + their constitution modifier.

Force Points

Pa'u gain a number of force points equal to 5 + one-half their character level (rounded down) at 1st level and every time they gain a new level in this class. Any force points left over from previous levels are lost.

CLASS FEATURES

All of the following are features of the Pa'u class.

Defense Bonuses

At 1st level, you gain a +1 class bonus to your Fortitude Defense and a +2 class bonus to your Will Defense.

Starting Feats

You begin play with the following feats:

- Improved Defenses
- Linguist
- Weapon Proficiency (simple weapons)

Talents

At 1st level and every odd numbered level thereafter (3rd, 5th, 7th, etc.), you select a talent. The talent may be selected from the Inspiration talent tree (see page 43 SECR), the Awareness talent tree (see page 49 SECR), the Camouflage talent tree (see page 49 SECR), the Survivor talent tree (see page 50 SECR), or the below talent tree. You must meet the prerequisites (if any) of the chosen talent. No talent may be selected more than once unless expressly indicated.

Pa'u Talent Tree

Cure Light Wounds: A Pa'u may heal an adjacent ally for 2d6 hit points as a standard action. At 11th level, this ability increases to 3d6 hit points. This ability can be used a number of times per solar day

equal to the Pa'u's Charisma modifier + half her level (rounded down).

Prerequisite: Intelligence 14, Trained in Treat Injury

Cure Medium Wounds: As Cure Light Wounds, but increase the hit points healed to 4d6, and 6d6 at 11th level. This ability takes a full-round action to perform.

Prerequisite: Cure Light Wounds, Intelligence 15

Cure Serious Wounds: As Cure Medium Wounds, but increase the hit points healed to 6d6, and 8d6 at 11th level. This ability cannot be used in combat and takes 10 minutes to perform.

Prerequisite: Cure Medium Wounds, Intelligence 16

Remove Condition: Once per solar day as a full-round action, a Pa'u may move an adjacent ally +2 steps along the condition track, or remove one persistent condition. She cannot move the ally along the condition track if the condition is persistent.

Share Pain: A Pa'u may share the physical pain of an ally a number of times per solar day equal to her Charisma modifier + half her level (rounded down) as a full-round action. Doing so heals and adjacent ally for half of the damage they have taken plus moves that ally up half the steps in the condition track they are down (rounded down) to a minimum of one. The Pa'u then takes the amount of hit points healed as damage to herself, and moves a number of steps down in the condition track equal to the amount she moved the ally.

For example, Pa'u Zolta Zhan shares pain with an adjacent ally who is -3 steps along the condition track and has taken 24 hit points of damage. She heals the ally for 12 hit points and moves him +1 step (3 divided in half, rounded down) along the condition track. Then, she immediately takes 12 hit points of damage and moves -1 step along the condition track.

Prerequisite: Cure Medium Wounds, Remove Condition

Share Unity: One of the most regarded abilities of a Pa'u is that of sharing Unity, a metaphysical joining of two beings' life-forces. Within Unity, the participants can share each other's thoughts, but that is only its most superficial aspect. A Pa'u's life energy can be transmitted through Unity to another soul, though this represents a great drain on the giver. Once per solar day, a Pa'u may share Unity with an adjacent ally, granting one of the following effects:

- Fully heal the target's hit points.
- Move the target +5 steps along the condition track.
- Remove all persistent conditions from the target
- Bring the target out of a coma.
- Bring the target back to life at the expense of the Pa'u's own life.

After a Pa'u has shared unity, she may not ever again share unless she spends one arn meditating and recuperating, still following the once per solar day restriction. This can be done whenever the Pa'u feels necessary.

Prerequisite: Cure Serious Wounds, Remove Condition, Share Pain

Bonus Feats

At every even-numbered level (2nd, 4th, 6th, etc.), you gain a bonus feat. This feat must be selected from the following list, and you must meet any prerequisites for that feat.

Armor Proficiency (light), Cybernetic Surgery, Linguist, Melee Defense, Shake It Off, Skill Focus, Skill Training, Surgical Expertise, Toughness, Weapon Finesse, Weapon Proficiency (advanced melee weapons), Weapon Proficiency (pistols), and Weapon Proficiency (rifles).

CREDITS

A 1st-level Pa'u begins play with 3d4x200 credits.

NEW EQUIPMENT

THE GAUNTLET

The Gauntlet is a Tavlek weapon worn on the arm that secretes an addictive stimulant that makes the user stronger, more confident and aggressive. It grants the wearer +6 Strength and -4 Wisdom. The Gauntlet also provides the user with Shield Reduction 10, and a ranged shooting attack dealing 2d6 energy damage. The Gauntlet cannot be removed unless the wearer is unconscious or dead, and when it is removed the user gains a -2 persistent condition. The Gauntlet uses a capsule of special fluid that equates to 60 charges. Each round spent in combat, each re-charge of the shield, and each shot fired by the Gauntlet uses up one charge.

Gauntlet Cost (black market only): 25,000 Credits

Fluid Capsule Cost (black market only): 5,000 Credits

QUALTA BLADE

Luxans pride themselves on the mastery of this ancient and reliable weapon that is often handed down from generation to generation. At range, they use the weapon in Rifle mode which sends powerful bolts of energy hurling towards their target. In melee, Luxans switch the weapon to Sword mode and slash through their opponents with its razor-sharp edges. A Qualta Blade recharges its own energy source, thus the weapon may fire in Rifle mode ten times before having to be recharged taking 10 microns to do so.

Qualta Blade: Medium Exotic weapon, 2d6 slashing damage in Sword form, 3d10 energy damage in Rifle mode, rate of fire S, 10 kg, not available for sale.

SHIELD BELT

This sash-like chest belt absorbs the energy fired by blasters, and can be fitted onto any set of armor or clothing. The user gains Shield Reduction 10 against energy weapons. Cost: 3,000 credits.

TRANSLATOR MICROBES

In order for species in the Farscape universe to have the ability to communicate with each other freely and not be bogged down by language barriers, almost everyone is injected with translator microbes. These microscopic synthetic organisms cluster at the base of the spine allowing for instantaneous translation of alien languages. These are so common in certain places that they are often injected for free.