

Description:

Created by Geneticists to act as living libraries, sanctuary keepers and small scale terraforming devices, the Hearthoak has since become a common sight amongst explorers and traveling parties.

Strategy:

The Hearthoak provides a base of operations, along with healing, and a variety of small bonuses applied to the entire group, making it a powerful support class, easily combined with pretty much any other play-style whatsoever. Placed in a space ship, the Hearthoak seed provides a powerful ally in ship to ship combat.

Starting Bonuses:

- ☐ +2 player hit points
- ☐ Unique skill: Gardening (see below). You start with 5 ranks.
- ☐ +2 Player Fortitude
- ☐ +2 Player Skills per level
- ☐ +2 Player Soothe, Craft, Survival and knowledge Places

Sanctum- Rules Insert

Your Hearthoak seed provides you with a Sanctum- a treehouse/campsite complete with walls and bed. Whenever you arrive in a new location you can plant your Hearthoak seed, and in 6-8 hours your Sanctum will have grown.

Whenever you would ask a question about your sanctum's abilities or resources ("Is my sanctum resistant to fire?" "Do we have five extra beds?" "Can I grow my sanctum even though we are in the middle of a dessert?") roll a Gardening check.

Simple requests will have a low DC. Demanding requests will have a high DC. Many requests will have no sharp success/failure cut off, but instead a graduated scale- the higher the roll, the better the results. When a gardening check IS successful, you are encouraged to describe for your other players how this success comes about (How does it resist fire? Where are the extra beds?). If you fail, you cannot make the same request again until the situation changes in some manner, (Usually a change of location, or level up)

When lodged in a spaceship, the Hearthoak is considered to occupy a single room. This room is full, and can not be used for heavy machinery (engines/piloting/weapons, gyro).

Companion details:

Consider the following backstory questions, answer any that take your fancy.

How private is your Hearthoak's sanctum? Is it a stealthy hide away for you and only your closest allies? Do you treat it as a roaming tavern, or field hospital? Or as viper's nest where others can feel your power? How does your Hearthoak's appearance reflect this philosophy?

How did you acquire your Hearthoak seed? Was it a gift, a prize, something stolen, something inherited? Were there strings attached, or some debt of honor that needs one day be repaid?

How do you communicate with your Hearthoak? What does it FEEL like to interact with your tree? _____

Describe/draw the standard layout of your Sanctum. Use pencil, in case you later decide to re-arrange this plan.

Habitat

Your Hearthoak provides sufficient food, water and electricity for 10 people (though it is not yet air tight). You are encouraged to describe this food in lavish detail. Each person partaking of this food may, once per day, gain a +2 bonus on any roll (to be taken before rolling). During ship to ship combat, your Hearthoak seed can maintain the ship's environment for two full turns after life support fails.

Oasis

Requires: *Habitat +1 other feat*

Your Hearthoak can now feed 30, and is airtight whenever the door is closed.

During ship-to-ship combat, even if life support fails entirely, those housed within the Hearthoak will be spared.

During level up every member of your crew can draw a playing card, with The following effects:

2: +1 Hit points

3: +1 attack

4: +1 defense

5: +1 initiative

6,7,8,9: +1 "golden skill rank". Can be used to double rank a skill in physical, social, knowledge or practical skills (respectively)

10: A lucky charm, to be expended to re-roll a single dice after hearing the result.

J,Q,K: +1 Ref, Will or Fort (resp.)

A: Your choice of the above.

Jkr: Draw two, take both bonuses.

Camouflage

When growing in a new location, roll a Gardening check and a stealth check; record the higher of these results. Enemies must roll perception higher than this number in order to find your sanctum.

Vitality

Your Hearthoak seed can now grow a new Sanctum in a single hour.

Iron Root

Gain a +3 Gardening check on rolls to successfully grow your Hearthoak in difficult or impossible terrain (rocky cliffs, underwater, etc). If you fail (success determined mid way through growing) you may immediately try again, ignoring the usual "single attempt" restriction. During to Ship-to-Ship combat, any room containing your Hearthoak seed is considered reinforced. Halve all damage to it.

Immune Defense

Whenever personal combat occurs in or around your sanctum, your Hearthoak may interfere with the defense rolls of any character within its reach- giving a +2 bonus or -2 penalty. This ability can be used up to three times per round and uses no beats or reactions. The decision to use the ability is made before dice are rolled.

In Ship combat, the Hearthoak Seed is able to repair hull breaches in any room it occupies, and in neighboring rooms- roll Gardening instead of Engineering and Craft in this case.

Cacoon

Requires: *Any Two feats*

Anyone staying overnight in your sanctum is restored to full health. Poisons and diseases are purged from their system.

Major, permanent and catastrophic injuries (such as losing an entire arm) can in some cases be healed... slowly. Usually many days, many medical checks and gardening checks will be needed. Discuss with your GM .

The Hearthoak can heal both organic and mechanoid characters.

Symbiote

Your Hearthoak contains 2 Biotech Glands. While in your Hearthoaks presence, you may have it prepare biotech abilities on your behalf (these glands can not be taken with you if you leave the Hearthoak)

Meditation Chamber

You and all allies get +2 to all skill checks and saving throws while within your Sanctum. This is an ongoing bonus, and hence applies to long term activities (such as craft checks)

If lodged in a ship, the Hearthoak grants a +1 skill bonus throughout the entire vessel.

Serenity

Requires: *Mediation Chamber*

As long as your Hearthoak is still standing, prevent all damage its occupants would take from external source (this includes rockslide and missiles, but not assassins that have sneaked inside.)

Gain +5 on all Gardening checks to determine if your Sanctum is resistant to a particular threat.

Living Ship

Requires: *Seven feats*

Each day, your Hearthoak can now envelop an additional room of your ship, eventually wrapping the entire ship in its protective folds.

Tree of Life

Requires: *Seven feats*

You may sacrifice your Hearthoak seed to begin the process of terraforming a planet. Your current Sanctum remains in place but can no longer move. Terraforming requires a total of 100 successful gardening checks, taken at one year intervals (failure is permitted and merely indicates no progress that year).

DC is planet dependant.

Note that Seeds expended this way CANNOT be recovered by spending a feat.