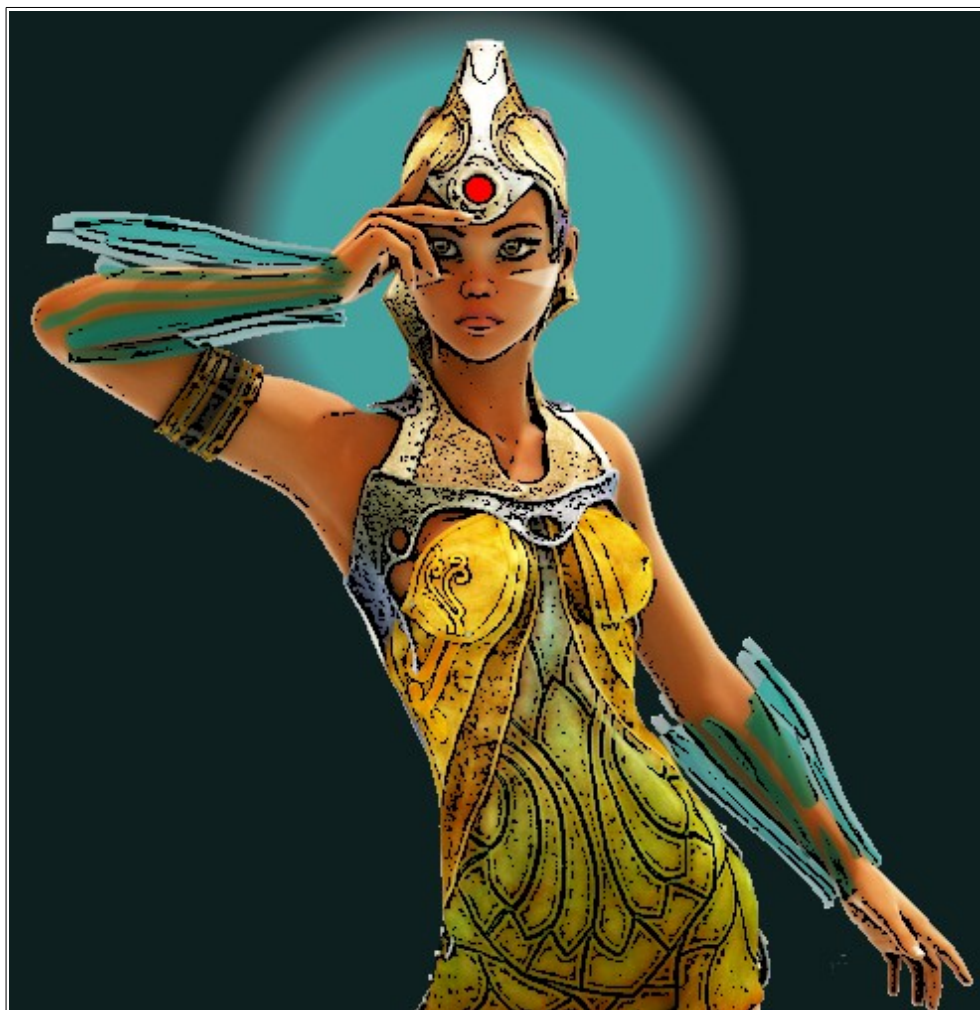




# Space Amazons



## ***Space Amazons***

Space Amazons are an all female clone race of statuesque humanoids whose origins are cloaked in legend and mysticism. According to their legends, the Space Amazons originated from the Warrior Queen Valhalla. In an attempt at immortality, she created the Valhalla Matrix with her own genetic code. She would clone herself and live forever. The early experiments were unsatisfactory. Each clone had its own personality and some were weaker than their progenitor. Valhalla decided to turn failure into victory. If she could not be immortal then she would be the mother to an entirely new race. She sent her most skilled clones across the galaxy to collect the genetic material of the most powerful warriors and added their traits to the Valhalla Matrix. With the introduction of alien DNA, many Space Amazons have an alien cosmetic feature. Despite beings clones, a degree of randomness was introduced into the Valhalla Matrix. Each Space Amazon is a unique individual.

Space Amazons value strength, valor, honor and freedom. They will fight along side the oppressed but refuse to help those who will not help themselves. Space Amazons who show cowardice or dishonor have their genetic line removed from the Valhalla Matrix. Many travel the galaxy to prove themselves in battle and continue the quest to find noteworthy warriors who are worthy of having have their genetic code added to the Valhalla Matrix.

While all Space Amazons are warriors at heart, their society is broken down into two castes: The Valkyries and the Reverend Sisters. The Valkyries are the soldiers and generals while the Reverend Sisters are mystics, healers, and seers. Within in each caste there are dozens of orders and clans. Like any society there are feuds and rivalries. Disputes are normally settled with duels but rarely to the death.

*If the Game Master doesn't want to use racial classes then Space Amazon Valkyries could be played as Mercenaries, Star Knights, or Alien Brutes. While Reverend Sisters could be Aristocrats or Alien Mystics.*

## Space Amazon Valkyrie

| Level | XP      | HD  | BHB | ST |
|-------|---------|-----|-----|----|
| 1     | 0       | 1+1 | +0  | 14 |
| 2     | 1,500   | 2   | +1  | 13 |
| 3     | 3,000   | 3   | +2  | 12 |
| 4     | 6,000   | 4   | +2  | 11 |
| 5     | 12,000  | 5   | +3  | 10 |
| 6     | 24,000  | 6   | +4  | 9  |
| 7     | 48,000  | 7   | +4  | 8  |
| 8     | 96,000  | 8   | +5  | 7  |
| 9     | 192,000 | 9   | +6  | 6  |
| 10    | 384,000 | 10  | +6  | 5  |

**Prime Attribute:** Strength.

**Weapons & Armor:** Space Amazon Valkyries may use all weapons. They may wear Light and Medium armor and use all shields.

**Battle Cry:** Space Amazon Valkyries may unleash an unnerving battle cry. All foes within 30 feet of the Amazon must make a Saving Throw or suffer a -1 penalty to attack rolls and Saving Throws. Space Amazons may do this once per day at 1<sup>st</sup> level. Twice per day starting at 4<sup>th</sup> level. And thrice per day starting at 7<sup>th</sup> level.

**Deflect:** Starting at 2<sup>nd</sup> Level, Space Amazon Valkyries are able to deflect incoming attacks. This includes melee and ranged attacks. If the Space Amazon makes a successful Saving Throw then the attack is deflected. They may do this a number of times per round equal to half their level rounded down.

**Iron Will:** Space Amazon Valkyries received a +2 bonus to save against mind control and similar effects.

**Tactician:** Valkyries gain a +1 bonus to initiative.



## Space Amazon Reverend Sister

| Level | XP      | HD  | BHB | ST | 1 <sup>st</sup> Level | 2 <sup>nd</sup> Level | 3 <sup>rd</sup> Level |
|-------|---------|-----|-----|----|-----------------------|-----------------------|-----------------------|
| 1     | 0       | 1   | +0  | 15 | 1                     | -                     | -                     |
| 2     | 2,000   | 2   | +0  | 14 | 2                     | -                     | -                     |
| 3     | 4,000   | 3   | +0  | 13 | 2                     | 1                     | -                     |
| 4     | 8,000   | 3+1 | +1  | 12 | 2                     | 2                     | -                     |
| 5     | 16,000  | 4   | +1  | 11 | 2                     | 2                     | 1                     |
| 6     | 32,000  | 5   | +2  | 10 | 2                     | 2                     | 1                     |
| 7     | 64,000  | 6   | +2  | 9  | 2                     | 2                     | 2                     |
| 8     | 128,000 | 6+1 | +2  | 8  | 2                     | 2                     | 3                     |
| 9     | 256,000 | 7   | +3  | 7  | 3                     | 3                     | 3                     |
| 10    | 512,000 | 8   | +3  | 6  | 3                     | 3                     | 3                     |

**Prime Attribute:** *Wisdom*

**Weapons & Armor:** Reverend Sisters may use daggers, staves, and Space Amazon Laser Swords. They may wear Light Armor but not use shields.

**The Way:** Reverend Sisters are powerful users of The Way. Each day a Reverend Sister spends half an hour clearing and focusing her mind. She requires six hours of consecutive rest before she meditates. She then can prepare a number of Meditations as shown above. She may prepare the same Meditation more than once. Once a Meditation is activated, its energy is lost.

**Mystic Resistance:** Reverend Sisters gain a +2 bonus to Saving Throws against Gifts, Meditations, and similar effects.

**Prophecy:** Reverend Sisters have the Gift of Prophecy. The Reverend Sister expends one of her daily uses of a Meditation to gain a prophetic vision. The Game Master secretly rolls 1d6 and adds the level of Meditation sacrificed. If the total is 6 or more then she gains a vision relevant to the current situation or problem. If it is less then she has a vision that is unrelated (possibly a future adventure hook). The vision may be literal or symbolic but is generally cryptic.

| Reverend Sister Meditation List |                  |                   |
|---------------------------------|------------------|-------------------|
| 1st Level                       | 2nd Level        | 3rd Level         |
| Detect Good/Evil                | Dark Vision      | Dispel Effect     |
| Healing Meditation              | Detect Thoughts  | Expand Senses     |
| Read Languages                  | Detect Invisible | Heal Other        |
| Stupor                          | Hold Person      | Neutralize Poison |
|                                 | Locate Object    | Reflect Power*    |
|                                 |                  | Vision            |

\*New Meditation/Gift

## ***New Material***

### ***New Meditation/Gift of the Way***

#### ***Reflect Power***

***Range: Self***

***Duration: Instant***

The user may immediately attempt to redirect a power of the Way back at its originator. The target attempts a Saving Throw (even if not required or allowed). If successful then the power is reflected back as if the target had used the power.

### ***Space Amazon Heavy Fighter***

Armor Class: 5[14]

Hit Points: 35

Shield Strength: 3

Movement: 9

Targeting: +2

Attack: 4d6 Laser Cannon (Pilot-Linked)

Modifications: Faster-Than-Light Drive, Cloaking Device

Crew: Pilot + 1 Passenger

Cost: 18,500 Cr

The favored spacecraft of the Space Amazons is their heavy fighter. The sleek craft is well suited for a variety of roles besides combat such as a scouting or courier missions.

### ***Space Amazon Armor***

Space Amazons wear specially crafted armor. The armor gives a -2[+2] bonus to Armor Class and is considered Light Armor. It weighs 7 Lbs and costs 150 Cr. If worn by a Space Amazon then the Armor Class bonus is -3[+3].

At the Game Master's discretion, starting Space Amazon characters may begin play with their own set of armor at no cost.



### ***Space Amazon Laser Sword***

A light two-handed sword (1d6+2 Damage) which also contains an energy cell in the handle. A Laser Sword may fire a laser beam (Range: 100 feet; ROF: 2; Damage: 1d6+2). It weighs 4 lbs and costs 150 Cr.

The Space Amazon Laser Sword is one of the few known weapons capable of parrying a Star Knight's Star Sword.

At the Game Master's discretion, starting Space Amazon characters may begin play with their own Laser Sword at no cost.

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