

TERRAFORMER

SHAPE YOUR WORLD



MIND HUNTER ADC

BY SEAN MASTERS



#13



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

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DEFENDERS OF THE CRIMSON BASTION

Deep within the Unclaimed Halls beneath the Helios-scoured surface of Hephaestus, the Law-Keepers hold a strategic nexus in the struggle to defeat the vaasi of the Hallowed Dark. In this small fortress lies the heart of a potent fighting force, trained to wield the mysteries of Red Truth as a weapon.

Twenty years before the humans settled on Eos a small contingent of yaom border wardens joined the defenders of the Hallowed Dark. These hundred-odd warrior-monks sought to destroy the darkest within the ancient prison. Shortly after arriving, a young yaom warrior named Sok'Oul received a vision that foretold of a great vaasi army, wielding Red Truth and surging through the Helios system to some destination within the Unclaimed Halls. Driven by this vision, he gathered a large fighting force and drove to its source. After days of fighting their way through the contested areas of the Hallowed Dark, the yaom and their new comrades discovered a group of vaasi basking in a series of chambers that glowed with a faint red light. Sok'Oul's vision had led them to an area where Red Truth leaked into reality. If the vaasi were to hold such an area, they could create a force that none could defeat. The Law-Keepers attacked without mercy, destroying the vaasi and eliminating their occupation. However, the enemy now knew of this

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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.

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⌘ ABOUT SEAN MASTERS

Sean is a regular contributor to the active Dawning Star message boards, posting under the name “Salcor.” His contributions have included PC Gen files for Dawning Star, a conversion of The Forgotten Forge adventure module, and TERRAFORMER 6 - Dawning Star University.

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prized location, requiring it to be defended for evermore. Ka'Toric'Quan, a yaom peacekeeper, claimed this area as a new monastery. Here the yaom began to guide their fellow Law-Keepers in deciphering the mysteries of Red Truth. The first students were the Law-Keepers who survived the initial battle. Few of the Law-Keepers that accompanied the yaom survived with their minds intact.

Over the decades, the Crimson Bastion, as it came to be known, has grown in notoriety among the Law-Keepers. Many of the bravest Law-Keepers seek to learn the secrets of wielding Red Truth as a weapon, but the path to this knowledge is long and fraught with peril. Harnessing Red Truth is itself a perilous proposition; seeking to subvert its power to martial purposes even more so. Many seeking this knowledge die on the journey from the Illuminary to the fortress. Of those that make the journey, numerous students succumb to the insanity-inducing effects of Red Truth. The rigorous mental and physical training of the wardens is meant to weed out those who are not capable of surviving the battle with Red Truth. There is no shame in this, and many who are not capable of such feats gladly volunteer simply to defend the Crimson Bastion. Of the forty-thousand members of the Law-Keepers, less than 200 non-yaom have learned to channel Red Truth; of those, only one has attained the level of Red Truth Master.

A year ago, Law gained access to a long-lost storage device from the Unclaimed Halls. It contained the training regimes of the Star Confederation Mind Hunters, a group of psionically attuned agents that dealt with psionic criminals and psionic-related threats. The Crimson Bastion was actually the headquarters of the Mind Hunters and the control node for a Red Truth-negation system that had been installed throughout the prison. Law directed this information transported to the yaom of the Crimson Bastion, along with four neural blasters that had been discovered. Since then, the wardens of the Crimson Bastion have been embracing the new techniques to better fight the vaasi. Many young members of the Law-Keepers believe that this is a sign from the ancients and have made the dangerous journey to be a part of this new future.

MIND HUNTER ADVANCED CLASS

The Mind Hunters originated on the home world of the dosai to track down and capture criminal elements of their society. When they introduced the Star Confederation to Red Truth, they also recruited new members into the ranks of the Mind Hunters. Throughout Star Confederation history, the hunters were legendary, saving countless individuals from rogue Red Truth wielders. They used their psionic powers to track down those that would wield Red Truth against the Confederation. Once the war began, the Mind Hunters were forced to

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change to face the threat of the vaasi and their vassals. Throughout the war, countless Red Truth wielders were captured and transported to the Hephaestus prison. This allowed the hunters to maintain a Red Truth negation field around the prison blocks and to train their newest recruits against psionic enemies under their control. Unfortunately, the war took a brutal toll on their ranks. When the vaasi invaded the Helios system, the last members of the Mind Hunters died on Eos in the last stand to defend the Star Confederation's capitol. Law then sealed the prison on Hephaestus and consigned the Mind Hunters data to a secondary storage area. When the cryogenics system failed, the vaasi quickly overran the areas around the prison blocks, and the Mind Hunter facilities were lost. Fortunately, the defenders were able to destroy a number of Red Truth wielders early in the fight for the Hollow Dark. Several years into the fighting, long before the yaom joined the lawgivers, Law lost access to the Mind Hunter data. However, the recapture of the Crimson Bastion and the discovery of the lost data has brought the organization back to life.

Mind Hunters are specialized wielders of Red Truth. They use their psionic abilities to track other psionics and subdue them. To accomplish this, they hone their skills with Red Truth, stealth, investigation, and wielding advanced relics from the Star Confederation. It is a difficult path to become a Mind Hunter, fraught with peril, requiring the aspiring Mind Hunter to travel through the most dangerous regions of the Hollow Dark and then learn how to navigate the vast ocean of information that is Red Truth. Not all recruits can handle the strain. Ka'Toric'Quan, the new master of the Mind Hunters, runs the Crimson Bastion and personally guides aspiring Mind Hunters on the path to enlightenment. At the moment, there are only fifteen Mind Hunters in the ranks of the Law-Keepers, but they fully expect this number to grow rapidly as they come into contact with more potential recruits.

REQUIREMENTS

To become a Mind Hunter the characters must fulfill the following criteria.

Allegiance: Law-Keepers

Skills: Autohypnosis 6 ranks, Concentration 6 Ranks, Survival 9 Ranks

Feats: Track

Special: Must be able to manifest 1st-level psionic powers or otherwise have been exposed to Red Truth such as in a Red Truth immersion chamber.

CLASS INFORMATION

The following information pertains to the Mind Hunter advanced class.

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Hit Die

The Mind Hunter gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Mind Hunter gains a number of action points equal to 6+one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Mind Hunter's class skills are as follows.

Autohypnosis (Wis), Concentration (Con), Gather Information (Cha), Investigate (Int), Knowledge (Current Events, Streetwise) (Int), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis).

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

CLASS FEATURES

The following class features pertain to the Mind Hunter advanced class.

Psionic Affinity

While Mind Hunters do not themselves wield psionics, their training grants them affinity for such powers and allows them to manifest quasi-psionic powers. Moreover, Mind Hunters gain psionic power points according to the table on the right. While these power points are primarily used to activate the Mind Hunter's class abilities, they can be used as normal power points if the Mind Hunter has access psionic powers from some other source.

Class Level	Power Points Per Day
1	5
2	10
3	17
4	24
5	33
6	42
7	53
8	64
9	77
10	90

Detect Psionics

At 1st level, the Mind Hunter learns his most important skill: detecting the presence of those who wield Red Truth. He can detect psionics, as the power. This ability is usable at will and costs no power points to manifest. For purposes of this ability, his manifester level is equal to his class level.

Neural Blaster Training

At 1st level, every initiate is trained on how to use the basic weapon of the Mind Hunters, the neural blaster. If he does not already possess one, he is given one by the organization. The Mind Hunter gains the benefit of the Exotic Firearms Proficiency (Neural Blaster) feat regardless of

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whether he meets the prerequisite. Additionally, the Mind Hunter suffers no penalty for lack of PL familiarity when wielding the weapon.

Psionic Tracking

At 2nd level, the Mind Hunter learns to track a person's Red Truth signature. By peering into Red Truth he is able to glimpse a target's

information trail. He can follow a Red Truth signature by making a Concentration check. The typical DC for a fresh trail is 10. This DC increases or decreases depending on how strong the quarry's psionic signature is and the age of the trail, according to the table on the right. The DC modifiers for manifest level and power level overlap and do not stack; use the larger of the two modifiers for any given signature. The Mind Hunter may expend 1 power point to gain a +1 insight bonus to the check, up to a maximum number of power points equal to his class level.

Condition	DC Mod
Manifester Level or HD of Psionic Creature	
1-3	+8
4-6	+6
7-9	+4
10-12	+2
13+	+0
Power Level of Active Power	
1-2	+8
3-4	+6
5-6	+4
7-8	+2
9	+0
Every hour since the source passed	+2

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Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+0	+2	Psionic Affinity, <i>Detect Psionics</i> , Neural Blaster Training	+1	+0
2	+1	+0	+0	+3	Psionic Tracking, Undetectable	+2	+0
3	+2	+1	+1	+3	Bonus Feat, Psionic Defense	+2	+0
4	+3	+1	+1	+4	Neural Blaster Specialization	+3	+0
5	+3	+1	+1	+4	<i>Negate Psionics</i>	+4	+1
6	+4	+2	+2	+5	Improved <i>Detect Psionics</i>	+4	+1
7	+5	+2	+2	+5	Neural Blaster Mastery	+5	+1
8	+6	+2	+2	+6	Improved <i>Negate Psionics</i>	+6	+1
9	+6	+3	+3	+6	Bonus Feat	+6	+2
10	+7	+3	+3	+7	Psionic Duel	+7	+2

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Undetectable

At 2nd level the Mind Hunter learns how to manipulate their own informational signature in Red Truth. The Mind Hunter (plus all his gear and any objects he carries) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *true seeing*. If a clairsentience power or similar effect is attempted, the manifester of the power must succeed on a manifester level check (1d20 + manifester level) against a DC of 15 + the Mind Hunter's class level. The Mind Hunter may expend 1 power point to increase the DC to detect them by +1 up to a maximum number of power points equal to his class level.

Bonus Feat

At 3rd and 9th level, the Mind Hunter gains a bonus feat. He selects the feat from any of the following but must meet all prerequisites: Alertness, Blind-fighting, Combat Martial Arts, Combat Throw, Defensive Martial Arts, Dodge, Focused, Greater Mind Shield, Heroic Surge, Increased Power Points, Information Dense Mind, Mind Shield, Nerve Pinch, Stealthy.

Psionic Defense

At 3rd level, the Mind Hunter's ability to resist the effects of Red Truth improves. He gains power resistance equal to 15 + his class level.

Neural Blaster Specialization

At 4th level, the Mind Hunter has increased his expertise with the neural blaster. The Mind Hunter can ready the weapon as a standard action (rather than 1 minute as normal). Additionally, the Mind Hunter can mentally attune the neural blaster to do Intelligence, Wisdom, or Charisma damage. Attuning a neural blaster is a free action made prior to the attack roll. Finally, the Mind Hunter can expend power points to increase the weapon's damage die up to a maximum number of power points equal to his class level. The damage die increases according to the table on the right.

Power Points	Damage Die
1	1d8
3	1d10
5	1d12
7	1d20

Negate Psionics

At 5th level, the Mind Hunter learns how to strengthen the barrier between the information dimension of Red Truth and our own. He can negate psionics, as the power. The cost to manifest this power is 3 power points. For purposes of this ability, his manifester level is equal to his class level

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Improved Detect Psionics

At 6th level the Mind Hunter's ability to detect psionics improves as follows: The range increases to 600 feet; the Mind Hunter learns all of the relevant information about any auras within 1 round; he gains a bonus to his Psicraft check equal to his class level; the ability is no longer prevented by natural barriers of any kind; and psionic powers and effects of less than 9th level are unable to prevent the detection.

Neural Blaster Mastery

At 7th level, the Mind Hunter has mastered the neural blaster. He can expend a number of power points up to his class level to gain an insight bonus to his attack roll equal to the number of power points expended. Additionally, the Mind Hunter can expend 5 power points in lieu of drawing power from a traditional power pack. Finally, the Mind Hunter can expend power points to increase the DC of the Will save to avoid the damage up to a maximum number of power points equal to his class level. The DC increases according to the table on the right.

Power Points	DC Modifier
1	+1
3	+2
5	+3
7	+4
9	+5

Improved Negate Psionics

At 9th level the Mind Hunter's ability to negate psionics improves as follows: The range increases to long (400 ft. + 40 ft./level); the Mind Hunter gains a +5 bonus to his negation check; the radius of the area negation effect increases to 60 feet; and the cost to manifest the ability is reduced to 2 power points.

Psionic Duel

At 10th level the Mind Hunter learns how to engage his enemies in a one-on-one battle of wits: the psionic duel. This is a dangerous conflict in which the combatants' very minds are at stake. As such, it is only invoked in the direst of circumstances. To use this power, the Mind Hunter designates a target within 30 feet that is within his line of sight. The target must be able to manifest a psionic power, have a psionic-like special ability, or otherwise interact with Red Truth. Commencing the duel is a full-round action.

When the duel starts, both the Mind Hunter and his opponent make opposed Wisdom checks. If the Mind Hunter wins the check, his opponent becomes locked in the duel. As long as the duel persists, neither the Mind Hunter nor his opponent may take any action other than to either psionically attack or attempt to withdraw, both of which are full-round actions. To psionically attack, the attacker and defender make opposed Wisdom checks. The loser of the check takes temporary



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Wisdom damage equal to the difference between the two checks. If the Mind Hunter elects to withdraw, the duel immediately ends. If his opponent attempts to withdraw, he must succeed at an opposed Wisdom check. The Mind Hunter (but not his opponent) may expend up to 25 power points on any check during the duel (whether attacking, defending, or preventing an opponent's withdrawal) and gains a bonus of +1 for every 5 points expended (up to a maximum of +5).

NORAYLITH, THE RED BRIAR

Noraylith, a haimedian, is a 10th-generation member of the Law-Keepers. His ancestors have served as keepers of the hydroponics bays for over 200 years, protecting and nurturing these vital sources of food for those fighting against the vaasi in the Hallowed Dark. Like many haimedians before him, Noraylith chose to serve as a warrior, defending the bays from vaasi attacks. In his youth, he learned how to fight in the underground halls and caverns, but he never ventured far from the hydroponics bays. There was a belief among the haimedians of Hephaestus, that if they were not able to sink their roots in the fresh soil, then they would be quickly driven mad by the lack of nutrients and adequate light. But Noraylith yearned to do more than be shackled to the soil of the hydroponics bays; he wanted to take the fight to the vaasi. His family and peers believed that this uncommon attitude came from a bizarre mutation, for many of the seedlings of Noraylith's generation suffered from a genetic nanite attack while they were still growing in the ground. Noraylith's physiology regressed several millennia to a time when the haimedian's were covered in thorns for self-defense.

After a decade of defending the hydroponics bays, two yaom, Sok'Oul and Ka'Toric'Quan, came looking for warriors. Their mission was to take an important region of the Contested Halls from the vaasi. Noraylith volunteered over the objections of his family and friends. After three days, Noraylith left the light of the hydroponics bays with a group of sixty other Law-Keeper warriors. The first few days were difficult for Noraylith, but he managed to find soil to meet his daily needs, though never under very good conditions. The quest was fraught with danger, and at least half of the warriors perished during the journey due to disease, nanites, and battles with the vaasi.

During the trip, Ka'Toric'Quan instructed the warriors on how to prepare their minds for the coming battle. Noraylith found a level of clarity and focus that he never dreamed was possible, even in his nutrient coma. Shortly thereafter, Sok'Oul directed the warriors to secure an area where Red Truth was seeping through into reality. The vaasi had recently discovered it and were planning to build a psionic-attuned army to crush the Law-Keepers. The area was to be important in the Great War

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against the darkness.

The trip through the darkness took almost a week, passing through the depths of the Hallowed Dark. When the remaining warriors arrived, they were faced with a nightmare. Three true vaasi and six vaasi servitors were holding a small series of rooms off a main corridor. The fighting was intense. Noraylith and the others were battered by a combined physical and mental assault. At some point during the fighting, Noraylith felt his sanity beginning to slip, the walls between reality and Red Truth falling away. It was as if an undertow tugged at his roots, pulling him into a swollen river of pure information. After what seemed like an eternity, Noraylith managed to stem the flow of information, calming the immense waters around himself. At the end of the battle, Sok'Oul, Ka'Toric'Quan, Noraylith, and ten others stood triumphant. The rest either died in combat or succumbed to the mind-shattering power of Red Truth.

After the Crimson Bastion was claimed, Noraylith was asked to train with the yaom in the ways of Red Truth. He accepted and was one of the first non-yaom to wield Red Truth against the vaasi in the Hallowed Dark. After years of hunting down vaasi and training new psionic warriors, Ka'Toric'Quan asked Noraylith to begin training as a Mind Hunter. Noraylith accepted without question, and tales of the red-leaved haimedian circulated quickly through the Hallowed Dark—a tale that continues to draw new warriors seeking the knowledge of how to wield Red Truth as a weapon against the Darkness.

Noraylith Strong Hero 3/Battle Mind 5/Mind Hunter 4; CR 12; neutral medium plant (haimedian); HD 3d8+3 plus 5d8+5 plus 4d8+4; hp 69; Mas 14; Init +1 (+1 Dex); Spd 15 ft.; Defense 23, touch 20, flat-footed 22 (+1 Dex, +9 class, +3 armor); BAB +9; Grp +9; Atk +9 melee (1d8+2, picker club) or +10 ranged (1d4 plus poison, dart gun); Full Atk: +9/+4 melee (1d8+2, picker club) or +10/+5 ranged (1d4 plus poison, dart gun); FS 5 ft. by 5 ft.; SA Psi-blade; SQ Carbon dioxide breather, combat manifestation, *detect psionics*, immunities, imprint tattoo, inorganic technology limitations, neural blaster specialization, neural blaster training, nutrient coma, psionic affinity, psionic defense, psionic tracking, psychic shield, scent, undetectable; AL Law-Keepers; Rep 1; SV Fort +8, Ref +2, Will +9; AP 11; Str 11, Dex 12, Con 12, Int 12, Wis 16, Cha 10.

PL Familiarity: 7

Occupation: Law-Keeper Warrior

Skills: Autohypnosis +15, Climb +2, Concentration +11, Gather Information +4, Hide +4, Investigate +5, Jump +6, Listen -1, Move Silently +4, Search -3, Spot -1, Survival +12

Talents: Melee Smash, Improved Melee Smash

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Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Greater Mind Shield, Mind Shield, Organic Technology Familiarity, Personal Firearms Proficiency, Psi-Training, See Red Truth, Track, Wild Talent (*missive*), Xeno-Medicine, Simple Weapons Proficiency

Psionic Powers (32 power points per day, manifester level 5th): 0 - *daze, haywire, lowlight vision*; 1st - *defensive combat precognition, matter agitation, vaasi sense*; 2nd - *combat prescience*

Mutations: Heat/Cold Susceptibility, Prickly Pear, Reduced Speed

Languages: Sporegus, Unispeak (speak only)

Possessions: Neural blaster, pricker club, Keeper blade, dart gun, 9 darts with Napper, 9 darts with Creeping Moldstuff, shade plate, general gear

NEURAL BLASTER

The neural blaster originally appeared in *Helios Rising* in the weapons section of The Gateway Station. The full entry is reproduced below along with additional information regarding the weapon.

A primitive forerunner of the brainshock technology pioneered on Green Reach, the neural blaster relies on the power of a Red Truth-enabled wielder to expose the minds of its targets to the power of Red Truth. It was not a very common weapon during any time in the Star Confederation history. After development of the brainshock technology began, stores of Green Reach neural blasters were offloaded to a handful of sites, including the Helios Gateway Station, the Hall of Masters on Thres, and the prisons of Hephaestus. Presently, only one blaster remains on the Helios Gateway Station. The status of the stores in the Hall of Masters and on Hephaestus is presently unknown. These weapons were considered highly dangerous but more humane than other lethal weapons. They were often assigned to the Mind Hunters, a group of specially trained psionics charged with dealing with psionic criminals and military threats within the Star Confederation. This device can only be used by those who have psionic power points, which further limited any widespread use.

The neural blaster consists of a horseshoe-shaped hand-held unit, which is held with the two prongs pointed at the target. This unit is connected to an intricate set of neural sensors worn on the skull, usually in the form of a tight fitting skullcap, goggles, or a helmet. Due to the delicate connections the neural sensors must make, the weapon takes one minute to ready, and the wielder can take no other actions during that time. Once ready, the weapon may be fired normally, requiring the expenditure of five power points and a ranged touch attack against the target. Creatures struck by the neural blaster must make a Will save (DC 15 + the wielder's Wisdom bonus) or take 1d6 points of temporary

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Wisdom damage. The neural blaster runs off of a Star Confederation power pack and consumes five charges each time it is fired.

A neural blaster requires the Exotic Firearms Proficiency (neural blaster) feat to wield properly.

Weapon	PL	Damage	Crit	Dmg Type	Range Incr	RoF	Magazine	Size	Wgt	Restr
Neural Blaster	9	1d6 Wis	-	Psionic	50 ft.	S	Power pack and power points	S	2 lb.	Res (+2)

RED TRUTH REVEALED

A complete treatment of psionics in the Dawning Star setting, including a full description of the phenomenon and dozens of psionic powers, is available at: http://www.dawningstar.com/pdf/RedTruth_Revealed.pdf.

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