

# Sisters of the Aquarian Order

**A New Class for the White Star RPG**



**By Timothy S. Brannan**





# Sisters of the Aquarian Order

**A New Class for the White Star RPG**

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**This book has everything you need  
to play a Sister of the Aquarian Order.  
Inside you will find:**

**Rituals and Powers of the Order  
New equipment  
Details on using Aquarians**

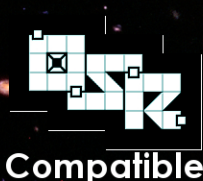
**Plus the Capricorn Heresies and  
the future of the Order.**

**All for your White Star games!**



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# **Sisters of the Aquarian Order**

**A new class for  
the White Star™ RPG**

**by Timothy S. Brannan**

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# **Chapter 01**

## **Sisters of the Aquarian Order**

"Our duty is to humanity. Our destination is the Stars."

*- Abbess Celeste I of the Alpha Centauri Chapterhouse*

The Sisters of the Aquarian Order, also known as Aquarian Sisters, or often "witches" are an exclusive order of human women that train their minds to go far beyond what humans can normally do. They spend hours in trances communing with a hive mind that contains all the memories of all the members of the Order past and present and some even claim the future.

The purpose of the Order is to carry humanity to the stars and beyond. In ancient times when mankind was still battling over feudal lands, the Order was plotting the motions of the planets. When humanity was first using solid fuel rockets the Order was projecting their consciousness beyond our solar system into the stars. When humans first set foot on alien worlds, the Order already knew the songs of these Aliens. Now that humans have taken their rightful place among the stars the Order does what it can to keep humanity moving forward. To what future, only they know. They believe that humanity is on the cusp of a new consciousness and a new age.

Aquarian Sisters often serve as counselors, advisors, and ambassadors. They can be found in planetary governments and councils, great and powerful houses or even on starships. Wherever there is power or people deciding the fates of humanity the Sisters will be there.

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The Sisters are part of an ancient order dedicated to pushing humanity further and further out into space. They use their psychic powers and rituals to help humanity but also to plumb the secrets of the galaxy.

**Prime Attribute:** Charisma, 12 or greater

**Secondary:** Wisdom, 10 or greater

**XP Bonus for Charisma:** An Aquarian Sister with a Charisma of 13 or 14 receives a 5% Experience Bonus, and those with a 15 or higher get 10%. This bonus is above and beyond what all characters get for high charisma.

Level	XP	HD (d6)	Base to Hit	Saving Throw
1	0	1	+0	15
2	2,600	1+1	+0	14
3	5,200	2	+1	13
4	10,400	2+1	+1	12
5	20,800	3	+2	11
6	40,000	4	+2	10
7	80,000	4+1	+3	9
8	160,000	5	+3	8
9	320,000	5+1	+4	7
10	440,000	6	+4	6

Level	Psychic Powers	1	2	3	4	5
1	Empathy	1	-	-	-	-
2		2	-	-	-	-
3		2	1	-	-	-
4	Telepathy	2	2	-	-	-
5		3	2	1	-	-
6		3	2	2	-	-
7	Clairvoyance	3	3	2	1	-
8		4	3	2	2	-
9		4	3	3	2	1
10	Greater Gestalt	4	4	3	2	2

**Hit Dice:** 1d6 per level. Bonus for high Constitution

**Armor:** none or light

**Weapons:** An Aquarian Sister may only use very simple weapons as they spend no time learning how to use them.

**Special Abilities:** Psychic Powers, Rituals

#### **Aquarian Sister Abilities**

**Skills:** All Aquarian Sisters are skilled in basic astronavigation having memorized hundreds if not thousands of star systems.

**Saving Throws:** The Aquarian Sister gains a +2 bonus to any save versus charm, hold or mind-affecting powers.

**Psychic Power:** At first level and every three levels hereafter the Aquarian Sister gains a Psychic Power. She begins with Empathy and moves on to more complex powers.

**Empathy:** With this power the



Sister can detect the surface emotions of any creature she can see within 30 ft. She can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. She gains a +2 bonus to any Charisma-based skill check.

**Telepathy:** The Sister can communicate mentally with anyone that has language up to 360 ft. away. This power even allows the Sister to understand the individual she is communicating with regardless of language. This power works much the same as the ritual *Telepathy*. *Special:* The Sister can also designate one other person, known as her *anamchara*, with whom she can communicate with regardless of distance. This special use of the power is boosted by the Gestalt and can bend the laws of time and space.

**Clairvoyance:** This power allows the Sister to see through solid objects and other obstacles, anything within a range of 60 feet. In outer space, this range is extended to 600 feet. The power's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

**Greater Gestalt:** The Aquarian Sister joins the Greater Gestalt of the Aquarian Order. With this power, the Sister can call upon the power of the Gestalt to gain back any two rituals she has used that 24 hour period.

**Rituals:** The Aquarian Sister can perform rituals that have almost magical effects. These powers take longer to activate and use than their psychic powers but have greater effects. These rituals are complicated and can only be used once per day each.

## Heretics

A Sister of the Aquarian Order who violates her secrets to outsiders may be labeled a Heretic. Heresies of Class Sigma or higher will result in the removal of the Sister from the Order and a loss of special abilities. Class Tau or greater can also result in death.

"Our only limits are imagination."

- *From the Records of the Sisterhood of the Aquarian Order*



# Chapter 02

## Rituals of the Aquarian Order

"The rest of the galaxy thinks what we do is magic. I wish they could see how much hard work it took to get here."

- Sister Emily XXVII

Aquarian Sisters can invoke certain ancient and secret rituals that will seem like magic to the uninitiated. Due to the complexity of each ritual the Aquarian Sister can only memorize a certain number of rituals as determined by level, and she may only perform each one memorized once per day.

Their powers can bewitch, beguile and manipulate others. They also take advantage of their group Gestalt to alter the laws of physics and nature.



**RANGE:** Indicates what the range of effect of the ritual is. The range is expressed in feet, by self or by touch.

**DURATION:** This indicates how long the Ritual will last.

In every case, unless otherwise indicated, each Ritual will need one round to cast. A Ritual is the only action the Aquarian Sister can take that round. In cases where it states that concentration is required then

the Sister must spend the rounds after than concentrating on the ritual, and she can take no other actions.

## **Rituals**

### **LEVEL 01 RITUALS**

Analgesia  
Cause Fear  
Charm Person  
Comprehend Languages  
Detect Evil/Good  
Drowsy  
Far Sight  
Glamour  
Read Languages  
Silver Tongue  
Sonic Blast  
Vertigo

### **LEVEL 02 RITUALS**

Agony  
Blast Shield  
Calm Emotions  
Detect Thoughts  
ESP  
Head Strong  
Hesitate  
Hold Person  
Invisibility  
Locate Object  
Phantasmal Force

### **LEVEL 03 RITUALS**

Aphasia  
Aura Manipulation  
Clairaudience/Clairvoyance  
Dark Vision  
Mind Rash  
Mind Shield  
Mirror Image  
Scry  
Telepathy  
Tongues

### **LEVEL 04 RITUALS**

Charm Creature/Alien  
Confusion  
Discern Lies  
Dispel Effect  
Divination  
Emotion  
Expand Senses  
Mind Probe  
Telekinesis

### **LEVEL 05 RITUALS**

Dream  
Feeblemind  
Foresight  
Nightmare  
Overlook  
Primal Scream  
Sending  
Teleport

## **LEVEL 01 RITUALS**

### **Analgesia**

Range: Touch

Duration: 1 minute per level

This useful ritual negates any and all penalties associated with physical pain (but not mental pain). Analgesia renders the subject completely immune to pain from such things as other rituals or meditations or other sources of physical pain for the duration.

### **Cause Fear**

Range: 30 ft.

Duration: 1d4 rounds or 1 round

The Sister can cause a target to become frightened. Frightened creatures cannot attack for 1d4 rounds. If the subject succeeds on a save, then they can't move for one round.

Targets with 6 or more Hit Dice are immune to this effect.

### **Charm Person**

Range: 120 ft

Duration: 1 hour

This Ritual affects living bipeds of approximately human size, including most aliens. If the Ritual succeeds (Saving Throw allowed), the unfortunate creature falls under the Aquarian Sister's influence.

Similar to the Star Knight Meditation.

### **Comprehend Languages**

Range: Personal

Duration: 10 minutes per level

The Sister can understand the spoken words of aliens or read otherwise incomprehensible written messages. In either case, she must touch the alien or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The ritual enables the Sister to understand or read an unknown language, not speak or write it.

The sister can read written material at the rate of one page (650 words) per minute.

### **Detect Evil/Good**

Range: 120 ft

Duration: 20 minutes

The Aquarian Sister detects any creatures with evil intentions or evil thoughts, as well as evil places within the ritual's range. Poison, traps or non-sentient beings are not inherently evil, and cannot be detected using this ritual.

The reverse ritual, Detect Good, works the same way except that it detects intentions and places that are "good."

### **Drowsy**

Range: 35 ft.

Duration: 1 minute per level

*Drowsy* causes the subject to become extremely tired but does not cause them to sleep, although they may choose to do so on their own. The lethargy induced by this ritual causes a -1 penalty to the subject's attack rolls and a -2 penalty to their Dexterity score, with all the relevant adjustments to Armor Class, skill checks, and so on applied.

### **Far Sight**

Range: Personal

Duration: 1 round per level

This ritual bends and warps the light entering the eyes of the Sister so that she can see great distances with considerable clarity.

Her sight is magnified by a factor of 1 + caster level. Thus, at the highest magnification allowed at 2nd level, everything will appear to be at one-third its actual distance or 3 times greater.

The Sister can vary the magnification at will, ranging from 2x to the maximum allowed. Due to the distortion of her sight, however, she is effectively dazzled while the ritual is active, regardless of the magnification. She takes a -1 on any attack rolls or any roll involving sight.

This ritual does not enhance the accuracy of ranged attacks, although it will allow the Sister to see a distant target with greater clarity and to place an ritual more effectively.

### **Glamour**

Range: Self

Duration: 2 minutes per level

This ritual is used in two ways.

*Touch of Beauty:* The Sister can make herself appear to be more attractive. She becomes instantly cleansed; her hair will be removed of all tangles, and minor imperfections will be fixed. The Sister gains a +2 bonus to her Charisma rolls any positive interactions she has with others.

*Touch of Hideousness:* The Sister can make herself appear hideous. Her skin becomes wrinkled, warty and otherwise transformed. This use of the Ritual grants the Sister a +4 bonus to any check to intimidate or scare another.

### **Read Languages**

Range: 0

Duration: 2 minutes

For the duration of this ritual, the Sister may read any language, coded message, map or another set of written instructions. This ritual does not grant any ability to speak unknown languages or understand when languages that are spoken.

### **Silver Tongue**

Range: Self

Duration: 1 spoken sentence per 2 levels

This ritual enables the Sister to lie so convincingly that anyone within range of her voice will believe anything she says unless their other senses tell them otherwise.

### **Sonic Blast**

Range: within 10 ft. +1 ft. per level of the Sister

Duration: Instant

The Sister releases a scream that causes 2d4 points of damage to anyone within range, deafening the targets for 1d6 rounds. A successful saving throw is allowed to avoid the secondary effects of deafness. Those who do save still take damage. Targets that do not rely on hearing or auditory processing are immune.



### **Vertigo**

Range: 1 subject

Duration: 1 round per level

This ritual causes the affected person to have a feeling of vertigo. The affected subject will feel that they are falling, and their footing is unsure. Dizzied creatures suffer a -4 to their dexterity score and any to hit rolls.

## **LEVEL 02 RITUALS**

### **Agony**

Range: 25 ft.+ 5 ft. per 2 levels

Duration: 1 round per level

The Sister creates the illusion of blinding pain for one target that she can see. The target is stunned for the duration of the ritual, unable to take action because of the pain. Target creature has a -2 penalty to its Dexterity and loses its Dexterity bonuses to AC (if any).

Flying and swimming creatures affected by agony must concentrate to remain aloft or afloat.

### **Blast Shield**

Range: Personal

Duration: 1 hour

The Sister is surrounded by an invisible field of force. The blast shield absorbs the first ten points of damage she takes each round from force effects or weapons. The ritual protects all equipment worn or carried as well.

### **Calm Emotions**

Range: 100 ft.

Duration: 1 round per level

This Ritual calms agitated targets. The Sister has no control over the affected targets, but calm emotions can stop raging individuals from fighting or joyous ones from reveling. Targets so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Any aggressive action against or damage dealt with a calmed target immediately breaks the ritual on all calmed targets.

## **Detect Thoughts**

Range: 60 ft.

Duration: 1 min per level

The Sister can detect surface thoughts. The amount of information revealed depends on how long she studies a particular area or subject.

*1st Round:* The Sister can detect the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

*2nd Round:* The Sister can detect the number of thinking minds and the Intelligence score of each. If the highest Intelligence is 20 or higher (and at least 10 points higher than the Sister's Intelligence score), then the Sister is stunned for 1 round, and the ritual ends. This ritual does not determine the location of the thinking minds if the Sister can't see the creatures whose thoughts she is detecting.

*3rd Round:* The Sister can detect the surface thoughts of any mind in the area. A target's saving throw prevents the Sister from reading its thoughts, and she must cast detect thoughts again to have another chance. Creatures of animal intelligence (Intelligence 1 or 2) have simple, instinctual thoughts that she can pick up.

Each round, the Sister, can turn to detect thoughts in a new area.

The ritual can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, 3 feet of wood or dirt blocks it. Energy barriers have to be specially attuned to block out the effects of this ritual.

## **ESP**

Range: 100 ft.

Duration: 1 turn per 2 levels

ESP or Extra-Sensory Perception is the ability to read thoughts in others.

The Sister can choose a direction and focus her concentration for one turn. After this turn, she can perceive the thoughts of all targets within 100 ft. The Sister understands the meaning of all thoughts, even if she does not share the creature's language.



However, if multiple creatures are within the range of the ritual, the Sister must spend an additional turn to sort out one target's thoughts, or else all thoughts mingle into a confusing jumble.

### **Head Strong**

Range: Touch

Duration: 1 hour per level

This Ritual imbues the subject's mind with extraordinary resilience. Anyone under the effect of *Head Strong* receives a +3 bonus to saving throws to any Powers that are mind-affecting (same as having a very high Wisdom).

### **Hesitate**

Range: 100 ft. + 10 ft. per level

Duration: 1 minute per level

This ritual causes the target creature to pause briefly before every action it takes. Hesitate negates any Dexterity bonus to the target's Armor Class. Furthermore, this ritual also imposes an additional -2 circumstance penalty to the subject's initiative rolls. It also imposes a -2 penalty on ranged attack rolls.

### **Hold Person**

Range: 120 ft

Duration: 1 hour

The Aquarian Sister selects 1d4 targets (Saving Throw applies) or a single person (Saving Throw at -2). If the target(s) fail the Saving Throw they cannot move or speak for the duration of the Ritual's effect.

### **Invisibility**

Range: 240 ft

Duration: Until removed or an attack is made

The object of this power, whether a person or a thing, becomes invisible to both normal sight, sensors and electronic recordings. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the effect is broken. Otherwise, it lasts until dispelled or removed by the Sister.

**Locate Object**

Range: 60 feet +10 feet/level

Duration: 1 round/level

Within the power's range, the Sister perceives the correct direction (as the laser points) toward an object the Sister specifies by the description of the ritual. The object must be something the Sister has seen, although the ritual can detect an object in a general class of items known to the Sister: stairs, droids, etc

**Phantasmal Force**

Range: 240 feet

Duration: Until concentration ends

This Ritual creates a sensory illusion that seems realistic to all who view, hear or even smell it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise victims of the Ritual are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This damage will depend on circumstances; a truly brilliant use of the Ritual can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

**LEVEL 03 RITUALS****Aphasia**

Range: 100 ft. + 10 ft. per 2 levels

Duration: 1 hour per level

Aphasia is a disruption of the speech centers of the brain. Subjects of this ritual must make a saving throw or suffer from an inability to use or understand language, whether written or spoken. Subjects can still speak words and hear the words of others; they simply cannot form sentences or understand the sentences of others. Aside from the obvious effects of aphasia on communication, this ritual also disrupts any other ritual, meditation or power with verbal components, although command words still have a 50% chance of working due to their brevity.

### **Aura Manipulation**

Range: Touch

Duration: See Below

The Sister can alter the aura of herself or another. She can disguise a person's disposition (good intentions or evil), true race, level or whether or not the person is telling the truth or a lie. This ritual will fool any detection, such as any other ritual, power or psychic means of discovery such.

This power can also be used to hide Void corruption.

### **Clairaudience/Clairvoyance**

Range: 100' + 40' per level

Duration: 1 minute per level

Clairaudience/clairvoyance creates an invisible sensor at a specific location that enables the Sister to hear or see (choose at casting) almost as if she were there. The Sister doesn't need line of sight or line of effect, but the locale must be known—a place familiar to her or an obvious one. Once she has selected the locale, the sensor doesn't move, but she can rotate it in all directions to view the area as desired. Unlike other scrying rituals, this ritual does not allow ritually or supernaturally enhanced senses to work through it, such as *Dark Vision*. If the chosen locale is dark from a say a power, meditation or ritual, she will see nothing. If it is naturally pitch black, she can see in a 10-foot radius around the center of the ritual's effect.

### **Dark Vision**

Range: Self

Duration: One Day

The Sister can see in low light and even total darkness at a range of up to 60 ft.

### **Mind Rash**

Range: 25 ft. + 5 ft. per 2 levels

Duration: 1 round per level

This ritual causes the target to experience horrible itching sensations all over their body. Though not inflicted with any real physical ailment, the delusion of itching is so great that the target is unable to perform any action not related to attempting to relieve the persistent suffering. Likewise, the irritation causes the target to wound their bodies in the process of trying to relieve the itch.



Anything to scratch and scrape away at the sensations, including stones, weapons, and bits of metal will be used. Each round during the duration of the mind rash the target wounds their body for 1 point of damage.

### **Mind Shield**

Range: Self

Duration: 24 hours

This Ritual protects the mind of the Aquarian Sister for the next 24 hours. During that time, they are immune to all Rituals, Powers, Meditations and Gifts that affect the mind. They cannot be sensed or detected by powers that otherwise would, instead simply not appearing. Effects that allow sight or hearing at a distance will not detect their presence. Finally, they are also immune to any natural, technological, or chemical attempt to influence their mind. Pain and torture are useless against them, as are truth serums or pheromones.

This power can be nullified as normal by Dispel Effect.

### **Mirror Image**

Range: Personal

Duration: 1 minute per level

This ritual causes four illusory duplicates to appear around the Sister. These images duplicate her appearance and actions exactly, down to your sounds, odors, and thermal appearance. These images shift position at the end of each round making it difficult for a foe to know which to attack. If an image is struck, it immediately vanishes. However, these vanished images regenerate at the rate of one new image per round for the duration of the ritual. At the end of the rituals duration, all surviving images wink out.

### **Scry**

Range: See text

Duration: 1 hour per level

The Sister can see and hear a single target or creature, which may be at any distance. If the subject makes a Saving Throw, then the scrying attempt simply fails.

A percentage roll is made to determine the amount of information gained.

<b>Roll d%</b>	<b>Information gained</b>
1% to 15%	None or too hazy to tell
16% to 30%	Audio only
31% to 45%	Visual only
46% to 90%	Audio and Visual
91% to 100%	Audio, Visual, and general feelings

The roll can be modified depending on how well the Sister knows the subject and what sort of physical connection (if any) she has to that creature.

Knowledge with Bonus/Penalty

Subject on another planet: -20%

No connection or knowledge of the subject: -10%

Secondhand (has heard of the subject): -5%

Firsthand (has met the subject): +0

Familiar (knows the subject well): +5%

Likeness, picture or hologram: +2%

Possession or garment: +5%

Body part, lock of hair, bit of nail, DNA sample, etc.: +10%

Per Sister level: +1% per level

If the Saving Throw fails, the Sister can see and/or hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet per turn.

If additional information on general feelings is discovered, the Sister can't read the mind of the subject, but can get a general idea what the subject is feeling; anger, happiness, sadness or even hunger or cold.

If the save succeeds, the Sister can't attempt to scry on that subject again for at least 24 hours.

### **Telepathy**

Range: 360 feet and special

Duration: 2 Hours

The character can send and receive mental communication with any target within 360 feet. If they are intimately connected with a target, such as long-

time friends or lovers, then they can communicate with them if they are within one mile per level. A target can make a saving throw to drive the character out of their mind. This power will only allow the reading of surface thoughts.

### **Tongues**

Range: Touch

Duration: 10 minutes per level

The Sister may cast this ritual on herself or another, granting them the ability to speak and understand the language of any intelligent creature, whether it is an alien language or a regional dialect. The subject can speak only one language at a time although it may be able to understand several languages. The Tongues Ritual does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This ritual does not predispose any creature addressed toward the subject in any way.

*Tongues* can be used to cure *Aphasia*.

## **LEVEL 04 RITUALS**

### **Charm Creature**

Range: 120 ft

Duration: 1 hour

This Ritual affects living creatures of larger than human size or aliens of very different mental processes. If the Ritual succeeds (Saving Throw allowed), the unfortunate creature falls under the Aquarian Sister's influence.

### **Confusion**

Range: 50 ft + 10 ft per level

Duration: 1 round per level

This Ritual causes the targets to become confused, making them unable to determine what they will do on their own.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll d%	Information gained
1% to 10%	Attacks caster with melee or ranged weapons (or close with caster if an attack is not possible).
11% to 20%	Acts normally
21% to 50%	Does nothing but babble incoherently.
51% to 70%	Flees away from caster at top possible speed
71% to 100%	Attacks nearest creature.

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

### **Discern Lies**

Range: 25' + 5' per 2 levels

Duration: Concentration to 1 round per level

Each round, the Sister, can concentrate on one subject, who must be within range. She can tell if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The ritual does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions.

Each round, she may concentrate on a different subject. She may target one creature per her level, but no two can be more than 30 ft apart.

### **Dispel Effect**

Range: 120 ft

Duration: Immediately

This ritual can be used to immediately end any single Ritual, Gift, Meditation or Empowerment that is currently active in range.

### **Divination**

Range: Personal

Duration: Instantaneous

A divination ritual can provide the Sister with a useful piece of advice in reply to a question concerning a specific goal, event or activity that is to occur within one week. The advice can be as simple as a short phrase or take the form of a cryptic rhyme or omen. If the Sister doesn't act on the information,

the conditions may change so that the information is no longer useful. The base chance for a correct divination is 60% + 1% per level, to a maximum of 96%. If the dice roll fails, the Sister knows the ritual failed, unless specific powers yielding false information is at work.

Multiple divinations about the same topic by the same Sister use the same dice result as the first divination ritual and yield the same answer each time.

## **Emotion**

Range: 100 ft. + 10 ft. per level

Duration: Concentration

This ritual arouses a single emotion of the Sister's choice in the targets. The Sister can target all living creatures within a 15' radius centered on the range of the ritual.

The Sister can choose any one of the following effects:

**Despair:** The affected creatures suffer a -2 penalty to saving throws, attack rolls, ability checks, and weapon damage rolls. Emotion (despair) dispels emotion (hope).

**Fear:** The affected creatures flee from the character whenever they are in sight of the character. Emotion (fear) dispels emotion (rage).

**Friendship:** The affected creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion (friendship) dispels emotion (hate).

**Hate:** The affected creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). Emotion (hate) dispels emotion (friendship).

**Hope:** The affected creatures gain a +2 bonus to saving throws, attack rolls, ability checks, morale and weapon damage rolls. Emotion (hope) dispels emotion (despair).

**Rage:** The affected creatures gain a +2 bonus to Strength and Constitution scores, a +1 bonus on mind-affecting saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. Emotion (rage) does not stack with barbarian rage or with itself. Emotion (rage) dispels emotion (fear).

The Sister needs to be able to speak to the targets.



### **Expand Senses**

Range: 360 ft

Duration: 2 hours

The Aquarian Sister can see and hear far off places, up to 360 ft. away, though she must name a specific location or direction within that range. To do so, she must close her eyes and concentrate while this ritual is active. Any distraction will draw her back to her normal senses.

### **Mind Probe**

Range: 120 ft

Duration: 1 round/level

For the duration of this Ritual, the character can probe a target's mind and learn one fact per round that the target knows or knew (this Ritual can retrieve suppressed or hidden memories). The target can make a Saving Throw versus each round to hide a fact, but the Aquarian Sister can continue to try each round to until the duration expires to discover the hidden fact.



**Telekinesis**

Range: 120 ft

Duration: One hour

The Aquarian Sister can move objects using mental power alone. The amount of weight she can lift and move is 20 pounds per level.

**LEVEL 05 RITUALS****Dream**

Range: Unlimited

Duration: See text

This Ritual sends a phantasmal message to others in the form of a dream. At the beginning of the ritual, the Sister must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the Ritual is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the ritual begins, the messenger can choose to wake up (ending the ritual) or remain in the trance.

The messenger can remain in the trance until the recipient goes to sleep, and then enter the recipient's dream. Here she delivers the message as above. A messenger that is disturbed during the trance comes awake, ending the ritual. Robots, creatures or aliens that don't sleep or don't dream cannot be contacted by this ritual.

The messenger is unaware of its surroundings or the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

**Feeblemind**

Range: 100 ft. + 5 ft. per level

Duration: Instantaneous

If the target creature fails a saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to understand language or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a ritual, power or meditation is used to cancel the effect.

This ritual is ineffective on robots or creatures without minds.

### **Foresight**

Range: Self

Duration: 2 hours

This Ritual gives the Aquarian Sister a prescient awareness. For the duration, they gain a +2 to Armor Class and Saving Throws, and they cannot be surprised.

### **Nightmare**

Range: Unlimited

Duration: Instantaneous

The Sister sends a hideous and unsettling phantasmal vision to a specific creature that she can name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d6 points of damage. The nightmare leaves the subject fatigued and unable to regain meditations, rituals or other powers for the next 24 hours. Creatures that do not sleep are immune.

The victim gets a chance to make a saving throw to ignore the effects of the ritual. The following bonuses and penalties apply.

Knowledge Save Modifier

None +5 bonus

Secondhand, the Sister has heard of the subject +2 bonus

Firsthand, the Sister knows or has met the subject +0 bonus

Familiar, knows the subject well -2 penalty

Connection / Sympathetic Save Modifier

Likeness or image -2 penalty

Possession or garment -4 penalty

Body part, lock of hair, nail, DNA sample, etc. -6 penalty

The knowledge and connection effects are cumulative. So, if the Sister only has second-hand knowledge of a subject (+2 bonus to Saving Throw) if she has a lock of hair (-4 penalty) the subject then is at a -2 on their rolls for saving throws.

The Sister must have some sympathetic connection to a subject she does not know.

The subject must be asleep for the ritual to take effect. If the subject is not asleep, the ritual fails.

### **Overlook**

Range: Touch

Duration: 1 hour per level

This ritual will cause the target to become seemingly innocuous and readily ignored. She will become effectively invisible to all that look her way. Even those who accidentally bump into the target will merely mumble and move on. Those who are specifically looking for the target must make a saving throw to spot the object of their interest.

Vigilant guards can also make a saving throw to attempt to spot the target.

The overlook ritual is negated versus anybody that observes the target attack a creature, including the subject of the attack.

### **Primal Scream**

Range: 15' radius + 5' per level

Duration: Instantaneous

With this Ritual, the Sister lets loose a scream of profound terror.

Anyone within the area of effect must make a Save to avoid the full effects.

Creatures 5 hit dice or less must succeed a Saving Throw or take 6d6 points of damage, save for half. Creatures greater than 5 hit dice take 4d6 points of damage or save for half. Anyone who fails their save is treated as if they were subject to a *Cause Fear Ritual*, suffering the -2 to attack rolls, armor class, and skill checks.

Also, this spell will shatter any glass or crystal object. Save to avoid.

This spell can affect robots and any creatures that are unaffected by mind-affecting powers. However, they remain unaffected by the Ritual's fear effects.

Special: The Sister must be able to scream.

## **Sending**

Range: See text

Duration: 1 round; see text

The Sister can contact a particular person with which she is familiar and send a short message of twenty-five words or less to the subject regardless of where the subject is in relation to the Sister. The subject recognizes her if it knows the Sister and then can answer in like manner immediately. A target with an Intelligence score as low as 1 can understand the sending though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner. If after one round of non-communication the link is broken.

## **Teleport**

Range: Touch

Duration: Instantaneous

This Ritual transports the Sister or another person to a destination that the Sister knows, or, at least, what it looks like from a holo-picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the Sister has only seen the location in a picture or on a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the Sister has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 feet above the targeted location—likely resulting in a deadly fall.
3. If the Sister is well familiar with the location or has studied it carefully, there is only a 5% chance of error. On a 1 in 6, the teleport is low, 2-6 it is high. In either case, the arrival is 1d4 x10 feet high or low.

# Chapter 03

## Equipment, Ships and Personnel

“The Sisters? Yeah, they are good to my family and me. My sister, biological sister that is, is a Priestess on the outer rim somewhere. We get to see her once a standard year. It’s nice, she brings my kids gifts.”

- Walter Kaiser, Pilot and Cowan living on Phoebe.

The Sisters of the Aquarian Order rarely rely on Powers and Rituals alone to complete their goals. They are often sent into dangerous situations where their body, as well as their mind, will be tasked.

### Equipment

Here are some of the most common pieces of equipment that will be used by a Sister. There is, of course, nothing stopping them from buying any other item they can afford. Typically though a Sister will try to live a simple life.

**Baton:** The Baton is not only the ceremonial weapon of the Order, but it is also often the only weapon a Sister will carry. The baton is kinetically charged, so while the Sister is walking with it, the kinetic energy is converted to charges. Each charge can do 1d4+1 electrical damage on a successful hit. Robots will need to make a Saving Throw to avoid disruption. A typical day of walking will provide 40 charges. The baton may also be plugged into a standard charging unit.

Weight: 1 lb.

Cost: 40 cr

Damage: 1d4+1 per charge

**Casual Robes:** These robes are used for everyday functions. They contain pockets for hologems and their batons. The robes are not ceremonial so do not provide any additional protection. They are also more open to individual

expression, so long as they clearly identify the wearer as a Sister of the Aquarian Order.

Cost: 15-35 cr

**Ceremonial Robes:** These robes are worn by the Sisters on official missions. They are treated as **light armor** for the purposes of combat and contain a number of sensors that relate the Sister's position and health to their command temples on Gaia.

Cost: 50 cr

**Hologem:** This small crystal contains a small power source and a laser matrix to produce a hologram. What the hologram is can vary. Typically a Sister will have pictures of her friends and family (other Sisters) and copies of their religious text "The Gold and Azure". Most of these gems are keyed to the DNA or memory engrams of a specific person or a limited number of people. Each Sister will also record any message she wishes to be returned to Gaia on her death.

Cost: 10 cr

**Testing Kit:** This kit needs a specially trained Sister, typically of 4th level or higher, to test the potential ability of another human. The testing takes a matter of days, and only a trained Sister can interpret the tests.

Cost: 500 cr

## Vehicles

The Order does not maintain a large space fleet. They do have some smaller ships to transport small numbers of Sisters to various places in the galaxy. These ships, Corvettes, are usually operated by a crew employed by the Order for this purpose. They can include pilots, engineers and other specialists that are not themselves members of the Order.



### **Corvette Class Transport**

ARMOR CLASS: 2 [17]

HIT POINTS: 80

SHIELD STRENGTH: 7

MOVEMENT: 9

TARGETING: +2

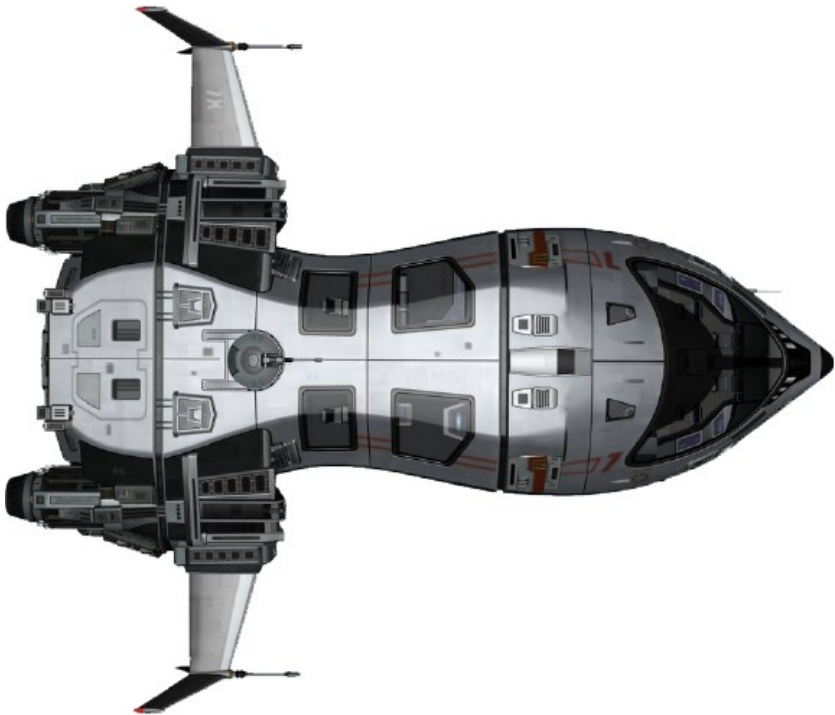
ATTACK: Dual Laser Cannon x2 (4d6)

Range: 14

MODIFICATIONS: Faster-Than-Light Drive, Proton Missiles

Crew: 5 Officers, 20-30 enlisted (45 crew max.)

Corvettes are named after a mythological figure.





The Order also has a very large capital ship in use for when the Eternal Mother is needed off world. This ship known as “The Lilith” or often “The Lady Lilith” stays in orbit around the planet.

There are two more ships of the same size in dry docks on the moon Phoebe. They are “The Hecate” and “The Astarte”.

### **"The Lady Lilith" Capital Ship**

ARMOR CLASS: 4 [15]

HIT POINTS: 60

SHIELD STRENGTH: 5

MOVEMENT: 12

TARGETING: +2

ATTACK: Light Laser (2d6)

MODIFICATIONS Faster-Than-Light Drive

Crew: 25 Officers, 50-60 enlisted (90 crew max.)

### **Personnel**

The Order does not rely on their Sisters alone to perform the daily functions of running the space station on Phoebe or their starships. These roles, and sometimes very specialized roles, are handled by The Cowan. The Cowan, plural and singular are the same, are the people employed by the Order to handle any task the Sisterhood cannot do themselves. Members of the Cowan are usually related to a Sister or have family in the Sisterhood. Sometimes they are also made up of Potentials that did not pass the final tests. What separates a Cowan from a hired retainer is usually a matter of these ties and loyalty.

The Order pays their employees well. A professional can expect to live fairly well in the employ of the Order.

# **Chapter 04**

## **Using the Aquarian Sisters in your Game**

“We are not Humanity’s shepherds because humanity are not sheep.”

- *From the Records of the Sisterhood of the Aquarian Order,  
attributed to Sister Marie MXII*

The Sisterhood of the Aquarian Order is as old as humanity itself. If their own tales are to be believed. What is generally accepted is that every time there has been a successful first-contact with an alien species there has been a Sister there. It is also know that most wars between species began when someone disagreed with a Sister’s recommendation.

While many are well suited to be ambassadors, their loyalties are to the Order first and then to Humanity.

### **The Sisters**

There are many reasons why someone would join the Sisterhood of the Aquarian Order. First, only human women can become a Sister. Current Sisters will travel the galaxy seeking out Potentials, often young girls, to test and then take to their home world of Gaia for training. Girls are often discovered before the age of six standard years. The tests are given to the Potential by a senior and junior member of the Sisterhood; one to teach and one to learn. The tests are comprised of educational, physical and psychic evaluations. The tests normally take three standard days, where the Potential is determined to be fit for inclusion into the Order.

The Potential is now known as an Initiate. On Gaia she will learn the basics of the Order but also get a solid grounding in galactic politics, history and law. At the age of thirteen standard years the Initiates are then tested again. This time the successful Initiates continue on to become Sisters.

Those that do not move on, and the Order is unclear on how many this is, can remain on Gaia to perform the menial tasks of the Order or leave the planet to move on with their lives. Such women often make fantastic rulers, diplomats and ambassadors, but they never go on to become Star Knights or Mystics. The training they receive at this early age prevents any future training as a Knight or Mystic. Some, although rarely, will seek out the Capricorn Order. The Capricorn Sisterhood has similar guidelines for admittance, so if the Initiate can not meet the requirements for one will not meet the requirements for the other. Initiates and those that do not continue in their training are sometimes referred to as "Little Sisters", an appellation they do not always favor.

The former Initiate, now known as a Sister, will continue her training now focusing on the secrets of the Order and learning the rituals that the commonplace citizen of the Galaxy would call magic. At this point the Sister will also take on her new name. The Sister will choose a name of a Sister that has passed on to the Gestalt within the last standard year. So if a Sister named Juliette CXIII has passed an new Sister can choose the name Juliette CXIV. She will be called "Juliette 114" not "Juliette the 114th". For the next five years the Sister will train. She is likely only to leave the planet after she turns eighteen standard years. Usually her first mission will be to serve as attendant to an senior Sister on her missions. The Sister will now serve the Order until she dies.

#### **Myths About the Aquarian Order**

The Aquarian Order are a mysterious group. They do rarely reveal their goals and motivations and never come out and say what their plans are. They also actively spread disinformation about the nature of the order. With a large galaxy of trillions of inhabitants, rumors and stories spread.

**Myth 1, The Sisterhood are not Human:** The most common belief is that the Sisterhood isn't, or is no longer, human. This is also the furthest from the truth. The Sisters are very much human, and any human in the galaxy can be born and become a Sister. Providing that they are female of course.

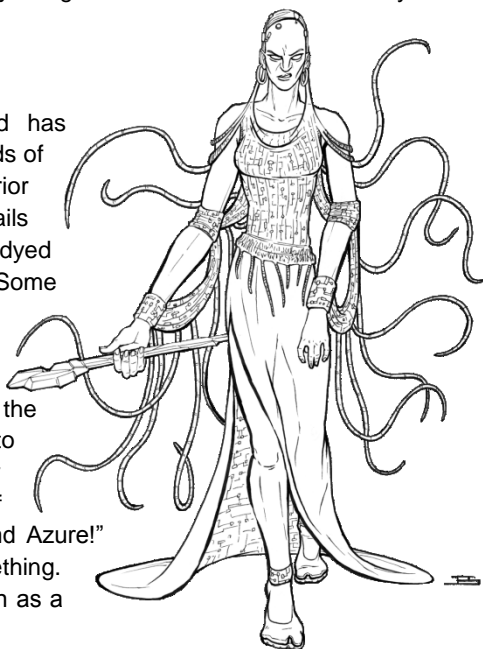
## Religion

The Sisterhood is a religious and esoteric order. While they generally do not refer to the gods or goddess they pray to, they do often refer to “Divine will” or the “Goddess’ desire”. Despite what role they serve in they are subservient to their order first and foremost.

Sisters of the Aquarian Order always refer to each other as “Sister” until they know their name and often the Sister title will be applied. The leader of their order is the Eternal Mother and despite her chosen name she is always referred to as the Eternal Mother. A Sister leaving the company of another Sister of any level will often say “Until we meet or until we are one.” This goodbye means until they meet in person again or until they are joined together again in the Gestalt as one consciousness. They will address equals and superiors with their eyes cast down slightly and both hands open with palms upwards. This is a sign that the Sister is unarmed and can not be a threat. Though the secret meaning is also that they, the Sisterhood, does not need weapons to be a threat. They will greet others with a “May the Stars guide you and be with you.”

### The Gold and Azure

The Aquarian Sisterhood has kept meticulous and detailed records of their exploits since they began. Prior to the use of the Gestalt these details were kept in large books of azure dyed leather with gold fastenings. Some books have been lost for various reasons; time, damage, persecutions in times when their order was hunted. These are the nearest items the Sisterhood has to holy texts. Sisters will often swear by these texts as a means of uttering an oath. “By the Gold and Azure!” means that they swear to do something. “By the lost books!” is often spoken as a means of surprise or astonishment.



## **The Roles of the Sisters**

The Sisters have spread out to the galaxy and to all centers of power. This includes bridges of starships, the homes of various ruling houses, governments and planetary rulers.

**Aide** - In this role the Aquarian Sister aids another, quite often an Aristocrat. Either a person such a governmental dignitary, military advisor or representatives of a mega-corporation. Anyone with power that would be able to use the gifts that an Aquarian Sister has.

**Breeding Program** - In a similar role to the aide the Sister is often sent to seduce, marry or otherwise entice a powerful male to impregnate her. These assignments are chosen very carefully so that the resulting child is as powerful as possible.

**Colonization** - The central mission of the Sisterhood is to move humanity further and further out into the stars. So anytime a ship leaves to colonize another planet you can be sure that there is at least one Sister there. Often in the role as an aide, but also as a colonist to set up a new Chapterhouse of the Order. Sometimes a Sister will be visiting another Chapterhouse on orders from the their Abbess. If the Sister is charged with settling a new planet with a new chapterhouse then they will be bringing a tree sapling from Gaia to planet in the new ground.

**Councilors** - Many ships of the fleet employ counsellors. Not all have psychic powers and most are not Aquarian Sisters. But their ability to use such powers and their typically high wisdom make them naturals for this role. The ability to tap into the Gestalt also makes them well suited to aid Starship Captains.

**Cultural Attaché** - Not an ambassador exactly, but someone to help promote the ideals of the Aquarian Order in a formalized role. These Sisters will usually be part of a larger delegation representing a number of star systems to a new species for first contact mission. Again their abilities here give them an edge over their purely human counterparts.

**Investigators** - The Aquarian Sisterhood can draw upon lifetimes of experience. Thier rituals and their powers make them good investigators. Especially if what is being investigated is very much unknown or outside of normal expectations.

**Lost Artifacts** - the Sisters are also called on when artifacts are discovered. The Sisters have spent centuries charting the stars and they

know much about their movements and their secrets. If the Sisters suspect that one of the lost Gold and Azure books has been discovered then they will send a legion to investigate.

**Potentials** - The Sisterhood will also travel to other planets in search of potential new Sisters. They will seek out young humans and test them. If their psychic ability measures up they will be trained to be part of the Sisterhood.

Rarely can a Sister be hired to perform tasks. She will either do them or she won't. Largely depending on the will of the Order itself. However if a Sister is hired to do a job one can expect to pay 200 x her level in Credits. Sisters hired to perform testing can be hired for 100 credits per her level. This will be for the Elder performing the testing, not the Lesser sent to observe and learn.

## **The Sisters and the Star Knights**

"The Star Knights are valuable allies. When they are not thinking with their swords..."

- Abbess Wednesday CLX of the Kelron Priory

"We have a saying, 'Never trust a Witch.' It's been good advice."

- Master Mic-ahn Amej of the Star Knights

The Sisters share a complex and complicated relationship with the Star Knights. The Order appreciates the devotion and the clarity of purpose the Knights possess. The Order shares the same purposes to protect humanity and move them further into space. While their goals are similar their methods often differ greatly. The Order is very focused on the larger picture. Where a Knight will work to save every individual, a Sister will weigh that life versus the potential cost of other lives.

Knights and Sisters will work together for a common goal, usually the greater good. Where they differ is when their organizations goals differ. Such conflict could be for the Referee to set up. The Sisterhood will see the Knights as

useful tools. The Knights do respect the dedication the Sisters have, but not their ruthlessness. Sisters respect the calling of the Star Knights and often find them to be valuable allies. A Sister will refer to any unnamed knight as “Sir Knight”, “Lady Knight” or “Honorable Knight”.

Knights aware of the Capricorn Heresies can work with or even against a Capricorn Sister. A Capricorn Sister working against the agents of the Old Ones may in fact find a willing ally in a Star Knight.

The Aquarian Order will avoid Void Knights were possible save when trying to stop the involvements of a Capricorn Sister. The Capricorn Sisters believe that Void Knights may in fact be part of the Capricorn Heresies and will be the ones to bring back the Old Ones.

#### **Myths About the Aquarian Order**

**Myth 2, The Order is the Female Version of the Knights:** Also common and also very far from the truth. The average galactic citizen is likely to have heard of the knights, and even a few may have seen one. When they learn about the Sisterhood they naturally assume that they are part of their Order. Many female Knights find this a little insulting. Both are esoteric orders with their roots in ancient times and both wield strange powers. Knights and Sisters are concerned with the safety and well-being of humanity, but their methods are often very different.

**Myth 3, The Sisters and the Knights:** Those that do know the difference assume there is some sort of accord or rivalry between the two groups. The truth, like most things, is much more complicated. The Knights and the Sisters can share goals on one mission and be at odds on others.

**Myth 4, The Sisters practice Magic:** Another common myth is that the mystical power of the Sisters are magic. Again the truth is more complicated. The powers the Sisters have are fantastic but they come from training their minds and their connection to the Gestalt.

**Myth 5, Failed Candidates are Lobotomized:** One of the more distrusting rumors spread about the Order is that those that take the Test but fail are somehow lobotomized. Either via the process, or by the Sisters themselves. This is also not true but based in the reality that the vast majority of the galaxy does not know about the Tests and what happens after the test. In reality failed candidates go back to their lives, but are sworn never to talk about it.

# Chapter 05

## History of the Aquarian Order

“Empires, governments and even religions fall. Only the Sisterhood endures.”  
- *From the Records of the Sisterhood of the Aquarian Order*

The Aquarian Order has existed since time out of mind. The order began in the pre-history of humankind, back during the dawn of civilization when humanity was still struggling with basic concepts such as democracy and basic human rights.

### The Past

Most galactic scholars agree that the Sisters first emerged sometime after the dawn of mankind's recorded history. They began as ancient astrologers tracking the course of the planets and stars in the night sky. They noticed that they were entering new ages of understanding. The ages as they defined them were:

**Geminian Age:** The beginnings of writing, communication and commerce.

**Taurean Ages:** The age of agriculture and domestication of animals. The start of civilization.

**Arian Age:** The Age of Aries, an age of struggle and war. Polytheism gives way to Monotheism.

**Piscean Age:** Age of new religious understanding; rise of the Abrahamic religions.

**Aquarian Age:** Greater understanding and growth. Humanity heads to the stars.

They felt that their goal was to make mankind ready for this Aquarian Age. They adopted the name, Sisters of the Aquarian Order and did what they could to move humanity forward.



When humankind finally went to the stars, the Sisterhood was there.

“The ancient Christians, the Aztecs, Nostradamus, even fringe groups of dawn of the Aquarian Age predicted the end of the world. They were right, but it was only the end of the old world and the start of our new world.”

- Jessica XXXII, the 822nd Mother Eternal.

### **Planetary Data File: Gaia**

**Name:** Gaia (Ouranos 2)

**Class:** M. Rocky with nickel-iron core

**Satellite:** Phoebe (natural):

**Semi-major axis:** 85,114,187 mi

**Orbital Period:** 258 planetary days (300 galactic standard days)

**Rotational Period:** 20.95 hours (20 galactic standard hours)

**Mean radius:** 3,645 mi

**Gravity:** 1.276 g

**Geography:** 65% land, 34% water, 1% polar ice

**Mean Surface Temperature:** 65 degrees F

**Atmosphere:** 75% nitrogen (N<sub>2</sub>), 23% oxygen (O<sub>2</sub>), 0.9% argon, 0.5% helium, (He), 0.04% carbon dioxide (CO<sub>2</sub>), 0.02% water vapor (H<sub>2</sub>O) 1.3% other gases.

**Government:** Planetary Hierarchal Theocracy

**Leader:** “*Her Gracious and Wise Mother Eternal Cassiopeia CXIV, the 1,153rd Mother Eternal*”

### **The Present**

The present day is the culmination of all the efforts the Order has been working on over the last 10,000 years. The Sisterhood makes themselves available as counselors, advisors and yes some are ambassadors. They also search the Galaxy for others that might join them; young humans to train under other Sisters.

The Sisterhood of the Aquarian Order make their home on the small, but lush green planet of Gaia. No one but members of the Sisterhood are allowed on the planet surface. This is one of their most inviolate laws. Scattered across

the surface of the Planet are their 40,000 temples, also known as a Priory. Each is controlled by an Prioress, an 8th level or higher Sister. Forty temples are controlled by an Abbess. Ten Abbesses report one of 100 High Priestesses who in turn report to four Hierophants and finally to the Mother Eternal.

The current Mother Eternal is Cassiopeia CXXIII, the 1,153rd Mother Eternal. Each temple can house up to 25 individuals of various degrees. All Sister are connected by the Gestalt.

Nothing happens on the surface of Gaia that all the Order does not know about.

There are a few "lay-members" on the planet, the so-called "little Sisters" that did not pass the trials of the Order. They provide a number of the support services to the temples.

The one thing the lay-members are not expected to do is physical labor. Gaia is a fully technologically advanced planet, but their use of much of the technology is limited. The food is grown on the planet by the members of the Order themselves. They are a fully self-sustaining agrarian society. Space ports and meeting areas for off world visitors are all dealt with in their state of the art space station on their moon, Phoebe. Here Sisters may meet with other species who wish to visit their planet. Transport to and from the planet is done by space ferry and transmat beams.

There are smaller temples scattered throughout human controlled space, known as Chapterhouses. These Chapterhouses are structured a bit like a Priory, but their size and membership can vary depending on what planet they are on. A newly colonized planet might have a Chapterhouse of merely a dozen Sisters. One on the edge of the galactic central government might have hundreds of members. Still another on a planet controlled by Void Knights might have a small physical building but be the Chapterhouse to scores of Sisters. Each Chapterhouse is controlled by a Prioress. Some of the largest will have a prioress and a abbess in residence.

## The Future

For 10,000 years the Sisters have seen into the future. For 10,000 the promise of the Age of Aquarius has directed their every move, their every gamble and strategy. That fabled vision is failing them now. The Sisterhood cannot see any further into the future. Their own vision is blocked and they cannot see into the Age of Capricorn.

This is the greatest secret and the greatest fear of the Sisterhood of the Aquarian Order. To repeat this information to the uninitiated is considered an Omega Class Heresy and the punishment is death and removal from the Gestalt. If the Council of Hierophants is feeling lenient the Heretic will only receive death.

## The Gestalt

The greatest treasure to be found on Gaia is the Gestalt. Through years of training and discipline and 10,000 years of selective breeding and ritual the Gestalt has been formed. It is the living collective consciousness of all members of the Sisterhood of the Aquarian Order. When a prospective human becomes a Sister of the Aquarian Order she joins with this consciousness. The longer she remains with the Order the deeper she can probe the Gestalt for answers to problems and information on how to access rituals. Upon a Sister's it is requested that she be returned to Gaia with a specially appointed funerary procession. An escort of six Sisters will accompany to body as she returns home where she will be buried and become part of the Gestalt forever.

**Myth 6, The Order takes Girls from their Families:** This one is partially true. The Order searches the galaxy for potentials. Girls that show psychic potential are taken back to the Order's homeworld of Gaia. Here the girls are trained, but they are not completely cut off from their former lives. Once they become full Sisters many are too busy with their own duties. There is also reality that these girls spend their formative years among the Sisterhood and they do view them as their new family.

# Chapter 06

## Capricorn and other Heretics

*"These are the lies we have been told. But fear not, there is a cleansing coming. The Galaxy will be bathed in blood and fire!"*

- Bianca XVII, Capricorn Sister and Omega Level Heretic prior to her self-immolation to avoid Inquisitors from the Order.

Currently there are several theories about what the Age of Capricorn has in store for the Sisterhood and Mankind. The official statement this is that the Sisterhood is reviewing multiple alternate reality paths humanity may take and the best course of action is not always easy or apparent. This is widely believed by the Galaxy and the majority of the Sisterhood themselves. Many of the Abbesses and higher believe that the Age of Capricorn means that the days of the Order are nearing a close. There are also a number of Heresies associated with the Age of Capricorn. These are all considered Sigma and Tau Class Heresies; punishable by death but not removal from the Gestalt if shared within the Sisterhood or an Omega Class Heresies; punishable by death and removal from the Gestalt if shared with anyone outside of the Order.

**Myth 7, There is more than one Sisterhood:** This one is also true, but not in the way most people think. The vast majority of people in the galaxy do not realize that all the Orders of the Sisterhood are part of the same Order. The truth, only known to very, very few is there a splinter group known as the Capricorn Order that Sisterhood does not want anyone to know about

**The End of the Order.** The biggest fear the order has that their existence is threatened or that humanity will no longer need them. This is the fear that most members of the Order have and the one most often whispered late at night in hidden cloisters; shared only with the closest of confidants. Most Prioresses will ignore rumors of this sort since they come up so often.

**The End of Humankind.** This heresy states that the Age of Capricorn will be an age of war in which humankind will become extinct. Of all the heresies, this is the one that will be given the most lenient treatment. If a Sister repeats this but does not know it is part of the Age of Capricorn heresy she is likely only to be hit with a Delta Class Heresy; confinement to her priory and performing the task of labor for a number of months.

**The Return of the Old-Ones.** A more frightening aspect of the destruction of Humankind is that it will occur as The Old Ones return. The Old One are immense, celestial beings that were once worshiped as Gods till they were removed from our universe. These beings, whose power is so great that reality is warped and even destroyed around them, would return to reclaim the universe as their own when “the stars are right”. Spreading this knowledge is a Tau Class Heresy.

Some Sisters, feeling that this is in fact the true reason for the formation of the Sisterhood of the Aquarian Order, to stop the Old Ones. They have left the Order to form their own, The Capricorn Sisterhood. The Aquarians consider this group all to be Omega Level Heretics.

### **Playing a Capricorn Sister**

Some players may want to try to play a Capricorn Sister instead of an Aquarian Sister. If the Referee agrees then this can be allowed. Capricorn Sisters are no different than their former Sisters in the Aquarian Order. This is something that neither side will readily admit. They have the same powers and access to rituals. There is a Capricorn Sister Gestalt as well, but it is not as large as that of the Aquarian Sisters. A Capricorn Sister with access to their Gestalt (level 10) can only recover one spent Ritual.

### **Light side or Dark side?**

It would be tempting to equate the Aquarian Sisterhood or the Capricorn Sisterhood with good and evil respectively, or even visa-versa. This should be avoided. Each side believes they are doing what is right, best for humanity and therefore “good”. In reality either side is capable of great good and great evil. What matters to them is really what is being done to further their respective Orders' causes and dictates. After all most Capricorn Sisters believe their true calling is to fight the Old Ones and save humanity.

## Levels of Heresies

The Aquarian Order has suffered through millennia of persecution at the hands of other religious organizations. They have done this by being flexible to the times, but unwavering in their faith. In the present day there are a number of heresies that the Sisterhood cannot allow.

### *Alpha Class Heresies*

These are the least serious offenses. These typically involve the reading of subversive in philosophically incompatible materials without clear leave from their superiors. This once included the writings of Star Knights, but now only reading the Meditations of Void Knights or Mystics is considered heresy.

Typical punishments for this heresy are an admission of guilt a restriction to Gaia for a galactic standard month.

Beta and Gamma Class are repeat offenses of any Alpha Class Heresy.



### *Delta Class Heresies*

These include repeating a higher level heresy without knowledge of what the heresy means or it's origin. For example stating that humanity's end is nigh is not a cause for a sister to be labeled a heretic. Saying that humanity's end is nigh and the Sisterhood can't do anything about it is.

Sisters that are labeled Delta Class Heretics are temporarily removed from the Gestalt for a period of one galactic standard month. They are expected to spend this time in contemplation and physical labor on Gaia.

Epsilon and Theta Class Heretics are repeat offenders of this.

### *Lambda Class Heresies*

These are a special class of heretical behavior that include actively pursuing knowledge of the Void Knights or Void Mystics. The Order believes, correctly

or incorrectly, that the Void is associated with the Old Ones. While the Sisterhood has vast records on the practices, empowerments and meditations they are only read under the strictest guidance.

A Lambda Class Heretic has typically learned one Void Knight meditation or empowerment. Given the nature of the Gestalt the Order quickly learns of any new power learned by any Sister.

Sisters that are labeled Lambda Class Heretics are temporarily removed from the Gestalt for a period of one galactic standard year. They are expected to spend this time in contemplation and physical labor on Gaia under the strictest of guidance.

Mu and Nu levels are either repeat offenders or have learned more than one Void Knight mediation.

Class Xi Heretics have learned these and have gone to lengths to hide it from the Gestalt.

#### *Omicron Class Heresies*

These heretics have sided with the Void Knights, Alien Mystics or others to harm humankind as a whole.

These heretics are often removed from the Order. If human deaths occurred while they were committing their heretical acts then they may be held indefinitely on Gaia.

#### *Sigma Class Heresies*

This class of heresies deal directly with the Capricorn Heresies.

These heresies will result in the Sister being removed from her Priory and Order. This will result in a loss of her special abilities such as Rituals and Psychic powers. Sigma Class Heretics can, and often do, join the Capricorn Sisterhood if given the chance.

Sigma Class Heretics will also be held indefinitely on Gaia. If deaths have occurred then the former Sister may find her life forfeit as well.

A Tau Class Heresies includes willing spreading any Capricorn Heresy.

#### *Omega Class Heresies*

These are the worst acts a Sister can do to the Order. These include working with the Capricorn Order to spread their heresies or becoming a Capricorn Sister. The only punishment for this heresy is removal from the Gestalt and death.

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