

TERRAFORMER

SHAPE YOUR WORLD



DAYBRINGER PRESTIGE CLASS

BY LEE HAMMOCK



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

DAYBRINGER PRESTIGE CLASS

Kastor laid his free hand upon the cold, damp stone, his other gripping his kertaff spear. The creature was close. He delved into his inner mind and “saw” the beast 20 paces behind him. Without warning he flung the spear at its heart, striking true, loosing a viscous, yellow ichor that dripped sickly to the stone.

Known among the velin as the *darkket*, human sociologists call these velin warriors “Daybringers,” the closest translation of their velin name that can be achieved. The Daybringers are velin warriors that train to battle the evils that hide in the dark places of the world on their own terrain. They fight the evil ones there so that other velin do not have to fight them at home. These velin are charged with making sure their fellows live to see the dawn, hence the name Daybringers. It is by their hands that other live to see the sun rise. The Daybringers are respected by the velin, but also feared and avoided due to the close relationship they share with the darkness. Indeed, to fight the dangers contained in the darkness, the Daybringers must become as darkness. Often they live apart from their fellow velin, watching over their tribe from a distance. It is not uncommon for velin to awake and find an unknown Daybringer in their midst tending to the last embers of a dying camp fire. Daybringers are seldom addressed by name among the velin. Rather, those that must address them do so by their title. No humans have yet become a Daybringer, but nothing specifically bars them from becoming one.

Select this prestige class if you wish to play a pseudo-mystical warrior trained to stare evil in the face without flinching and to hunt it in its own lair.

The fastest path into this prestige class is from the Dedicated and Tough Hero classes, in particular those who which proceed through the Velin Guardian advanced class.

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⚔ ABOUT DAWNING STAR

Dawning Star was the first full-scale science fiction campaign setting built on d20 Modern and powered by the Future ruleset from Wizards of the Coast. The critically-acclaimed setting was nominated for an ENnie for Best d20 Game. You can learn more and download free material by visiting www.dawningstar.com.

⚔ ABOUT TERRAFORMER

The Terraformer line of products from Blue Devil Games presents new material designed for Dawning Star but usable in most science-fiction campaigns. Each entry will offer a new prestige class, xenomorph, talent tree, feat, weapon, etc. and advice on using it into your campaign and using it to “shape your world.”

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⚔ ABOUT LEE HAMMOCK

Lead writer and game designer on the Dawning Star line, Lee has been affectionately called the “Hemmingway of RPGs” for the quality of his writing and prolific body of work. Lee has worked for numerous publishers, including AEG, Bastion Press, Louis Porter Jr. Designs, and DC Comics.

DAYBRINGER PRESTIGE CLASS

REQUIREMENTS

To become a Daybringer, a character must fulfill the following criteria.

Special: Must be velin or have the Velin Tribal Guest feat.

Base Attack Bonus: +7.

Skills: Hide 8 ranks, Move Silently 8 ranks, Survival 8 ranks.

Special: Must have defeated a vaasi (or one of their servitor species) in head-to-head combat or be trained by a Daybringer.

Allegiance: Velin Tribe or Velin Tribal Council.

CLASS INFORMATION

The following information pertains to the Daybringer advanced class.

Hit Die

The Daybringer gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

The Daybringer gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Daybringer's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Wis), Search (Int), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier (4 + Int modifier for nonhumans).

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DAYBRINGER							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Bonus	Reputation
1	+1	+2	+0	+2	Detect Vaasi, Improved Low-Light Vision, Stand Apart, Sworn Enemy (vaasi) (+2)	+1	+0
2	+2	+3	+0	+3	Blind-Fight, Scent	+2	+0
3	+3	+3	+1	+3	Detect Vaasi Allegiance, Frightful Presence, Sworn Enemy (vaasi) (+4)	+2	+0
4	+4	+4	+1	+4	Calming Presence, Smoke Ward Ritual	+3	+0
5	+5	+4	+1	+4	Improved Blind-Fighting, Sworn Enemy (Vaasi) (+6)	+3	+1

DAYBRINGER PRESTIGE CLASS

Class Features

The following class features pertain to the Daybringer advanced class.

Detect Vaasi

At 1st level, if he does not already possess it, the Daybringer gains the ability to detect vaasi as the velin ability of the same name. By inspecting his surroundings, the Daybringer may sense any vaasi creature, including their servitor species, within 30 feet. This requires a Wisdom check (DC 15). The DC is reduced by -1 for each vaasi above one within range. If successful, the Daybringer knows the number and location of all vaasi within range. This ability is usable a number of times per day equal to the Daybringer's Wisdom bonus, but not less than once per day. Using this ability requires a full-round action that provokes an attack of opportunity.

If the Daybringer already possesses the detect vaasi ability, he gains two additional uses per day.

Improved Low-Light Vision

At 1st level, if the Daybringer already has low-light vision he gains the ability to see four times as far as a human can in conditions of poor lighting, such as star light, fire light, or the light of a glow stick. If not, he gains normal low-light vision, able to see twice as far as a normal human can in conditions of poor lighting.

Stand Apart

Beginning at 1st level, the Daybringer is considered to be separate from traditional velin culture. While treated with respect and dignity, other velin hold the Daybringers at arms-length due to their close familiarity with darkness and due to the many casualties among their ranks. Daybringers are considered beyond the authority of all but the velin tribal council and other Daybringers; individual chiefs have no authority over the Daybringers. While Daybringers are welcome in any velin camp they enter, they will be given the tent farthest from the center of camp, and no one will seek them out for conversation.

Sworn Enemy (Vaasi)

At 1st level, the Daybringer gains the Sworn Enemy (vaasi) ability. This ability confers a +2 bonus Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skill against vaasi creatures, including their servitor species. Additionally, he gets a +2 bonus to weapon damage rolls against vaasi creatures. If the Daybringer already has the Sworn Enemy (vaasi) ability, the bonus increases by +2 to a total bonus of +4.

This ability increases by an additional +2 bonus at 3rd level and 5th level.

Blind-Fight

At 2nd level, the Daybringer gains the Blind-Fight feat as a bonus feat.

Scent

At 2nd level, the Daybringer gains the scent ability, allowing him to detect enemies by scent and to track by smell. The Daybringer enjoys a +2 competence bonus on all skill checks related to this ability when it is used against any vaasi creature, including their servitor species, but suffers a -2 penalty when used against other creatures.

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Detect Vaasi Allegiance

At 3rd level, the Daybringer may use their detect vaasi ability to detect those who merely have an allegiance to the vaasi. This is done through smells, mannerisms, and other small hints that others miss.

Frightful Presence

At 3rd level, the Daybringer gains the Frightful Presence feat as a bonus feat even if he does not meet the prerequisites of the feat. The DC for this ability enjoys a +2 competence bonus when it is used against any vaasi creature, including their servitor species, but suffers a -2 penalty when used against other creatures.

Calming Presence

At 4th level, the Daybringer's very presence causes those velin around him to remain calm even in the face of overwhelming danger. The Daybringer is of such skill and poise that other take comfort in his appearance, even if they do not feel completely comfortable talking to him. Velin within 30 feet of the Daybringer and able to see him gain a +2 morale bonus on all Will saves and a +1 morale bonus on attack and damage rolls, but only as long as the Daybringer is conscious and in the fight. If the Daybringer is disabled, nauseated, stunned, or otherwise incapacitated, these bonuses are lost.

Smoke Ward Ritual

At 4th level the Daybringer is instructed in an ancient Daybringer ritual that helps keep the vaasi away from velin camps. This ritual involves placing a specially prepared satchel of herbs in a campfire while chanting quietly and dancing in the warmth of the flames. The fumes created by the burning herbs are painful to the vaasi and make it less likely they will approach a camp protected by a smoke ward ritual. Daybringers also use this ritual to earn a brief rest when adventuring deep in vaasi territory.

The herbs used in the ritual require four hours and a Survival check (DC 25) to collect and can be collected in most plains or forest areas of Eos. Preparing the bundle requires another 2 hours. Once prepared, the herbs may be placed in any fire to create the smoke ward. The dancing principally helps spread the smoke over the area and has little real effect on the ritual. However, Daybringers are very protective of the ritual and will not perform it in front of even other velin or share the secrets of the herbs used in its creation for fear of the vaasi learning a way to counteract the smoke ward.

Once thrown in the fire the smoke ward takes five minutes to become effective. Once this time has passed any vaasi that comes within 100 feet of the fire must make a Fortitude save (DC 14) or become nauseated. A new saving throw is required every round the vaasi remains within the area of effect. The nauseated condition lasts for 1d4 minutes after leaving the area. The smoke ward lasts for eight hours from the completion of the ceremony.

Improved Blind Fighting

At 5th level, the Daybringer's ability to fight in darkness improves. Any miss chance suffered by the Daybringer due to concealment caused by darkness is halved. Additionally, the Daybringer does not suffer any penalty to Defense for fighting in darkness.

DAYBRINGER PRESTIGE CLASS

DAYBRINGERS IN A DAWNING STAR CAMPAIGN

The Daybringers offer a host of opportunities for a campaign set on Eos.

The PCs may come across a Daybringer in the midst of a battle against the vaasi. They might earn his trust by assisting him in vanquishing the threat. In so doing, he enlists them to join him on a dangerous trek into the subterranean world to a vaasi encampment he has located.

Alternatively, the PCs might try to enlist the services of a Daybringer to guide them on a relic hunt in Star Confederation ruins known to be inhabited by the darklings.

DAYBRINGERS IN OTHER SCIENCE-FICTION CAMPAIGNS

Using the Daybringers in another campaign requires only slight modifications. All of the class's vaasi-related abilities can be ported over to a xenomorph more suited to the campaign world. As long as the new xenomorph is a prevalent threat and inhabits principally dark or subterranean environments, the conversion should work smoothly.

NEW FEAT

The following feat would improve a Daybringer's (or velin's) detect vaasi ability but would also be useful to many other characters.

EXPANDED DETECTION

Your ability to detect things has a greater range than normal.

Pre-Requisite: Ability to detect something with a range of at least a 30-foot radius.

Benefit: The radius of your range with the chosen ability increases by 15 feet.

Special: You may select this feat multiple teams. If you apply the feat multiple times to the same ability, the range increases by 15 feet for each such instance.

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