

DRAGONSTAR

PLAYER'S COMPANION



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Introduction

Fantasy Flight Games is pleased to present the second supplement for **Dragonstar**, the space fantasy campaign setting designed for the d20 System. The *Player's Companion* is a valuable resource for both players and DMs and the perfect complement to the *Starfarer's Handbook* and *Guide to the Galaxy*.

Player's Companion is a compendium of new classes, feats, spells, spellware, psionics rules, and more. Within these pages, you'll find prestige classes like the arcane commando and dragon slayer, feats like Expert Gunner and Greater Dragonblood, and spellware enhancements like *golem arms* and *magic touch*. There are also several legendary classes, such as the machine man and the rebel.

How To Use This Book

Player's Companion is designed for both players and DMs. The book presents new options for both player characters and non-player characters, as well as new rules a DM can incorporate into his campaign. To use the book effectively, you'll need the d20 System core rules and the *Starfarer's Handbook*. The *Guide to the Galaxy* will also be helpful for background information and setting context.

The Open Game License

Player's Companion is published under the terms of the Open Game License and the d20 System Trademark License. The OGL allows us to use the d20 System core rules and to publish game products derived from and compatible with those rules.

In fact, all rules-related material is designated as Open Game Content. You can use this material in your own works, as long as you follow the conditions of the Open Game License.

Not everything in this book is open, however. All game mechanics and rules-related material, and all game statistics derived from the d20 System SRD, are designated as open game content. Background and setting information are designated as closed content.

The following are designated as Product Identity pursuant to section 1(e) of the Open Game License, included in full at the end of this book: the **Dragonstar** name, logo, and trademark, the graphic design and trade dress of this book and all other products in the **Dragonstar** line, all graphics, illustrations, and diagrams in this book, and the names Mezzenbone, Khelorn, Lazalius, Shul, Asamet, and Qesemet.



CHAPTER ONE

CLASSES

Prestige Classes

This section presents a number of new prestige classes for inclusion in your **Dragonstar** campaign. The names and game statistics of these classes are designated as **Open Game Content**. Background information and descriptive text are designated as closed content.

Adamantine Infiltrator

The Adamantine Order's covert mission requires accurate and up to date intelligence on the organizations of the Dragon Empire, both friends and foes alike. To gather this intelligence, the Order must rely on men and women on the inside whose role as imperial agents is unknown. When the Order can find no one willing to act as its informants, they turn instead to a special breed of agent—the infiltrator—to fill the void.

An infiltrator is the ultimate mimic, focusing his abilities toward a single goal: perfectly imitating a small number of individuals, whose lives he can assume for the Order. Having replaced a target, the infiltrator then takes on his place in the world, becoming the perfect mole and providing the Order with the extensive data it needs to continue its mission.

Hit Die: d6.

REQUIREMENTS

To become an adamantine infiltrator, a character must meet all of the following requirements.

Charisma: 15+.

Skills: Bluff 8 ranks, Disguise 8 ranks, Perform (acting) 8 ranks.

Feats: Iron Will, Skill Focus (Perform [acting]).

CLASS SKILLS

The adamantine infiltrator's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (all skills taken individually) (Int), Listen (Wis), Open Lock (Dex), Move Silently (Dex), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the adamantine infiltrator.

Weapons and Armor Proficiency: An infiltrator is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Assumed Identity (Ex): The infiltrator chooses a single person whose identity he will assume. Once chosen, he can only select a new identity upon improving the assumed identity ability (at 4th, 7th, and 10th levels). Through his use of disguise, mimicry, theatrics, and subtle misdirection, the infiltrator becomes so adept at convincing others that he is the person whose identity he has assumed that he acquires a +1 competence bonus to all Charisma checks and Charisma-based skill checks when acting in that identity. This bonus increases by +1 every third level to a maximum of +4 at 10th level.

Every time the infiltrator acquires a new level of this

ability, he increases the bonus of any of the identities he already possesses and adds another identity. For example, a 7th-level infiltrator has three assumed identities. The first, gained with his first infiltrator level, grants a +3 competence bonus to Charisma checks and Charisma-based skill checks. The second, gained at 4th level, grants a +2 bonus. The third, gained at 7th level, grants a +1 bonus.

Extend Cover (Ex): An infiltrator survives in his assumed identity by learning the ins and outs of the organization he has infiltrated, including the names, positions, and habits of others within that organization. At 2nd level, his knowledge of these matters is sufficiently complete that he can create a plausible temporary identity for one other character (who may or may not be an infiltrator as well), who gains a +1 bonus on all Charisma checks and Charisma-based skill checks made while acting under that false identity. At 7th level, the infiltrator may grant the bonus to a number of other characters equal to half his class level.

Mimic Class Feature I (Ex): The infiltrator's mimicry of his assumed identities becomes so great that he learns to imitate their class features in addition to their appearance and mannerisms. While assuming the identity of another person, the infiltrator may use one of the class features gained by that person's class at 1st level as if the infiltrator were also a member of that class. An infiltrator imitating a fighter, for example, would gain a bonus feat for as long as he maintained that identity, while one imitating a monk would gain the Unarmed Strike ability. Once he reverts to his own identity (or assumes another), he loses use of these class features.

This ability has two restrictions. First, the infiltrator can gain no more than one 1st-level class ability at a time. In the example of the monk above, the infiltrator must choose between Unarmed Strike, stunning attack, and evasion, all of which are 1st-level class features of the monk. If the infiltrator chooses to mimic a multi-classed character, he may freely pick a 1st-level class feature from any of his classes. Second, the infiltrator cannot imitate any supernatural class features or spell-casting abilities. There are, after all, limits to what even an adamantite infiltrator can do through mimicry alone. At 8th level, the infiltrator's mimicry becomes even more exceptional, allowing him to use up to two 1st-level class features while acting under an assumed identity.

Bald-faced Liar (Ex): One can study a person for years and still miss out on little details like the names of childhood friends, beloved pets, and past events of significance. Any infiltrator worth his salt soon learns how to pull plausible (and sometimes correct!) answers to such queries out of thin air. Beginning at 4th level, whenever the character is asked a question about his



TABLE 1-1: THE ADAMANTINE INFILTRATOR

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+2	Assumed identity +1
2nd	+1	+0	+2	+2	Extend cover
3rd	+2	+1	+2	+3	Mimic class feature I (one class feature)
4th	+3	+1	+2	+3	Assumed identity +2, bald-faced liar
5th	+3	+1	+3	+4	Self-deception
6th	+4	+2	+3	+4	Uncanny resemblance
7th	+5	+2	+4	+5	Assumed identity +3, extend cover
8th	+6	+2	+4	+5	Mimic class feature I (two class features), uncanny resemblance
9th	+6	+3	+4	+6	Mimic class feature II, bald-faced liar +2/day
10th	+7	+3	+5	+6	Assumed identity +4, uncanny resemblance

assumed identity to which he does not know the answer, he may make a check against his class level plus Intelligence modifier, if positive (DC 15). If successful, the infiltrator makes up a plausible enough answer to fool those who know the person he is impersonating. The infiltrator may only use this ability a number of times per day equal to 1 + his Wisdom modifier. At 9th level, the number of uses per day increases by 2.

Self-Deception (Ex): At 5th level, the infiltrator has learned to compartmentalize his mind so that nothing short of supernatural or magical examination will reveal his true identity. This is because the infiltrator has learned a form of self-hypnosis, by which he convinces himself that he is in fact the person he is impersonating. The infiltrator's true personality is submerged within his false persona but is nevertheless in control of his actions. This ability applies to every assumed identity the character currently possesses. If the infiltrator acquires additional identities as he gains further levels, this ability affects those new identities as well.

Uncanny Resemblance (Ex): Over time, the infiltrator spends more of his life pretending to be someone else than he spends in his own identity. Consequently, his mimicry continues to increase to unheard of levels. At 6th level, the infiltrator gains a +3 bonus to all Disguise and Perform checks made while in an assumed identity. At 8th level, this bonus increases to +4. At 10th level, the bonus increases to +5.

Mimic Class Features II (Ex): The infiltrator's mimicry has now become expert enough to include additional class features of his assumed identity. At 9th level, the infiltrator gains the ability to acquire the class features of the person he is currently impersonating beyond 1st

level. The infiltrator can imitate the class features of only a single class per adventure, so he could not fully mimic the class features of a multiclass character, although he may select a new class at the beginning of a new adventure. In addition, the infiltrator is limited to class features available at one-half his class level (rounded down). Therefore, a 9th-level infiltrator could imitate class features of 4th level or lower, while a 10th-level infiltrator could imitate class features of 5th level or lower. Like mimic class features I, mimic class features II is usable for as long as the infiltrator maintains his identity. Once he reverts to his own identity (or assumes another), he loses use of the mimicked features.

The Adamantine Order

PURPOSE

The Adamantine Order is the primary intelligence agency of the Kingdom of Asamet and the Dragon Empire—in that order.

LEADER

Lord Shul (NE half-dragon/half-blood yuan-ti male Rog10/Asn10)

CURRENT ACTIVITIES

Originally founded as the intelligence arm of House Noros, the Adamantine Order quickly became associat-

ed with the Kingdom of Asamet as a whole. Chromatic dragons of every house and their servants worked together to undermine the rival Kingdom of Qesemet by any means necessary. This included assassination, sabotage, disinformation campaigns, blackmail, and much more—no activity was too underhanded or dishonorable in pursuit of ultimate power in the galaxy. Under a succession of devious leaders, the order achieved many remarkable victories in the war against the Golden Kingdom, but its operations were still limited in scope by the inescapable reality that the emperor was not a chromatic but a metallic dragon.

That all changed when Mezzenbone ascended the imperial throne and the Red Age began. One of the Red Dragon's first acts was to universalize the activities of the Adamantine Order, making it the primary intelligence service of the entire empire. The emperor lavished the order with funds, personnel, and magical and technological aid of all sorts. He expanded its mandate beyond the confines of the Kingdom of Asamet so that it could find—and eliminate—enemies of the Dragon Empire wherever they were found.

Needless to say, Mezzenbone's directives met with opposition in many quarters. The grand dukes of the Golden Kingdom understandably questioned the ultimate loyalties of the Adamantine Order. They doubted whether they could truly serve the interests of the entire empire and not just those of Asamet. This is a fair criticism and one that some within the order have attempted to correct. Strange though it may seem, the organization's current leader, Lord Shul, has attempted to assuage these fears by bringing Qesemet-aligned agents into the order. He has met with little success, however, since few individuals who owe their allegiance to the Golden Kingdom can stomach the duplicity and double-dealings that are the hallmark of this agency.

The Imperial Special Police Directorate was once more strongly associated with the Adamantine Order, which trained its agents. In recent years, a rift has grown between them. This is partly due to the growing self-confidence of the ISPD, which is now better able to stand on its own. It is also a reflection of different priorities. The Adamantine Order does, in its own way, serve the entire Dragon Empire. Its responsibilities are much wider and more diffuse. The order cannot afford to be as single-minded in pursuit of its goals as the ISPD, which has created unresolved tension between the two groups—a tension that Mezzenbone subtly encourages.

The Adamantine Order is both an intelligence and counterintelligence agency. Its highest responsibility is defending the empire against enemies both foreign and domestic. Since its ascendancy at the beginning of the Red Age, it has focused its attention on defeating three

groups of enemies: dissident partisans within the Kingdom of Asamet, the insurrection, and Outlanders. The order has the most experience dealing with the first of the three, since it has done so for untold millennia. The insurrection is frequently aided by Qesemet, which means that more delicate and deniable approaches to the order's objectives are often required. Against Outlanders, the order is frequently less successful, since it rarely takes these primitive worlds seriously—a potentially fateful mistake, as the drow of the ISPD constantly explain, much to Lord Shul's chagrin.

CAMPAIGN INTEGRATION

The Adamantine Order is, in some ways, a difficult organization to integrate into a **Dragonstar** campaign. Although it is obviously a potent antagonist, it is also not as obviously evil as the ISPD, for example. It regularly places the interests of the Iron Kingdom ahead of those of the empire as a whole, yes, but it does genuinely wish to defend the empire, if only because it is now controlled by the chromatic dragons. Consequently, the order sometimes acts nobly, even idealistically, despite its morally dubious methods. This makes the order a complex organization of villains. Agents of the Adamantine Order are not traditional “black hats” who cackle maniacally and undertake mad quests for personal power no matter what the consequences. In some respects, this makes them perfectly suited to **Dragonstar** campaigns that take its eschewing of simple good versus evil plots to heart.

The Adamantine Order can be used in many different circumstances. In some cases, it might indeed be opposed to the actions of the player characters. In others, it might aid them. The order is secretive and even paranoid, which means that it rarely reveals its true plans to outsiders. This makes it a perfect vehicle for DMs looking to add mysterious conspiracies to their campaigns. Order agents often go undercover for months or years to achieve their goals, and almost anyone could conceivably be one of them—a great way to sow some of the order's paranoia more widely.

If the DM wants to run a morally ambiguous **Dragonstar** campaign in which the characters protect the empire by any means necessary, the Adamantine Order makes a good sponsor. Admittedly, good-aligned characters would probably be ill suited to such a game, but neutral and evil characters would work very well. If the DM is philosophically inclined, the question of how far is too far in defense of something as truly unique as the Dragon Empire could be examined. The Adamantine Order certainly does many things that no good person could condone. Yet, as the galaxy becomes a more dangerous and less stable place, it is becoming a valuable



tool in preventing the situation from degenerating further. Adventures or campaigns based around this premise could be both exciting and thought-provoking.

Arcane Commando

The arcane commando is an armored spellcaster who combines magical abilities with potent combat training. Arcane commandos are masters of stealthy combat, moving quickly and silently into a situation, where they eliminate their targets in the most direct—and often brutal—fashion available. While arcane commandos rely heavily on their arcane spells, they are equally dependent upon striking opponents when they are at a disadvantage. They employ sneak attacks and ambushes to achieve their ends with a proficiency that is second only to those solely dedicated to them. Fortunately, arcane commandos can hold their own in direct confrontations as well. More fighters than spellcasters, they are among the most feared combatants in the Dragon Empire and with good reason.

Hit Die: d6.

REQUIREMENTS

To become an arcane commando, a character must meet all of the following criteria.

Base Attack Bonus: +5.

Concentration: 4 ranks.

Hide: 3 ranks.

Move Silently: 3 ranks.

Feats: Combat Casting, Point Blank Shot, Precise Shot, Still Spell.

Spells: Ability to cast 1st-level arcane spells.

CLASS SKILLS

The arcane commando's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Freefall (Dex) Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the arcane commando.

Weapons and Armor Proficiency: An arcane commando is proficient with all simple weapons and martial weapons and light, medium, and heavy armor. Note that

TABLE 1-2: THE ARCANE COMMANDO

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+2	+0	Armored caster	
2nd	+1	+3	+3	+0	Sneak attack +1d6	+1 level of existing class
3rd	+2	+3	+3	+1	Improved combat casting	
4th	+3	+4	+4	+1	Sneak attack +2d6	+1 level of existing class
5th	+3	+4	+4	+1	Perfect aim	
6th	+4	+5	+5	+2	Sneak attack +3d6	+1 level of existing class
7th	+5	+5	+5	+2	Armored caster	
8th	+6	+6	+6	+2	Perfect aim, sneak attack +4d6	+1 level of existing class
9th	+6	+6	+6	+3	Perfect aim	
10th	+7	+7	+7	+3	Sneak attack +5d6	+1 level of existing class

armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: An arcane commando continues his training in arcane magic. Thus, when an arcane commando gains an even-numbered level, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. This essentially means that he adds the level of arcane commando to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an arcane commando, he must decide to which class he adds each level of arcane commando for purposes of determining spells per day when he adds the new level.

Armored Caster (Ex): The arcane commando becomes so skilled at casting spells while in armor that his arcane spell failure chance decreases by 10% at 1st level. It decreases by an additional 10% at 7th level, for a total 20% decrease.

Sneak Attack (Ex): If an arcane commando catches his opponent in a situation in which he would be denied a Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the arcane commando's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 4th

level, +3d6 at 6th level, and so on). Should the commando score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is within 30 feet.

With a sap or an unarmed strike, the arcane commando can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An arcane commando can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the arcane commando must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The arcane commando cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

Improved Combat Casting (Ex): At 2nd level, the arcane commando's bonus on Concentration checks from the Combat Casting feat increases to +6.

Perfect Aim (Ex): Arcane commandos excel at eliminating targets that have taken cover. At 5th level, when the arcane commando makes a ranged attack, enemies are treated as having one step less cover than they actually have. Thus, a target that has nine-tenths cover is treated as having only three-quarters cover for the com-

mando. At 9th level, cover is treated as being two steps lower than it actually is.

The Shadow Guards

PURPOSE

The Shadow Guards are the dreaded commandos of House Noros and spread terror among the enemies of the black dragons.

LEADER

Nix Erulis (CE half-dragon male Ftr6/Sor4/ArC10)

CURRENT ACTIVITIES

Every military organization in the Dragon Empire includes within its numbers elite units that are better trained and equipped, as well as more ruthless and determined than their counterparts among the rank and file. The Shadow Guards of House Noros are but one particularly noteworthy example. The Guards are small in number for several reasons. First, House Noros has little need for more than several squads of these commandos. The black dragons ruthlessly control the worlds of their domain, crushing dissent and rebellion with little regard for the loss of life—that of their own troops or those of their enemies.

Even more significantly, the Shadow Guards are small in number due to the rigors of their training. The program the Guards follow is brutal and extremely demanding. Only the best are capable of surviving, let alone completing it. That is exactly as House Noros wishes it. For while many houses employ conventional training programs that deviate little from accepted wisdom in these matters, the black dragons, under their grand duchess Ivaldor, have come to see that magical ability is as important an attribute as any other. Indeed, the Black Mother personally asked that her military commanders create a unit of magical soldiers, who combine sorcerous talent with superior combat skills. The Shadow Guards are the result.

The Guards are employed primarily in the domains of House Noros, although they occasionally operate more widely within the Iron Kingdom. When they do, they do so at the behest of the grand dukes of Asamet. House Mazorgrim, for example, has asked to be lent several units of Shadow Guards on several occasions, a request that Noros has never refused, owing to their longstanding alliance with their red brethren. The Guards never operate in Qesemet space—at least not officially. There are reports of their having been involved in various activities within the Golden Kingdom, but they have

never been confirmed, despite the best attempts of House Deserene to do so.

The Shadow Guards' success in the field hinges on two things. The first is their use of unprepared spells. All Guards are sorcerers of varying degrees of power. They have been taught how to use their spells to augment their combat abilities, as well as to provide additional defenses against mundane, technological, and magical attacks. The Shadow Guards were not the first to combine magic and arms, but they perfected it, if the propagandists of House Noros are to be believed. Even if this is untrue, there is no question that the Guards mesh magic and conventional combat tactics extremely effectively.

The Guard's second notable advantage is their religious zeal. Although very few are blackguards or clerics, all are devoted to a chaotic evil aspect of the Trickster. This gives them remarkable stealth skills, the equal of many rogues. Shadow Guards learn to blend into their surroundings. They are masters of ambushes and laying traps. They can also undertake sabotage missions with incredible skill. The Guard claims that their devotion to the Trickster is what gives them these abilities, a fact that may well be true, given that few other commando units within the Dragon Empire are as skilled in these areas as they.

Interestingly, several new commando units on the model of the Shadow Guards have appeared, even within Qesemet's territory. Their similarity to the Guards is suggestive. Some have gone so far as to claim that they were created by renegade members of the Noros unit, who fled their former patrons and now have taught their techniques to outsiders. Others claim that it is fear of the Guards' effectiveness that drives the appearance of these new units. With Mezenbone's ascendancy, conflict between Asamet and Qesemet may become more common. It only makes sense for Qesemet to create its own commandos to counter the Shadow Guards.

CAMPAIGN INTEGRATION

The Shadow Guards work best as adversaries in most **Dragonstar** campaigns. They are the ultimate elite warriors, examples of arcane commandos that use their magical abilities to strike fear in the hearts of their enemies. In this capacity, the DM can use them whenever he wishes to show the player characters that a villain means business. Sending a unit of Shadow Guards after them is a sure way to make it clear that their opponent will accept nothing less than complete victory at any cost. Shadow Guards also make great villains in their own right. A Guard leader will certainly be an impressive individual with many powerful abilities. As the leader of a raiding party in the Outlands, for example, he could challenge most player characters.

It is possible that the PCs might be members of the Shadow Guards. In such a case, the campaign will take on the character of a special ops story, with the PCs being sent on dangerous missions deep into enemy territory. The odds will be stacked against the characters, but their special training and remarkable abilities should be up to the task. Not all Shadow Guards need be evil, although most are. All are utterly ruthless and willing to do whatever it takes to complete their assignment. This means that DMs or players who are uncomfortable with such an uncompromising approach should avoid including Shadow Guard characters in their campaigns. If nothing else, the group can serve as a model for other arcane commandos of a less morally questionable sort.

Celestial Guardsman

Among the greatest defenders of good in the Dragon Empire are the members of the Celestial Guard, a brotherhood of clerics and paladins (and the occasional ranger) whose dedication and zeal are second to none. Though the ascension of Mezenbone to the Golden Throne has largely shunted these holy warriors to the Outlands, celestial guardsmen nevertheless continue to fight boldly against evil. They see protecting the weak and the innocent as necessary aspects of their vocation as well, which is why the Guard has found ample opportunities to do good in the Outlands. Few evildoers dare face a celestial guardsman unprepared, for their righteousness when enraged by injustice is truly terrifying—proof that even in the Red Age the ideals of Qesemet have not been forgotten in the galaxy.

Hit Die: d10.

REQUIREMENTS

To become a celestial guardsman, a character must meet all of the following requirements.

Alignment: Lawful good.

Base Attack Bonus: +5.

Diplomacy: 5 ranks.

Knowledge (religion): 5 ranks.

Feats: Cleave, Combat Casting, Power Attack.

Special: Ability to cast 1st-level divine spells.

CLASS SKILLS

The celestial guardsman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Freefall (Dex), Heal (Wis), Knowledge (religion) (Int), Knowledge (the Outlands) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial guardsman.

Weapons and Armor Proficiency: A celestial guardsman is proficient with all simple and martial weapons, light, medium, and heavy armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: A celestial guardsman continues his training in divine magic. Thus, when a new guardsman level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one divine spellcasting class before becoming a celestial guardsman, the player must choose one class to which to add each celestial guardsman level for determining spells per day and spells known.

Smite Evil (Su): Once per day, a celestial guardsman of 1st level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If the guardsman smites a creature that is not evil, the smite has no effect but it is still used up for that day. At 4th level, the guardsman may smite evil twice per day, and at 7th level he may smite evil three times per day. This ability is in addition to any other smite evil attempts the character may have as a result of levels in other classes.

Protection from Evil (Sp): A number of times per day equal to his Charisma bonus, the celestial guardsman may cast the spell *protection from evil* as a caster of his class level.

Holy Zeal (Ex): At 3rd level, the celestial guardsman can fill himself with zeal for his mission and temporarily gains +4 Strength, +4 Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC.

The increase in Constitution increases the guardsman's hit points by 2 points per class level, but these hit points go away when the ability ends and the character's Constitution score drops back to normal. In this state, a guardsman cannot use skills or abilities that require patience and concentration. He can use any of his feats except Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of zeal lasts for a number of rounds equal to 3 + the character's Charisma modifier. The guardsman may prematurely end the zeal voluntarily. At the end of the

TABLE 1-3: THE CELESTIAL GUARDSMAN

Class Level	Base				Special	Spells
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+0	+2	Smite evil 1/day	+1 level of existing class
2nd	+2	+3	+0	+3	<i>Protection from evil</i>	+1 level of existing class
3rd	+3	+3	+1	+3	Holy zeal 1/day	+1 level of existing class
4th	+4	+4	+1	+4	Smite evil 2/day	+1 level of existing class
5th	+5	+4	+1	+4	Righteous vengeance	+1 level of existing class
6th	+6	+5	+2	+5		+1 level of existing class
7th	+7	+5	+2	+5	Smite evil 3/day	+1 level of existing class
8th	+8	+6	+2	+6	Massive damage immunity	+1 level of existing class
9th	+9	+6	+3	+6	Holy zeal 2/day	+1 level of existing class
10th	+10	+7	+3	+7	Righteous critical	+1 level of existing class

zeal, the guardsman is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter. The guardsman can only use this ability once per encounter and only once per day at 3rd level and twice per day at 9th level. Using this ability is a free action, but the celestial guardsman can only do it on his turn.

Righteous Vengeance (Ex): At 5th level, the celestial guardsman gains the ability to channel his zeal for good against those who have harmed his comrades in arms. If an enemy succeeds in doing damage against an ally of the guardsman in the round, the guardsman may make an attack of opportunity against that enemy. He may take a 5-foot step before making the attack (which does not itself provoke an attack of opportunity). This ability may be used multiple times in a single round, as long as the celestial guardsman is still able to make attacks of opportunity.

Massive Damage Immunity (Ex): At 8th level, the celestial guardsman becomes immune to the effects of massive damage. The character never has to make Fortitude saves to avoid death from massive damage.

Righteous Critical (Ex): At 10th level, whenever the celestial guardsman is eligible to use his righteous vengeance ability (see above), he increases his threat range by 1. This increase is added after all other increases due to magic, feats, or other abilities. Righteous critical is usable as often as the guardsman is able to use righteous vengeance.

The Celestial Guard

PURPOSE

The Guard exists to fight evil in the Outlands.

LEADER

Renesis Monds (LG dwarf male Pal8/Cel10)

CURRENT ACTIVITIES

The Celestial Guard began long ago as the bodyguard of King Khelorn of Qesemet but quickly evolved into something far more. There is little doubt as to why this happened. Khelorn was known as a just and honorable ruler who devoted his time on the throne to the betterment of the Dragon Empire's subjects. Despite the professed agnosticism of the empire toward matters of good and evil, Khelorn's reign was one in which many causes and organizations associated with good gained great influence and power.

The Celestial Guard was one of them. Its membership had always been heavily weighted toward paladins, who were drawn to the service of Khelorn and his family because of their obvious devotion to gods and ideals they held dear. The original Celestial Guardsmen often battled against the forces of Asamet and their minions across the galaxy. Of course, the founding of the Dragon Empire limited such battles to covert operations, since direct attacks were considered illegal and a breach of the Imperial Charter—a shock to many of the Guard's most zealous members. They considered the acceptance of the Charter to be a sign of moral weakness, a willing-

ness to accommodate evil rather than confront it.

Such a position did not garner the Guardsmen any accolades in many regions of the empire. Even some factions within Qesemet considered them dangerous fanatics and heretics to the principles of the Unification Church, which preached tolerance as a reflection of the totality of existence. The Guardsmen clung to the belief that evil was not, as many believed, a fundamental principle but rather a corruption of good. Therefore, it could be destroyed without diminishing the universe.

After a series of imperial condemnations, the Celestial Guard was reorganized and given the sole responsibility of protecting the grand dukes and their families. This move met with resistance from diehard supporters of the more strident positions of the past, but they eventually lost control of the Guard. It attracted fewer and fewer paladins and became better known as a sinecure for the scions of noble houses looking to give their sons and daughters a prestigious but undemanding position within the empire.

So it was for many years—until the ascension of Mezenbone to the imperial throne. This event shook the Celestial Guard to its foundations. Despite the reorganization of the past, there were still a handful of Guardsmen who stayed true to the old ideals. Now that a red dragon ruled the empire, they saw it as their duty to oppose the evil that he represented and fostered. They could not do so within the empire's borders or they would risk censure as they had in the past. Even as a covert agency, the Guard would be in danger if it dared to stand against Asamet in violation of the Charter.

The Guard's current grand master, Renesis Monds, was an idealistic man with a clever mind. He saw that the Outlands remained an open field for the battle against evil. The Charter did not govern actions on worlds not ruled directly by the empire. Until these worlds were incorporated into the empire, the Guard could act as it was called without fear of official retribution. Monds created several cadres of Celestial Guardsmen, whom he sent to the Outlands where they could fight evil directly.

This approach has worked well enough over the last decade—too well, some would say. The imperial court has taken notice of the Guard's activities, especially since they have started to interfere with House Mazorgrim's own plans in the Outlands. The emperor cannot easily suppress the Guard for actions done outside the empire. Even so, he realizes that the Guard could one day pose a threat. He is currently formulating plans to deal with these zealous defenders of good once and for all.

CAMPAIGN INTEGRATION

The Celestial Guard is a wonderful haven for PCs and NPCs that favor a more direct approach in dealing with evil. Rather than play the subtle game of politics and intrigue that is a hallmark of the Dragon Empire, the Guard prefers to operate according to a "simplistic" morality that defines evil as the enemy. There is no compromise with evil. To do so is to betray good—or so say many Guardsmen.

Consequently, the DM can portray the Celestial Guard in one of two different ways, depending on his desires. The first is as a band of white knights who serve and protect the innocent even at the cost of their own lives. They serve the gods without question and do what they must to foster righteousness in the galaxy. The second is as a group of narrow-minded bigots who would prefer to bring down the empire in their crusade than take a more pragmatic approach in keeping with the Imperial Charter.

Of course, there's no reason the DM needs to choose. The Celestial Guard includes members of both varieties, as well as those in between. They can be used in a variety of different adventures, whether as sympathetic heroes or misguided antagonists. They can also be patrons to characters who travel into the Outlands. In that region of space, the Guard is stretched very thin and can use all the help it can get. Even if the DM prefers to portray the organization in a questionable light, they make excellent patrons in most **Dragonstar** campaigns.

Combat Ace

The development of powered vehicles, especially spacecraft, is one of the most important events in the history of the galaxy. The Dragon Empire would be impossible without such vehicles, whose value and utility are immeasurable. One of their most common uses is, of course, warfare, an art at which the empire has excelled for thousands of years. Its use of vehicles to wage war is second to none, which has given rise to an entire class of soldier—the combat ace—that excels at using vehicles to battle against enemies.

The fighter jocks of the Imperial Navy and assorted mercenary units are the most well known combat aces, but others abound. Aerospace fighter pilots still thrive in the skies of many worlds, doing battle miles above the surface. Likewise, both hover and ground vehicles have their aces as well. All of these pilots have an almost intuitive understanding of how to operate their vehicles for maximum effectiveness. Indeed, the relationship between a combat ace and his vehicle seems almost spiritual to outsiders, who can but marvel at its closeness. Nevertheless, most aces would deny anything



supernatural about their abilities, emphasizing the long hours they put in to hone their talents, as well as the hard battles they have won to earn their place. Even so, it is hard not to be impressed by these men and women. They are modern-day knights whose steeds are made of metal and powered by electricity, but who are just as dedicated to their warcraft as their illustrious predecessors.

Hit Die: d6.

REQUIREMENTS

To become a combat ace, a character must meet all of the following requirements.

Base Attack Bonus: +5.

Pilot: 8 ranks.

Use Device: 6 ranks.

Feats: Combat Ace, Gunner's Eye.

Special: Must have the pilot evasion class feature.

CLASS SKILLS

The combat ace's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Freefall (Dex), Intuit Direction (Wis), Jump (Str), Navigate (Int), Pilot (Dex), Profession (Wis), Repair (Int), Spot (Wis), Swim (Str), Use Device (Int), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the combat ace.

Weapons and Armor Proficiency: A combat ace is proficient with all simple and martial weapons and with light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Combat Maneuvers (Ex): Once per day, beginning at 1st level (and increasing in frequency every other level), a combat ace may freely perform two standard vehicle combat actions (see *Starfarer's Handbook*, pages 158–159) in a single round as if they were only one standard action. For example, he could attack and ram as a single standard action or even attack twice.

Improved Speed Demon (Ex): At 2nd level, the combat ace improves the effectiveness of the pilot's speed demon class feature. This improved ability increases the top speed of any vehicle operated by the combat ace by 10.

Combat Initiative (Ex): Beginning at 2nd level and increasing by one every other level thereafter (4th, 6th, 8th, and 10th level), the combat ace gains a +1 bonus to

TABLE 1-4: THE COMBAT ACE

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+2	+0	Combat maneuvers 1/day
2nd	+2	+1	+3	+1	Improved speed demon, combat initiative +1
3rd	+3	+1	+3	+1	Combat maneuvers 2/day
4th	+4	+2	+4	+2	Combat dodge, combat initiative +2
5th	+5	+2	+4	+2	Combat maneuvers 3/day
6th	+6	+3	+5	+3	Bonus feat, combat initiative +3
7th	+7	+3	+5	+3	Combat maneuvers 4/day
8th	+8	+3	+6	+3	Bonus feat, combat initiative +4
9th	+9	+4	+6	+4	Combat maneuvers 5/day
10th	+10	+4	+7	+4	Improved pilot evasion, combat initiative +5

initiative rolls during vehicle combat. This bonus is not usable during any other circumstances and the combat ace must be the pilot of the vehicle in order to gain the bonus. This ability stacks with other feats and abilities that grant a bonus to initiative.

Combat Dodge (Ex): At 4th level, the combat ace becomes so attuned to his vehicle that he may add his Dexterity bonus (if any) to his vehicle's Armor Class while he is piloting it. This bonus stacks with other bonuses from magic or class abilities such as defensive maneuvering.

Bonus Feat: At 6th and 8th levels, the combat ace may choose a single bonus feat from the pilot's list of bonus feats (*Starfarer's Handbook*, page 52). To this list are added the feats Expert Gunner and Hotshot, described on page 60 of this book.

Improved Pilot Evasion (Ex): A number of times per day allowed by his levels in the pilot class, the combat ace may further minimize the effects of a successful attack against his vehicle. This ability works identically to the standard pilot evasion class feature, except that a failed save results only in half damage, while a successful save results in no damage.

Wraith Squadron

PURPOSE

Wraith Squadron is a band of mercenary combat aces nominally affiliated with Qesemet but willing to work wherever their services are needed—if the pay is right.

LEADER

Batulso Serthur (CG human male Pil8/Cmb10)

CURRENT ACTIVITIES

The Dragon Empire rules the stars as well as the planets of the civilized galaxy. The ability to travel from one world to another is the result of the magical artifacts known as *starcasters*, but these wondrous devices would never have been conceived had there not also been spacegoing vessels. These vessels have formed the backbone of imperial might for more than five millennia and continue to be the primary means by which the empire exerts its unparalleled hegemony.

By decree, the kingdoms of Asamet and Qesemet no longer wage war with one another, not even in space. They have both agreed to settle their differences within the context of the imperial system. Consequently, the mighty starships of the empire are always used against external threats rather than internal ones—at least officially. Unofficially, there is a secret war ongoing between the Iron and Golden Kingdoms, as there has been since the empire was born. The accession of Mezenbone to the imperial throne has accelerated the pace of the war, as the forces of good feel ever-more threatened and the forces of evil see the Red Age as an opportunity not to be missed.

There has always been a place in the empire for mercenary pilots and gunners, who use their skill with starships to win them wealth and position in exchange for unofficial service to one (or both!) of the factions in the secret war. These men and women are often ex-military types who have left behind a life of service to the empire for the lure of a fortune won in illicit warfare. Others are

self-trained and lacking in the discipline needed to survive in the Imperial Legions, while possessing talents equal to the best of its combat aces. Whatever their origins, these mercenaries content themselves to work in the shadows, fighting battles that few will ever know and about which no bard will ever compose a song.

Wraith Squadron is one of the few reasonably well-known groups of mercenary pilots and gunners. Of course, “reasonably well-known” is a relative term. The Squadron has garnered some fame within Qesement, especially within the domain of House Handor. Founded less than a generation ago by an Outlander named Batulso Serthur, the Squadron has always been more public in its activities than many of its competitors. Its name derives from the untraceable nature of Serthur himself, whose original homeworld is unknown and whose ultimate loyalties are mysterious. All that is known for certain is that he was born outside the Dragon Empire and cares little for his adopted homeland’s political structure. He saw clearly that the Red Age would be disastrous for the galaxy—especially the Outlands—and founded the Squadron to fight against it.

That said, Wraith Squadron is still a mercenary company. Profit is an important element in its decision to accept any job. Serthur rarely turns down genuine charity cases, but he does not seek them out. He prefers to work for wealthy patrons whose own goals coincide with his anti-imperial politics. That means nobles and merchants are his primary employers, as well as factions of the Unification Church that oppose Mezzbone’s rule. Any mission that nets the Squadron both riches and a chance to strike against injustice is sure to catch the eye of its mysterious leader.

Wraith Squadron has grown quite large over the years. Now, it consists of three-dozen pilots, all with their own vessels. The Squadron also maintains a large freighter called the *Second Chance*, which it uses as a mobile headquarters. Serthur’s pilots are a ragtag band comprised of many races, all united in their desire to fight the secret war on behalf of good and make money in the process.

CAMPAIGN INTEGRATION

Wraith Squadron can be added to most **Dragonstar** campaigns without much difficulty. The merc company makes an excellent organization to which good-aligned player characters can belong. Although not members of the Insurrection, they do war against evil on behalf of Qesemet. Comprised primarily of pilots and gunners, there is room for mechanists and other support personnel in the company. With access to so many starships, they travel across the galaxy with regularity, which is a boon for DMs looking for a wide-ranging campaign.

If the PCs are in positions of power, they might conceivably hire Wraith Squadron for missions. Of course, Batulso Serthur demands fairly high fees for his men, which does put them out of the range of all but the wealthiest employers. Alternately, down-on-their-luck characters could attempt to sway Serthur with their tales of woe and appeal to his ideals. He is, after all, devoted to the cause of good at least as much as the pursuit of wealth. If the PCs can be sufficiently persuasive, they might be able to hire Wraith Squadron to aid their worthy cause.

If the PCs are of an evil bent, Wraith Squadron could become an adversary. If they’re mercenary pilots, the Squadron might be rivals, although not necessarily violent ones. After all, the world of combat aces is driven by one-upmanship and quests for status. Characters living in this world would undoubtedly see besting the Squadron as a good way to make a name for themselves and secure their place among the pantheon of galactic top guns. This is but one example of how to use this group in ways other than as literal foes.

Dark Zone Explorer

The Dark Zone is a wild and dangerous place whose worlds and inhabitants are largely unknown to the Dragon Empire. The empire has outlawed exploration of the Zone, believing it to be a deadly place from which no good can come. Of course, this hasn’t stopped many brave and curious individuals from flouting imperial sanction and venturing into the Dark Zone. Over the last few decades alone, the number of Dark Zone explorers has increased considerably, providing the galaxy with much more insight into this bizarre area of space.

Dark Zone explorers are both hardy and knowledgeable. The time they spend within the Zone has given them many insights into its hazards and creatures. The most successful of these have been able to channel those insights into useful abilities that enable them to survive within the Zone and to aid others who wish to travel within its black confines. Explorers of this sort have a reputation for being quirky and unconventional. That they are willing to circumvent or ignore a longstanding dictate of the empire is proof enough that they transcend ordinary modes of thought. Whether this makes them dangerous, foolish, or praiseworthy remains largely a matter of perspective.

Hit Die: d8.

REQUIREMENTS

To become a Dark Zone explorer, a character must meet all of the following requirements.

Base Attack Bonus: +5.

Feats: Alertness, Dark Zone Veteran, Skill Focus (Knowledge [Dark Zone]).

CLASS SKILLS

The explorer's class skills (and the key ability for each skill) are Craft (Int), Freefall (Dex), Gather Information (Int), Heal (Wis), Intuit Direction (Wis), Knowledge (Dark Zone) (Int), Pilot (Dex), Profession (Wis), Search (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Dark Zone explorer.

Weapons and Armor Proficiency: An explorer is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Dark Zone Knowledge (Ex): In the course of his travels, a Dark Zone explorer becomes very familiar with this mysterious region of space—its planets, inhabitants, and unusual stellar phenomena. Beginning at 1st level, he acquires the ability to draw on his knowledge to answer questions about the Dark Zone, just as if he had the bardic knowledge ability. For the purposes of this ability, the explorer is treated as a bard of his class level. Any other class levels that he possesses in classes that grant a similar ability, such as bard or loremaster, may be added to determine his effective level for this ability. The explorer may also add his Intelligence bonus to his Dark Zone knowledge check.

Dark Zone Survival (Ex): The explorer becomes so familiar with the worlds and conditions of the Dark Zone that he acquires a +4 competence bonus on all

Intuit Direction and Wilderness Lore checks while traveling within the Zone.

Dark Zone Combat (Ex): Beginning at 3rd level and increasing every three levels thereafter (6th and 9th), the explorer gains a +1 bonus to all attack and weapon damage rolls against creatures native to the Dark Zone. Creatures originating in other parts of the galaxy but which can be found in the Dark Zone do not qualify for this bonus.

In a similar vein, creatures native to the Dark Zone but found elsewhere (such as mind flayers) do qualify.

Explorer's Grace (Ex): At 4th level, the explorer may add his Wisdom bonus (if any) to all Fortitude and Reflex saving throws, to represent the honing of his skills to avoid the dangers of the Dark Zone.

Bonus Feat: At 5th level and again at 8th level, the explorer gains a bonus feat from the following list: Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus, and Toughness.

Resist Radiation (Ex): At 7th level, the explorer gains the benefits of the Resist Radiation feat.

Dark Zone Mastery (Ex): At 10th level, the explorer becomes so knowledgeable and experienced in dealing with the Dark Zone that he gains numerous advantages. First, he may take 10 on all Dark Zone knowledge checks, even when he would otherwise be unable to due to stress or distractions. All other restrictions for taking 10 still apply, however. In addition, the explorer becomes immune to the effects of radiation.



The Irindul Society

PURPOSE

The Irindul Society sponsors illegal expeditions into the forbidden depths of the Dark Zone.

TABLE 1-5: THE DARK ZONE EXPLORER

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+2	Dark Zone knowledge
2nd	+2	+2	+1	+2	Dark Zone survival
3rd	+3	+3	+1	+3	Dark Zone combat +1
4th	+4	+3	+1	+3	Explorer's grace
5th	+5	+4	+2	+4	Bonus feat
6th	+6	+4	+2	+4	Dark Zone combat +2
7th	+7	+5	+2	+5	Resist radiation
8th	+8	+5	+3	+5	Bonus feat
9th	+9	+6	+3	+6	Dark Zone combat +3
10th	+10	+7	+3	+7	Dark Zone mastery

LEADER

Leksigo Inis (NG gnome male Rog6/Wiz4/Dze10)

CURRENT ACTIVITIES

The gnomes of the Forongorn Confederation were the first beings to achieve interstellar spaceflight. Explorers without peer, they visited other star systems and made contact with numerous races, including other gnomes from the planet Irindul III. During the days of the Confederation's expansion across the galaxy, its explorers encountered a vast inky nebula that they dubbed the Dark Zone. The Confederation found the nebula strangely disconcerting and, despite their yen for adventure, steadfastly avoided it. The Dark Zone, however, fascinated the gnomes of Irindul III. For them, it was the ultimate symbol of the unknown—and had to be conquered.

The Irindulan gnomes sent many exploratory vessels into the Dark Zone and almost none of them ever returned. This did not deter the gnomes, who felt it was their duty to plumb the depths of the nebula, whatever the cost. Their Forongorn brethren attempted to dissuade them from this path, but to no avail. It was only when a starship finally emerged from the Dark Zone that Irindulan attitudes changed toward it. The starship was crewed by mind flayers and it wrought havoc in the Irindul system before it was finally destroyed. The Confederation used it as proof that the Dark Zone was not safe and it formally forbade any further attempts to explore it. Every major interstellar government has upheld this interdict since then, including the Dragon Empire, which maintains it to this day.

Of course, the gnomes of Irindul III continued to be

fascinated by the Dark Zone. Indeed, its interdiction only made it a more attractive destination for their explorers. Furthermore, so little was known about the nebula and its mysterious inhabitants. That too contributed to its continued interest among the gnomes, who wondered about the nature of the mind flayers and their worlds within the Zone. In fact, they quickly became experts on the subject, scouring other worlds of the galaxy for information about the mind flayers that existed elsewhere, believing they might find clues about the true nature of the mysterious nebula.

However, the Irindulans never breached the regulations against entering the Dark Zone—at least not in large numbers. A handful of daring gnomes and their allies sponsored illicit expeditions into the nebula. As ever, few returned. This did not blunt enthusiasm for the project, but it did cut down on the number of volunteers for such missions. Over the millennia, the number of trips into the Dark Zone dwindled, until even rumors of such things became almost legendary, even among the Irindulans and their allies. They still accumulated information and analyzed data, hoping to overcome the problems of the past, but that is a far cry from actually violating imperial law and braving almost-certain death in the Dark Zone. From time to time, a starship would skirt the edges of the nebula and return, but few expeditions were launched into its depths.

In recent years, an organization calling itself the Irindul Society has appeared on several important worlds throughout the Dragon Empire. The Society publicly lobbies for the opening of the Dark Zone for exploration. Its members, including several veterans of the Royal Exploratory Service, believe that now is the right time to undertake this grand quest. The Dark Zone

remains one of the last frontiers of knowledge. The Society wishes to honor the memory of the earlier Irindul gnomes, who felt similarly and who risked so much to acquire what little knowledge there is about the nebula.

The Society is generally viewed with suspicion by most subjects of the Dragon Empire. The Dark Zone is a galactic bugaboo and all “right-thinking” beings know that it is best left alone, lest its weird inhabitants—the mind flayers and worse—are aroused in anger. Nevertheless, the Society has launched several covert missions into the edges of the nebula. A few of them have returned with tales of barren, desolate worlds and the mind flayers’ strange biotechnological civilization. This has emboldened the Society to push for the lifting of the empire’s interdiction, as well as the mounting of new expeditions. The former seems unlikely, but the latter is clearly a possibility. In fact, the Irindul Society’s membership is growing. Its leaders believe it is only a matter of time before it finally pieces together the truth about this phenomenon that has baffled the galaxy for thousands of years.

CAMPAIGN INTEGRATION

The Irindul Society can be used in several ways. The simplest is as a patron for player characters looking to explore the Dark Zone. In this case, they provide backing and support for adventurers undertaking this most dangerous of missions. The DM can use them as mere seekers after knowledge, but they might be more than that. It is possible that the Society has the tacit support of the empire (or certain factions within the empire), which seeks to explore the Zone but fears the political ramifications of doing so openly.

Alternately, the Society might be a mind flayer-run front organization, with the intention of drawing the empire into conflict with these strange aliens. These latter two options are useful for DMs who like a little bit of conspiracy in their **Dragonstar** campaigns. These options allow the Society to be used either as outright villains or as dupes of villains. In either case, the Society may be the custodian of secret knowledge gleaned from their expeditions into the Dark Zone. This in itself might make the organization a valuable plot hook, as the player characters attempt to acquire this knowledge for themselves. Yet another possibility is that the Irindul Society is dedicated to pure science, and the consequences be damned. They may be well-meaning researchers whose actions verge on irresponsibility sufficient to cause galactic disaster, such as an invasion by the mind flayers or worse. The PCs may have no choice but to show them the error of their ways before it’s too late for the empire.

Dragon Slayer

In the Dragon Empire, slaying a dragon, whether of Asamet or Qesemet, is the ultimate crime. Consequently, the art of slaying these mighty creatures is both rare and illegal. Over the millennia, though, numerous individuals and groups have arisen that have practiced dragon slaying, some of them quite successfully. These dragon slayers have learned that nimbleness is as important as strength, since dragons are far more powerful than almost any other mortal race. Few stand a chance going toe to toe with a dragon in ordinary melee combat.

The dawn of the Red Age has seen the number of dragon slayers rise in the galaxy. Though still rare, they can be found among partisans of both draconic kingdoms, as well as among anti-imperial groups who view the slaying of a dragon as the ultimate expression of their political philosophy. Slaying a dragon without cause is still a capital crime in the empire, but Mezzbone has been known to look the other way when a death serves his agenda, which has only encouraged the appearance of more examples of this rare breed of killers.

Hit Die: d10.

REQUIREMENTS

To become a dragon slayer, a character must meet all of the following requirements.

Base Attack Bonus: +8.

Feats: Dodge, Improved Critical, Lightning Reflexes, Mobility.

Knowledge (dragons): 8 ranks.

Special: The character must have slain at least one dragon of any type. He can do this alone or with the assistance of others, but he must have actively participated in the slaying.

CLASS SKILLS

The dragon slayer’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dragon slayer.

Weapons and Armor Proficiency: A dragon slayer is proficient with all simple weapons and martial weapons, and with light and medium armor, but not with

shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Draconic Lore: The dragon slayer is so familiar with the nature and habits of dragons that, beginning at 1st level (and increasing every two levels thereafter), he gains a +1 competence bonus on any skill checks made during combat encounters with dragons.

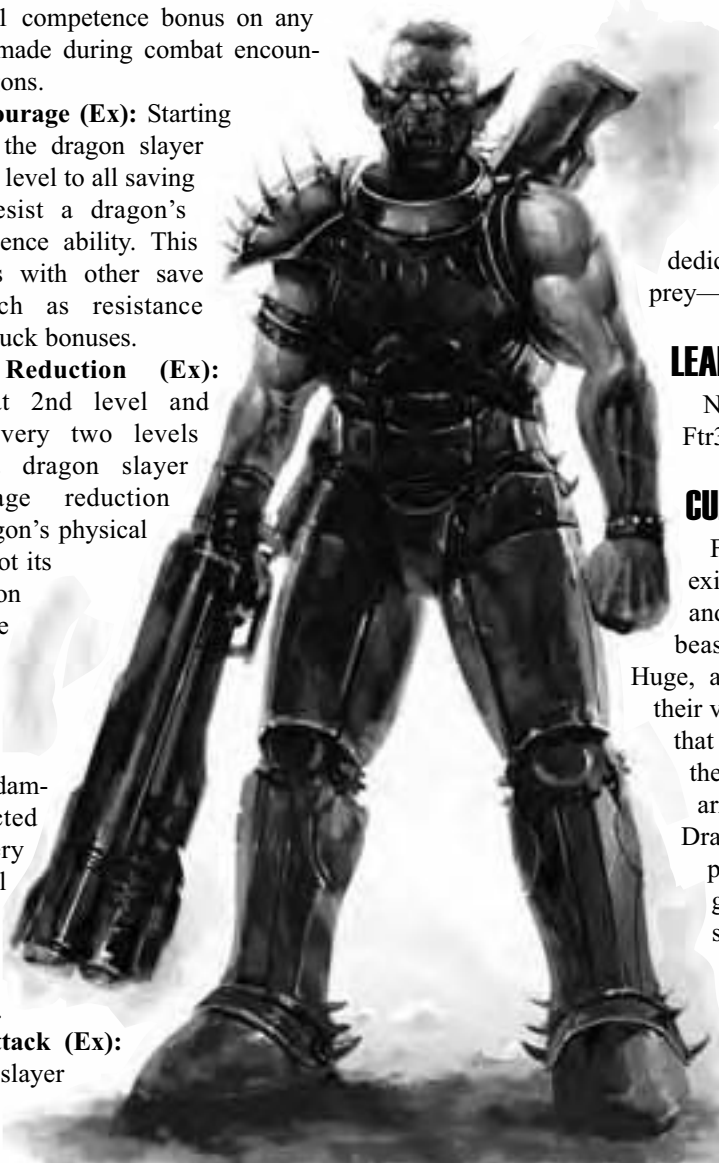
Dragon Courage (Ex): Starting at 1st level, the dragon slayer adds his class level to all saving throws to resist a dragon's frightful presence ability. This ability stacks with other save bonuses, such as resistance bonuses and luck bonuses.

Damage Reduction (Ex): Beginning at 2nd level and increasing every two levels thereafter, a dragon slayer gains damage reduction against a dragon's physical attacks, but not its breath weapon or spells. The number associated with this ability is the number of points of damage subtracted from every physical attack made by a dragon against the dragon slayer.

Slaying Attack (Ex): The dragon slayer can deliver deadly strikes to enemy dragons. Once per round, the dragon slayer can designate one of his attacks against a dragon as a slaying attack before the attack roll is made. A successful slaying attack made by a 2nd-level dragon slayer deals +1d6 points of damage. This bonus damage increase by +1d6 at every other dragon slayer level thereafter (4th, 6th, 8th, and 10th). Should the dragon slayer score a

critical hit with a slaying attack, the bonus damage is not multiplied. A dragon slayer can never deal subdual damage with a slaying attack. A dragon slayer can make a slaying attack with a ranged weapon but only within a range of 30 feet.

Breath Resistance (Ex): At 10th level, the dragon slayer takes no damage from a dragon's breath weapon if he makes his saving throw and half damage if he fails his save.



The Zorzi

PURPOSE

The Zorzi is a cult of assassins dedicated to killing the greatest of all prey—dragons.

LEADER

Nebula Scourge (NE half-orc female Ftr3/Rog5/Asn5/Dsl7)

CURRENT ACTIVITIES

For as long as lesser races have existed, they have looked with envy and fear upon dragons. These great beasts are terrifying beyond belief. Huge, ancient, and impossibly powerful, their very existence reminds other beings that they are but ants compared to them—or so say many dragons. This arrogance is only amplified in the Dragon Empire, for as its name makes plain, it is dragons that rule the galaxy. For the last 5,000 years, a succession of draconic emperors has held the reins of ultimate power and no one, not even the most influential member of another species, will ever achieve the same level of might, no matter how hard he may try. The ascension of Mezzenbone is thus not all that great a change from the past, however much his political opponents might protest. The fundamental fact remains: Only dragons and their progeny enjoy true status and power in the Dragon Empire.

Over the years, numerous insurrections and reform movements have arisen, each one dedicated to remaking the empire in its own image. Many have attempted to

TABLE 1-6: THE DRAGON SLAYER

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+2	+0	Draconic lore +1, dragon courage
2nd	+2	+0	+3	+0	Damage reduction 2/—, slaying attack +1d6
3rd	+3	+1	+3	+1	Draconic lore +2
4th	+4	+1	+4	+1	Damage reduction 4/—, slaying attack +2d6
5th	+5	+1	+4	+1	Draconic lore +3
6th	+6	+2	+5	+2	Damage reduction 6/—, slaying attack +3d6
7th	+7	+2	+5	+2	Draconic lore +4
8th	+8	+2	+6	+2	Damage reduction 8/—, slaying attack +4d6
9th	+9	+3	+6	+3	Draconic lore +5
10th	+10	+3	+7	+3	Damage reduction 10/—, slaying attack +5d6, breath resistance

oust the dragons from their thrones but none has ever succeeded. There are many reasons for these failures, but one is the obvious fact that dragons are puissant creatures with few equals among mortal beings. To challenge a dragon is to court suicide. Consequently, most rebellions founder on their inability to bring down even a single dragon, let alone the entirety of the empire's aristocracy. Lacking that ability, there is no hope for an end to the current system of governance.

Even so, there are those who seek to overcome this handicap. During the Bronze Age, an orc warlord named Ugrek arose and dared to challenge the Dragon Empire. Nicknamed Zorzi, an Orc word meaning "slayer," Ugrek did what few beings had ever done—slay not one but several dragons in personal combat. Ugrek's victory was short-lived, as imperial forces converged on his stronghold in the Outlands and killed him along with all of his followers. However, the example of Ugrek Zorzi was not forgotten. Over the centuries, numerous individuals have sought to reclaim the orc chieftain's mantle. For a variety of reasons, the prospect of killing a dragon holds great appeal.

The most successful of these is the cult named after Ugrek, the Zorzi. The Zorzi arose late in the Copper Age among the orcs of the empire. Its earliest leaders had no political agenda of their own. Instead, they were simply interested in proving their combat skills by slaying dragons. Not surprisingly, very few achieved their goal. A few did, however, and they passed on their knowledge to others, who in turn passed it on to their students and followers. By the dawn of the Red Age, the Zorzi had amassed a respectable number of kills against dragons, usually minor lords of the Golden Kingdom, but some-

times lords of Asamet or independent dragons in the Outlands. These assassins were nothing if not ecumenical in their exploits.

Mezenbone's accession has brought the Zorzi out of the shadows for the first time in centuries. While still illegal, the murder of dragons is now politically acceptable within certain factions of both Asamet and Qesemet. In addition, groups like the Insurrection see the assassination of dragons as an excellent way to bring about political change. Consequently, the Zorzi have found themselves busier than ever, accepting contracts from multiple factions, sometimes even working for bitter enemies at the same time. Although the cult is composed mostly of orcs and half-orcs, it is open to anyone who possesses the skills and courage to take on its unique vocation.

Despite its newfound profile, the Zorzi remain strangely aloof from imperial politics. They appear not to have an agenda of their own. They accept work from anyone who can meet their high fees and don't ask too many questions. Naturally, rumors have sprung up about their true intentions, the most common of which is that they serve evil outsiders seeking to throw the galaxy into chaos as a prelude to invasion. Others claim the cult serves the Adversary and its members are heralds of a universal war between good and evil. For their part, the Zorzi speak little of their true intentions, instead concentrating on what they do best—slaying dragons.

CAMPAIGN INTEGRATION

The Zorzi are easy to use as villains in a **Dragonstar** campaign. They are stealthy and mysterious and true mercenaries. They appear to have no ethical principles

of their own. Money is their only master, which means they could conceivably work for anyone—provided the goal is to kill a dragon. The Zorzi are not generic assassins. Though many of them are quite skilled at murder, they do so only in pursuit of their ultimate quarry, a dragon lord of the empire. Consequently, they should appear only in adventures that include a dragon, half-dragon, or other draconic scion. In most cases, nothing less than a full dragon will draw their attention, but there may be exceptions from time to time. After all, a good DM keeps his players guessing.

The Zorzi are also a convenient blank slate for a DM looking to add a dark conspiracy to his campaign. While the Zorzi may well be exactly as they appear to be—apolitical killers for hire—they might be much more. They are obviously a cult in the broad sense, since they use secrecy and initiation rituals to protect themselves. Whether they are also a cult that serves some dark master or has ulterior motives is up to the DM. The Zorzi can be as simple or complex as he wishes, which makes them very easy to integrate into an ongoing campaign.

Ecoterrorist

Destruction of habitat. Poisoning of rivers and streams. The use of animals for needless experimentation. Deforestation of entire worlds. These and other travesties are what the ecoterrorist fights against. The struggle against the greed and destruction of “the Dragon” gives the ecoterrorist purpose and a sense of moral superiority. They have risen above the petty needs of the masses and follow a higher calling—the defense of nature. Ecoterrorists usually arise from the ranks of druids and rangers tired of seeing the continued desolation of the natural world. Finding the official channels glutted with

autocrats and bureaucrats, they turn to a life of self-justified vigilantism to achieve their goals. Soon, they find one another, like minds in the struggle; they form cells and identities. Some continue to work alone, finding that others, while of like mind, take their philosophies too far.

Within the empire, there are no “official” organizations that a budding ecoterrorist might join. Rumor suggests the growing divisions within the Druidic Society have given rise to a splinter group known as the Green Cabal. The Green Cabal is purported to be comprised of Druidic Society traditionalists and disenchanting progressives who see direct, often illegal action as the only way to ensure the survival of nature on many worlds within the empire. Rumors further suggest the Green Cabal has members within the Royal Exploratory Service. In this way, they hope to suppress knowledge of new discoveries that the Cabal deems would be exploited by the empire.

REQUIREMENTS

To become an ecoterrorist, a character must fulfill the following criteria.

Alignment: Chaotic good, neutral good, chaotic neutral.

Skills: Animal Empathy 8 ranks, Gather Information or Intimidate 6 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 6 ranks.

Feats: Skill Focus (Knowledge [nature]) and Skill Focus (Knowledge [biology]) or Skill Focus (Knowledge [chemistry]).

Spellcasting: Must be able to cast *animal friendship* and *speak with plants*.

CLASS SKILLS

The ecoterrorist’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Demolitions (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Nature) (Int), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

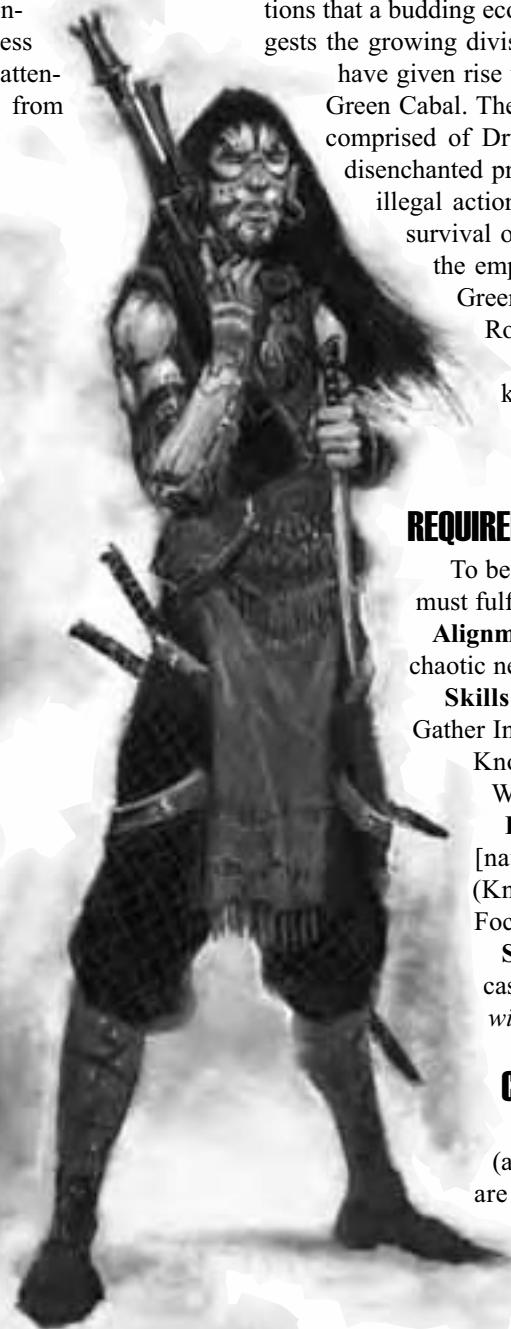


TABLE 1-7: THE ECOTERRORIST

Class Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+2	+0	Radiation resistance 5	
2nd	+1	+3	+3	+0	Corrosive touch 1d6	+1 level of existing class
3rd	+2	+3	+3	+1	Rallying cry	
4th	+3	+4	+4	+1	Righteous rage 1/day, corrosive touch 2d6	+1 level of existing class
5th	+3	+4	+4	+1	Radiation resistance 10	
6th	+4	+5	+5	+2	Corrosive touch 3d6	+1 level of existing class
7th	+5	+5	+5	+2	Disrupt circuitry	
8th	+6	+6	+6	+2	Corrosive touch 4d6	+1 level of existing class
9th	+6	+6	+6	+3	Elitism	
10th	+7	+7	+7	+3	Radiation resistance 15, righteous rage 2/day	+1 level of existing class

CLASS FEATURES

All of the following are class features of the ecoterrorist.

Weapons and Armor Proficiency: An ecoterrorist is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: An ecoterrorist continues his training in divine magic. Thus, when an ecoterrorist level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of ecoterrorist to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before he became an ecoterrorist, he must decide to which class he adds each level of ecoterrorist for purposes of determining spells per day when he adds the new level.

Radiation Resistance (Ex): The ecoterrorist has developed a resistance to the greatest scourge of the naturalist, radiation. The ecoterrorist gains radiation resistance 5 at 1st level, and this increases to 10 at 5th level and 15 at 10th level.

Corrosive Touch (Su): The ecoterrorist can generate an acidic touch that destroys metal and plastic (as well

as flesh). The character may, as a full attack action that does not provoke an attack of opportunity, make a melee touch attack that deals acid damage. The corrosive touch deals 1d6 points of acid damage at 2nd level, and this damage increases by 1d6 points of damage at 4th, 6th, and 8th level.

Rallying Cry (Su): The ecoterrorist may give a rousing speech (requiring a Diplomacy check DC 15), which takes at least 1 minute, to imbue his allies with a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. This effect lasts for 5 rounds plus the character's Cha modifier.

Righteous Rage (Ex): If the ecoterrorist witnesses or has knowledge of a person or persons causing harm or exploiting an animal, plant, magical beast, or fey, he may whip himself into a frenzy to defend that creature from the offending parties. This rage is identical in all respects to the barbarian class ability, except it lasts for 1 round per class level of the ecoterrorist. The ecoterrorist may use this ability once per day at 4th level and twice per day at 10th level.

Disrupt Circuitry (Sp): The ecoterrorist can generate a disruptive force (provoking an attack of opportunity, unless a Concentration check, DC 17, is made), which disables electronic equipment, robots, and soulmechs. A piece of equipment may be disrupted for 1d6+1 rounds, during which time it will cease to function. Disabling a robot or soulmech requires a melee touch attack. The robot or soulmech is allowed a Fortitude save, DC 15. Failure means the robot or soulmech is stunned for 1d6+1 rounds. The ecoterrorist can

use this ability a number of times per day equal to 1 + his Wisdom modifier.

Elitism (Su): The ecoterrorist is so firm in his belief system that he may raise self-doubt and unease in others with a DC 20 Intimidate check. Those intelligent opponents within 30 ft. suffer a –6 morale penalty to Will saves and a –4 morale penalty to attack and weapon damage rolls as they are forced to question their value system. This effect only works on creatures with Int scores of 7 and higher. The ecoterrorist can use this ability a number of times per day equal to 1 + his Charisma modifier.

The Green Cabal

PURPOSE

The Green Cabal is an ecoterrorist group that believes in defending the ecologies of the galaxy's worlds by any means necessary, including violence.

LEADER

Davinna Lasala (CN half-elf female Drd8/Eco10)

CURRENT ACTIVITIES

The ancient Druidic Society is probably older than the Dragon Empire itself. No one knows for sure, but there is plenty of evidence to suggest it originated during the time of the Forongorn Confederation. Consequently, its members—primarily druids, as its name suggests—have always existed, fighting against the depredations of government and industry where they interfered with the course of the natural world. The Druidic Society has had its share of successes over the millennia, particularly with regard to establishing planetary preserves and limiting the exploitation of fragile worlds. Despite these successes, the Society has long been split between traditionalists, who strongly oppose the development of virgin worlds, and progressives, who just as strongly believe that a middle path between the extremes is possible. Since the dawn of the Red Age, the progressives have been in the ascendant.

Among the traditionalists, there is growing anger and resentment. These druids and their allies believe that Mezenbone is hell-bent on giving free rein to the aristocrats and other commercial interests, allowing them to despoil worlds without any concern for the creatures that live on them. These traditionalists scoff at their progressive rivals, seeing them as little more than tools of the Dragon Empire. They feel that any attempt at accommodation or compromise is treason to the Mother and the natural world to which she gave birth.

Since there can be no accord with those who would plunder the worlds of the galaxy for their own greedy ends, something must be done. A small group of traditionalist druids and their supporters have created a terrorist organization known as the Green Cabal. The Cabal exists to protect the natural world at any cost. No method of defense is too extreme, especially if it undermines the cause of the opposition. Unlike the Druidic Society, whose most hard-line members are still largely nonviolent, the Cabal is not averse to acts of destruction and violence. In addition to sabotage and vandalism, the ecoterrorists of this group have few qualms about killing those that commit “crimes against nature,” as well as those who aid and abet them.

Like the Druidic Society itself, the Green Cabal has only a very loose hierarchy. It certainly has no central headquarters or base of operations. Instead, its members travel the galaxy in small cells, constantly moving so as to avoid capture by the ISPD and other imperial law enforcement agencies, which consider them extremely dangerous. The Cabal is extraordinarily secretive. Most of its members know only one or two other members in the group so as to minimize the damage should one of them be captured and successfully interrogated. In addition, each cell has considerable autonomy. It plans its actions according to its own assessment of the local situation, rarely receiving direct orders from the Cabal's nominal head.

Because of the autonomy granted to individual cells, there is a wide degree of variance in their activities. Some stay solidly within the bounds of good morality, avoiding collateral damage that might harm innocent bystanders, for example. Others show little compunction about such things, believing that anything that undermines the empire's techno-magical society serves their cause. Similarly, there is much variance in political matters as well. Some cells have allied themselves to houses of Asamet or the Insurrection, while others eschew all these groups as yet more “traitors” that prop up a wholly corrupt empire. Consequently, it is difficult for outsiders to know whether certain acts attributed to the Green Cabal are indeed their handiwork or just imperial propaganda—a fact that may well undermine their cause in the end.

CAMPAIGN INTEGRATION

The Green Cabal works equally well as a villain or an ally. It can be used as a villain in several ways, depending on the interests of the player characters and the nature of the campaign. If the PCs work for the empire in some fashion, the Cabal could easily prove a threat to them. If they work for a corporation, it's even easier to include them. Of course, misguided or deluded mem-

bers of the Cabal might turn up in other situations, making an already dangerous place even more deadly. As allies, the Cabal is, at best, erratic and unpredictable. Unless the characters are members themselves, they may find it impossible to rely upon the ecoterrorists, since they are both disorganized and prone to whimsy.

The Green Cabal is also very useful in a **Dragonstar** campaign where the DM wishes to play up the lack of a clear-cut morality within the empire. The Cabal's goals are in many ways noble. Many billions of people share them, including most druids and rangers. However, the Cabal isn't willing to convince those who disagree through debate or discussion. For them, talk is cheap. They prefer decisive action—the more destructive to imperial interests the better. These facts make them ideal to include in games where the struggle between idealism and pragmatism is a central theme. How far is too far in defense of a genuine good? The Green Cabal provides an interesting touchstone to answering that question. Whether used as villains or as allies, no adventure in which these ecoterrorists appear will lack for controversy—the stuff of good storytelling.

Imperial Arcanist

The Imperial Society of Arcane Magic is an important institution of the Dragon Empire. It exists not only to advance the cause of magical research, but also to promote wizards as the equals of sorcerers, despite their lack of dragon blood. Imperial arcanists, as the Society's members are known, are scholarly and devoted wizards (and the occasional bard) who use their knowledge to improve their spellcasting abilities. Arcanists are also skilled researchers who seek out the forgotten lore and secrets of arcane magic. Consequently, arcanists possess a variety of techniques that no other arcane spellcasters possess. In addition, the camaraderie of the Society is great. Its members regularly work together toward common goals and support one another in times of need. It is little wonder then that imperial arcanists have made great strides in recent centuries toward full recognition alongside their sorcerous colleagues.

Hit Die: d4.



TABLE 1-8: THE IMPERIAL ARCANIST

Base						
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Membership	+1 level of existing class
2nd	+1	+0	+0	+3	Secret	+1 level of existing class
3rd	+1	+1	+1	+3	Skill adept	+1 level of existing class
4th	+2	+1	+1	+4	Secret	+1 level of existing class
5th	+2	+1	+1	+4	School focus	+1 level of existing class
6th	+3	+2	+2	+5	Secret	+1 level of existing class
7th	+3	+2	+2	+5	Bonus feat	+1 level of existing class
8th	+4	+2	+2	+6	Secret	+1 level of existing class
9th	+4	+3	+3	+6	Skill mastery	+1 level of existing class
10th	+5	+3	+3	+7	Secret	+1 level of existing class

REQUIREMENTS

To become an imperial arcanist, a character must meet all of the following requirements.

Alchemy or Scry: 6 ranks.

Knowledge (arcana): 8 ranks.

Spellcraft: 8 ranks.

Feats: Scribe Scroll, any one metamagic feat, Spell Focus (any).

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: Character must be a non-sorcerer and pay 1,000 cr per spellcasting level in annual membership dues.

CLASS SKILLS

The imperial arcanist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Research (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the imperial arcanist.

Weapons and Armor Proficiency: An imperial arcanist gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: An arcanist continues training in

magic as well as her field of research. Thus, when an arcanist level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of arcanist to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became an imperial arcanist, she must decide to which class she adds each level of arcanist for purposes of determining spells per day when she adds the new level.

Membership: Imperial arcanists gain many benefits from their membership in the Imperial Society of Arcane Magic—and some drawbacks as well. In exchange for their annual membership dues and the promise to abide by the regulations and bylaws of the Society (including the rulings of its leaders), arcanists gain access to its academies and guild houses throughout the Dragon Empire. They may take lodging there for no fee and may purchase spell components and other arcane materials for half their normal costs. Imperial arcanists also gain access to the Society's spell database. This grants them two new spells of any level they can cast to add to their spellbooks.

Secret: Thanks to the Society's unparalleled libraries, imperial arcanists have access to all sorts of magical lore. At 2nd level and every two levels afterward (4th, 6th, 7th, and 10th), the arcanist chooses one secret from the following list. She can't choose the same secret twice.

- The arcanist's effective caster level for all spells from a single school of magic is increased by 1.
- The arcanist's save DCs for all spells possessing a single descriptor (such as "mind-affecting" or "language-dependent") are increased by 1
- The DCs of all Spellcraft checks to identify spells cast by the arcanist are increased by a number equal to her class level
- The arcanist gains a competence bonus equal to her class level on all Concentration checks
- The arcanist gains a +2 bonus to Intelligence but solely for the purpose of determining bonus spells per level
- The arcanist gains a bonus to all Will saves equal to half her class level against spells cast by sorcerers

Skill Adept (Ex): At 3rd level, the arcanist may choose a number of Intelligence-based skills equal to her Intelligence bonus as her specialties. She gains a competence bonus on related skill checks equal to her class level.

School Focus: At 5th level, the arcanist gains the Spell Focus feat for a magical school of her choosing.

Bonus Feat: At 7th level, the arcanist may choose a single item creation or metamagic feat as a bonus feat.

Skill Mastery (Ex): At 9th level, the arcanist may now take 10 on checks using skills she chose as her specialty with the skill adept ability. The arcanist can take 10 on these chosen skill checks even when stress or distractions would otherwise prevent her from doing so.

The Imperial Society of Arcane Magic

PURPOSE

The Society exists to advance the study and acceptance of wizards within the Dragon Empire.

LEADER

Gwilm Halapaa (LN human male Wiz10/Ima10)

CURRENT ACTIVITIES

The close association between the practice of sorcery and dragons has always made it difficult for wizards in the Dragon Empire. Though their art is in many ways similar to that of sorcerers, the imperial aristocracy looks down upon it. That anyone with sufficient intelligence and effort can learn wizardry has made it a "commoner's art." A mighty wizard need not be born to his power; he ascends to it through study and hard work. Unsurprisingly, this has stigmatized wizards and led to

their political and social marginalization throughout the galaxy.

During the Silver Age, a small number of wizards came together on the world of Aelding in the Casenore system to address this issue. Among them was a half-dragon of House Sarava named Ahl Verbeelo who, despite his ancestry, had taken up the practice of wizardry, which he considered both more flexible and noble than the sorcery revered by his kinsmen. Verbeelo proposed the foundation of a great academy on Aelding, one that would train other wizards and increase their recognition in the empire. Like most of his compatriots, he believed that ignorance was at the root of imperial prejudice against wizards. If they could only see the strength and power of wizards with their own eyes, they would change their minds.

To that end, the assembled wizards founded the Imperial Society of Arcane Magic, which would in turn administer the Vespar Academy of the Art. From the first, the majority of its members believed that the best path to acceptance was to show the empire the benefits to be gained by accepting wizards as the equal of sorcerers. They believed that loyalty to the empire was paramount; no one should suspect wizards of being would-be insurrectionists. A minority, however, disagreed—sometimes violently. These wizards felt that the entire edifice of imperial power was built upon inequality and should be brought down from within. Naturally, some within this minority went so far as to argue that the galaxy should be ruled by a wizardly elite made up of the best and brightest of their number.

While the majority opposed such notions, lest the grand dukes suspect the Society of sedition, they often found it difficult to do so. The Society has always laid great stress on the "artistic" nature of wizardly magic. It is an art that anyone with talent can learn. Unlike sorcery, it is not a birthright. One is not born to wizardly ability; it must be earned through years of hard work. Consequently, there has always been a strain of egalitarian sentiment within the Society. While not every wizard is a secret republican desiring the overthrow of the emperor and his court, most are at least moderately supportive of democratizing the political and social structure of the Dragon Empire. This has not won the Society many friends among the houses.

While Qesemet held the throne, the Society fared well enough as a semi-official guild for wizards, but it made few gains toward full social equality for these arcane spellcasters. House Sarava took some pride in the accomplishments of imperial arcanists, especially in the field of spell research. However, even the silver dragons had little interest in breaking the power of the sorcerers, on whose magical abilities they had depended for millennia.

Ironically, it was the dawn of the Red Age that saw the Imperial Society reach new levels of influence. Mezenbone, though hardly interested in genuine egalitarianism, was nevertheless interested in cultivating a power base above and beyond that usually associated with the Iron Kingdom. The new emperor turned to the wizards, several of whom he placed into positions of authority throughout the empire. While this has gone some distance toward getting wizards closer to the nexus of galactic power, it has also tainted them in the eyes of many, who worry that the Society could become a tool of tyranny. Consequently, the organization's egalitarian minority has become restive of late and may well break away in protest against the growing rapprochement with the imperial throne.

CAMPAIGN INTEGRATION

The Imperial Society of Arcane Magic can serve several purposes in a **Dragonstar** campaign. First and foremost, it gives wizards a place to call home, which is very important in the sorcerer-dominated Dragon Empire. The Society's vast spell database is a draw for almost any wizard who wishes to keep abreast of the latest magical formulae. Membership in the Society gives access to the database, which may be reason enough to include it in a campaign with one or more wizard player characters.

Of course, the politics of the Society make a great campaign element as well. Torn between democrats and elitists, loyalists and rebels, the Imperial Arcanists are a diverse lot. The halls of the Vesper Academy echo with arguments, as each faction tries to chart the best course of action in the galaxy. More than anything, wizards wish acceptance from the empire, but how badly do they want it? Will they risk becoming Mezenbone's collaborators to gain what they seek? Would they be better off joining the Insurrection and fighting for a new and more just society? All of these questions can form the basis for exciting **Dragonstar** adventures or even entire campaigns. DMs looking to add an element of magical intrigue to their games should look no further than the Imperial Society of Arcane Magic.

Infowarrior

Many things hold the Dragon Empire together and one of the most easily forgotten is information, specifically the electronic data stored and exchanged by computers, robots, and other technological devices. Those who would control the empire long ago recognized this oft-overlooked fact and worked to exploit it. It was from these individuals that the infowarrior was born: an electronic fighter who uses his knowledge of computers to gain control of them and access the secrets they hold within.

Infowarriors come in many varieties. Some are professionals of the highest order, having trained for years to become the ultimate virtual invader. Others are amateurs who use their innate gifts to hack into computer systems for entertainment, personal profit, or merely as an intellectual challenge. Both types are much sought after in the empire. Organizations as diverse as the military, corporations, and even the government have need of infowarriors, as do rebel and criminal groups. With the dawn of the Red Age, the secret war between Asamet and Qesemet has intensified. Its battles are fought in the shadows between hidden forces whose identities and agendas are unknown to most imperial subjects. At the center of these shadowy battles are infowarriors, on whose actions the very fate of the Dragon Empire may one day depend.

Hit Die: d6.

REQUIREMENTS

To become an Infowarrior, a character must meet all of the following requirements.

Cryptography: 4 ranks.

Gather Information: 6 ranks.

Research: 6 ranks.

Use Device: 8 ranks.

Feats: Hacker, Remote Operation.



TABLE 1-9: THE INFOWARRIOR

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+2	Hacking +1, <i>electric scry</i>
2nd	+1	+0	+2	+2	<i>Instant reboot/power down</i>
3rd	+1	+1	+3	+3	Hacking +2, <i>detect surveillance</i>
4th	+2	+1	+3	+3	<i>Greater electric scry</i>
5th	+2	+1	+4	+4	Hacking +3
6th	+3	+2	+4	+4	Master programmer
7th	+3	+2	+5	+5	Hacking +4
8th	+3	+2	+5	+5	Bonus feat
9th	+4	+3	+6	+6	Hacking +5
10th	+4	+3	+6	+6	Ghost in the machine

CLASS SKILLS

The infowarrior's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Cryptography (Int), Disable Device (Int), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Repair (Int), Research (Wis), Search (Int), and Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the infowarrior.

Weapons and Armor Proficiency: An infowarrior gains no additional weapon or armor proficiencies. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Hacking (Ex): Beginning at 1st level and increasing every other level thereafter (3rd, 5th, 7th, 9th), the infowarrior gains a +1 bonus to all Gather Information, Research, and Use Device checks made while attempting to hack into a computer system or information network.

Electric Scry (Sp): At 1st level, the infowarrior gains an ability identical to the spell *electric scry*, which he can use once per day as a sorcerer of his class level.

Instant Reboot/Power Down (Sp): At 2nd level, the infowarrior gains an ability identical to the spells *instant reboot* and *power down*. This ability is usable once per day as a sorcerer of the infowarrior's class level. The

character must choose to use either *instant reboot* or *power down* as his one use for the day. He cannot use both.

Detect Surveillance (Sp): At 3rd level, the infowarrior gains the ability to *detect surveillance* as the spell. His caster level is equal to his class level. This ability is usable once per day.

Greater Electric Scry (Sp): At 4th level, the infowarrior gains an ability identical to the spell *greater electric scry*, usable once per day as a sorcerer of his class level.

Master Programmer (Ex): At 6th level, the infowarrior becomes so adept at writing custom computer programs on the fly that he halves the amount of time it takes to write a program (round up), to a minimum of five minutes.

Bonus Feat: At 8th level, the infowarrior may choose a single bonus feat from the following list: Alertness, Good Memory, Improved Initiative, and Information Junkie.

Ghost in the Machine (Su): At 10th level, the infowarrior is so knowledgeable in the ways of computers that he can transfer his soul into a machine or network once he has gained control of it (through the usual hacking methods). This transfer allows the character to double his hacking bonus while his soul resides in the computer to +10. In addition, it allows him total access to all data held within the system, even if it is encrypted. The infowarrior also has control over any subsidiary computer or electronic devices operated by the computer as if he had hacked them himself. While his soul resides in the computer, the character is in a state of suspended animation, just as if he were under the effects of *astral projection*. If his body is killed while his soul is in the computer, the infowarrior is killed, although cast-

ing *soul bind* within a number of rounds equal to the character's Intelligence bonus will capture the soul and preserve it until it can be returned to its original body or placed within a soulmech.

The Guild of Tinkers

PURPOSE

The Guild is an illegal alliance of infowarriors working to bring down the Dragon Empire from within.

LEADER

Ditenda Rujit (CN gnome male Mec7/Rog3/Inw10)

CURRENT ACTIVITIES

The Guild of Tinkers began its existence almost a thousand years ago. As its name suggests, it was originally a haven for mechanists who loved nothing more than tinkering with devices of various sorts, especially electronic ones. These mechanists were generally a rough and tumble sort, self-trained men and women whose primary interest was in "improving" already existing devices, but with little regard for the theoretical underpinnings behind that technology. In a sense, the original tinkers were "mechanical artists" rather than inventors or engineers. They tried their best to bend technology to their wills in order to achieve effects they considered desirable. This earned the Guild a reputation as "a haven for madmen," according to members of the more respectable Imperial Union of Mechanists and Engineers.

From the first, the Guild showed little regard for the law, imperial or local. Members of the organization regularly violated rules and regulations in pursuit of their unusual goals. Indeed, the tinkers held that, since they were not actually creating new technology but modifying old technology to work in new ways, any laws relating to the development or dissemination of technology should not bind them. Such semantics held little weight in imperial courts of law, where tinkers were frequently charged with a wide variety of crimes, chief among them being infringement upon the secrets of other guilds. Naturally, the tinkers made the claim that trade secrets were themselves a violation of the Imperial Charter and that "information wants to be free." Again, this line of reasoning held little weight and many tinkers found themselves sentenced to long terms on prison asteroids.

About 150 years ago, the Guild changed its tactics thanks to an elven mechanist named Vannine Dra, who became the organization's new leader. Dra was obsessed

with the InfoNet and other computer networks. She believed that they offered the Guild the best way to continue its work without interference from imperial authorities. Even the InfoNet is relatively unregulated. Not even the ISPD or Adamantine Order now possess the capabilities to police its activities effectively. By adopting these networks as its way of doing business, Dra argued that the Guild of Tinkers could not only continue to operate as it always had but could also "evolve" into something else. Dra's strategy proved fairly effective. Many tinkers, especially younger members of the Guild, became enthralled with the notion of "improving" computer systems by hacking into them. Their intent was not always malicious, of course. Indeed, many tinkers had little interest in anything except expressing themselves creatively through the medium of hacking.

Of course, the purity of Dra's original vision could not last. Many tinkers saw vast opportunities for making money by hacking into the right computer systems. They cultivated contacts with organized crime, including the Black Hole Syndicate, and helped them launder money and steal valuable data. Before long, the Guild was riddled with criminal agents, some of whom had little interest in its illustrious history or founding philosophy. This helped to bring the Guild to the attention of imperial law enforcement and espionage agencies, which rightly worried that it was a rogue element that could harm the stability of the empire. A series of high-profile crackdowns eventually led to the official disbanding of the Guild and the prosecution of its leaders.

The Guild of Tinkers probably would have faded into history had Mezzenbone not taken the throne. The new emperor was every bit as interested in keeping a lid on dissent as his predecessors. As might be expected, Mezzenbone took an even dimmer view of groups such as the tinkers. This encouraged many of the surviving members of the Guild to band together and fight against the empire. Although not technically part of the Insurrection, they share many goals with the rebels. Therefore, the two organizations occasionally work together in mutually beneficial endeavors. At its base, though, the Guild of Tinkers is a pretty anarchic group whose members have diverse goals. They are united only in their desire to see the Dragon Empire suffer at their hands.

CAMPAIGN INTEGRATION

The Guild of Tinkers can serve many purposes in a **Dragonstar** campaign, if only because the organization is so diverse. Its members run the gamut from idealistic rebels to criminal hackers to technological artists—and everything in between. The Guild does not make a very good patron for most player characters. The group rarely hires outsiders to do its dirty work, preferring to keep things strictly “within the family.” Of course, a PC infowarrior might well be asked to work for the Guild or its members, but that’s a very specific use of the group. More often than not, the characters will hire a tinker to work for them. Tinkers enjoy taking freelance contracts from outsiders, since it gives them variety and cash, two things they crave. The secret, of course, is finding the right tinker for the right job. Some, for example, have specialties or refuse to become involved in particular types of work, depending on their sensibilities. The DM can easily play up these differences to give life to the Guild.

The Guild will rarely appear as an antagonist. However, the criminal connections of many tinkers mean that the group could easily be on opposite sides of the player characters. Tinkers are not always picky about their employers. They work for some fairly unsavory types if the money is right and it affords them the chance to do something unusual on a computer network. The DM should always bear that in mind: Tinkers live for novelty and innovation. Though far removed from their origins, they retain a love of the new and exciting. Few things catch their attention like the chance to do something no one else has ever done before.

Imperial Legionnaire

The Imperial Legions are the cornerstone of the Dragon Empire’s military might. The Legions are the massed armies of all the domains that serve the emperor and ultimately answer to his authority. The Legions

are called upon to perform a wide variety of missions across the galaxy, from police actions on worlds rocked by civil war to border protection to the invasion of Outlands worlds—and everything in between. The one constant are the men and women who make up the Legions. Trained in a combination of old and new combat techniques, they are the pinnacle of the warrior caste and the pride of the empire.

While the term “legionnaire” technically refers to any member of the Legions, from lowly conscripts to seasoned veterans, most imperial subjects use the term to refer specifically to the Legion’s elite, professional soldiers. In the popular imagination, an imperial legionnaire is a two-fisted soldier without equal. Equally skilled with pistol and sword, legionnaires defend the empire from all comers and live only to serve their emperor. For the most part, such stories have a basis in fact, but as any objective observer will tell you, the truly elite troops of the Legions are rare things in the galaxy.

Hit Die: d10.

REQUIREMENTS

To become an imperial legionnaire, a character must meet all of the following requirements.

Base Attack Bonus: +6.

Skills: Freefall 4 ranks, Jump 4 ranks, Pilot 4 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Technical Proficiency.

CLASS SKILLS

The imperial legionnaire’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Demolitions (Int), Freefall (Dex), Intimidate (Cha), Jump (Str), Pilot (Dex), Profession (Wis), Spot

(Wis), and Swim.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the imperial legionnaire.

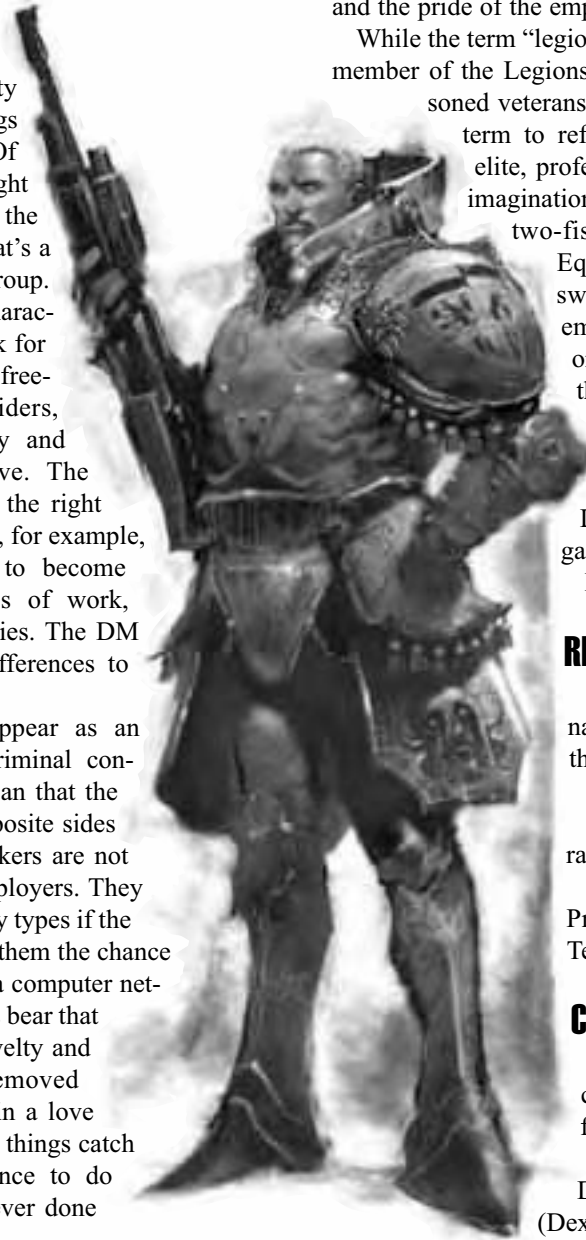


TABLE 1-10: THE IMPERIAL LEGIONNAIRE

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Sword and gun style
2nd	+2	+2	+1	+1	Two-Gun Fighting
3rd	+3	+3	+1	+1	Deadeye
4th	+4	+3	+1	+1	Uncanny dodge
5th	+5	+4	+2	+2	Bonus feat
6th	+6	+4	+2	+2	Uncanny dodge
7th	+7	+5	+2	+2	Bonus feat
8th	+8	+5	+3	+3	Defensive roll
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Legionnaire step

Weapons and Armor Proficiency: A legionnaire is proficient with all simple and martial weapons and light, medium, and heavy armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Sword and Gun Style (Ex): At 1st level, a legionnaire has extensive experience fighting with a blade in one hand and a ranged weapon in the other. When wielding a ranged weapon in one hand, he may wield a light melee weapon in the other. When using this ability, the legionnaire may make an extra attack each round with his off-hand weapon at his highest attack bonus. When fighting in this manner, firing the ranged weapon in melee does not provoke an attack of opportunity. The legionnaire suffers no penalties to either weapon using this ability.

Two-Gun Fighting (Ex): At 2nd level, the legionnaire gains the benefit of the Two-Gun Shooting feat. If he already possesses this feat, he may choose another feat from the list of fighter bonus feats, even if he does not possess any levels in fighter.

Deadeye (Ex): At 3rd level, the legionnaire gains the Deadeye feat for free, even if he does not possess the prerequisites. If he already possesses the feat, he may choose another one from the fighter bonus feat list.

Uncanny Dodge (Ex): At 4th level, the legionnaire retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 6th level, the legionnaire can no longer be flanked. Any character at least four levels higher than the character can still flank if he also possesses this uncanny dodge ability.

Bonus Feat (Ex): Beginning at 5th level and continuing every two levels thereafter, the legionnaire gains a bonus feat from the list of fighter bonus feats.

Defensive Roll (Ex): Once per day, when a legionnaire would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. The character makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The legionnaire must be aware of the attack and able to react to it in order to execute the defensive roll. If his Dexterity bonus to AC is denied, the character cannot use this ability.

Legionnaire Step (Ex): At 10th level, the legionnaire learns to make a 5-foot step both before and after his attacks for the round.

White Legion Expeditionary Force

PURPOSE

The Expeditionary Force is the colonial military force of House Altara, dedicated to exploration and exploitation of the Outlands.

LEADER

Ochorro (CE half-dragon female Ftr9/Leg10)

CURRENT ACTIVITIES

The “Imperial Legions” is the blanket term used to describe the military might of the Dragon Empire. The name is very evocative and emphasizes the infantry that

is vital to the empire's occupation and conquest of worlds. Unfortunately, the name also gives the impression that the Legions consist of nothing beyond such troops, which is patently untrue. The Legions are, in fact, a very diverse group of organizations, united by their allegiance to the Golden Throne and their willingness to defend the empire against all threats. Each house of the empire maintains its own specialized units and uses them primarily for its own benefit, although, like all parts of the Legions, they serve the whole empire in times of trouble.

The White Legion Expeditionary Force is an example of one such specialized unit. Formed over a half-millennium ago by the leaders of House Altara, the force serves several purposes. First and foremost, it is a rapid-reaction force to defend the holdings of the white dragons across the empire. Its legionnaires are well trained and rival those of other more powerful houses in terms of their weaponry and equipment. In addition, the force has access to fast starships that allow its troops to get from one end of the domain to the other with remarkable speed. This is the key to the force's usefulness to House Altara and its reputation throughout the empire.

The force is also a colonial military unit used in those Outlands territories held or administered by the white dragons. Indeed, it is in the Outlands that many legionnaires earned their spurs as warriors. House Altara has conquered comparatively few worlds of its own, but it is often given governorship of them because of its comparatively weak political position within the empire. The process of annexing Outlands worlds is often brutal, but the Expeditionary Force has become quite adept at crushing dissent and turning Outlanders into model imperial subjects—whether they wish to or not.

Ironically, the force has also become very familiar with a wide variety of alien cultures, which has in turn led to its third purpose: exploration. The Expeditionary Force is regularly assigned to accompany and protect imperial exploratory vessels of all sorts, including those of the Royal Exploratory Service. That last fact is a testament to the force's professionalism and skills in this area. It is rare to see such cooperation between Qesemet- and Asamet-based organizations, especially one that's as solidly military in its nature as the Expeditionary Force. Yet, there are few other groups within the Dragon Empire that are as adept at dealing with the unknown. Perhaps unsurprisingly, a fair number of individuals from outside Altara's territory enlist in the White Legion in hopes of joining the Expeditionary Force. Many fail to make the grade, but enough do that it is a viable route for those hoping to spend their military service exploring the uncharted reaches of the galaxy.

Since Mezenbone came to the throne, the force has been busier than usual. The emperor has shown a great deal of favor to House Altara, which has been a loyal member of Asamet since the beginning. The force is another reason why. Mezenbone believes—correctly—that House Altara will pacify worlds more quickly and efficiently than any other house within the empire. Furthermore, he hopes that the force will be able to extract valuable magic or technology from these worlds before it has the chance to fall into the hands of the Insurrection or others who oppose his rule.

So far, this arrangement has worked very well. Yet, there is evidence that problems may be arising. The presence of so many from outside House Altara within the Expeditionary Force is beginning to have an effect. Where once the force's military governors were brutal and remorseless, some now show a tendency toward conciliation and diplomacy. Many are more interested in learning from Outlanders than in subjugating them mercilessly. While this has aided the force in its efforts in some respects, it has also weakened the position of House Altara in the Outlands. No longer is it as feared as once it was, which has in turn encouraged rebellion among and sympathy for its enemies.

CAMPAIGN INTEGRATION

The White Legion Expeditionary Force can be used in many ways in a **Dragonstar** campaign. The simplest is as an example of a specialized organization within an Imperial Legion. Whether as a base for player character soldiers or as an antagonist, the force works well in most campaigns. In the latter capacity, it's especially useful as an enemy in the Outlands. The force can function as a stereotypical occupying army against which the PCs can rally a rebellion.

Of course, the Expeditionary Force can also be used in exploration-based games as well. Some legionnaires in the force have a genuine interest in the quest for knowledge, while others do not. In a game where the PCs are all explorers working for the Royal Exploratory Service, the force might be part of a “deal with the devil” to protect an exploratory mission. The legionnaires and explorers have no love for one another but most work together for a time, despite their mutual antipathy. Another variation is a campaign where the PCs are all good-aligned exploration-minded soldiers who joined the force to see the galaxy and must fight against its darker nature to achieve their dreams. In either case, the campaign plays off the Expeditionary Force's complex nature to create adventures that emphasize interpersonal conflicts as much as combat. While very different from other legionnaire campaigns, this one offers many rich rewards for those willing to try.

Noetic Warrior

The noetic warriors represent the pinnacle of the Noetic Order's physical and spiritual training regime. Combining potent psionic abilities with combat skills, they are a testament to the power of mind over matter. Noetic warriors are skilled in both unarmed and melee combat. In addition, they have learned how to use their psionic abilities in tandem with their martial skills, creating a potent combination revered (and feared) throughout the galaxy.

Noetic warriors are one of the most common representatives of the Noetic Order outside of its monasteries. That is because these warriors are not always members of the order itself. The monks accept students from all over the Dragon Empire who show potential. So long as a student abides by the order's rules while studying, it has few restrictions about whom its masters will teach. Consequently, noetic warriors can be found in a wide variety of occupations, not all of them devoted to the spiritual goals of the order that gave them birth.

Hit Die: d10.

REQUIREMENTS

To become a noetic warrior, a character must meet all of the following requirements.

Alignment: Any lawful.

Base Attack Bonus: +7.

Skills: Autohypnosis 4 ranks, Concentration 4 ranks, Jump 4 ranks, Tumble 4 ranks.

Feats: Alertness, Combat Reflexes, Combat Manifestation, Improved Initiative, Lightning Reflexes.

Special: Must be able to manifest psionic powers.

CLASS SKILLS

The noetic warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Move Silently (Dex), Profession (Wis), Stabilize Self (Con), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the noetic warrior.

Weapons and Armor

Proficiency: A noetic warrior is proficient with all simple weapons, but not with armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Power Points: Noetic warriors gain power points per day as shown on Table 1-11: The Noetic Warrior. These power points are added to the character's previous total. Noetic warriors gain bonus power points based on their Wisdom.

Powers Discovered: Noetic warriors discover powers as shown on Table 1-11: The Noetic Warrior. The powers are added to the character's previous total powers known. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters also retain all previously discovered attack and defense modes).

Unarmed Strike: A noetic warrior fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks. If he has any monk levels, he uses the unarmed damage that is higher.

Monk Multiclassing and Unarmed Attacks: The

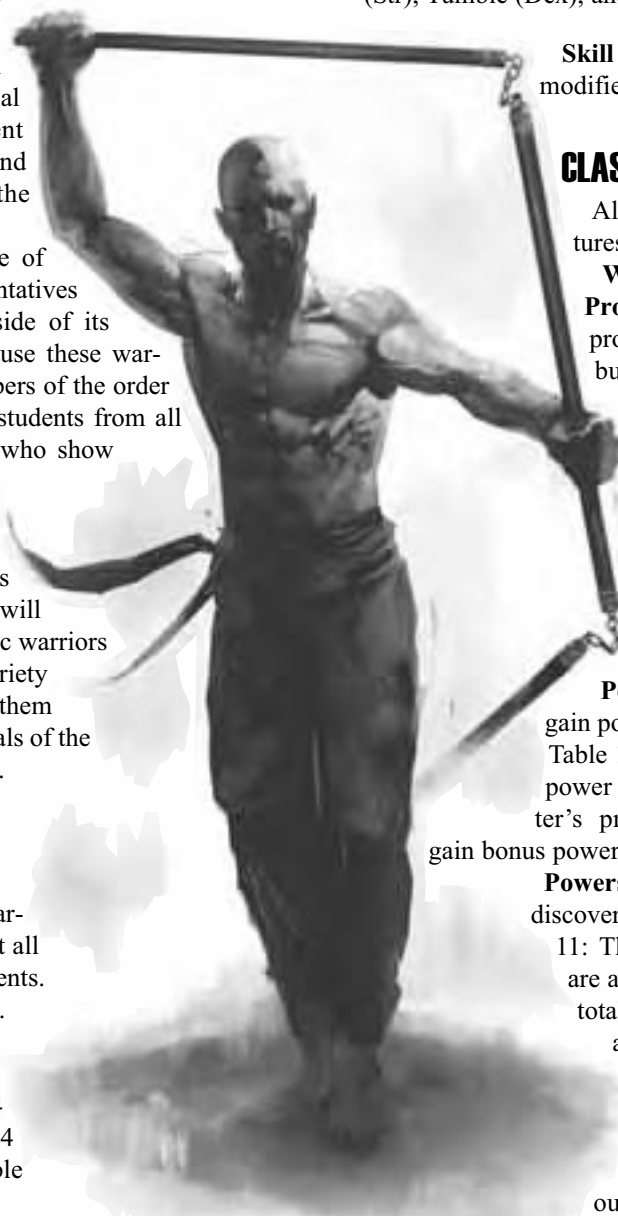


TABLE 1-11: THE NOETIC WARRIOR

Class Level	Base				Special	Power Points per Day	Powers Discovered			
	Attack Bonus	Fort Save	Ref Save	Will Save			0	1	2	3
1st	+0	+2	+2	+2	Unarmed Strike	+3	–	–	–	–
2nd	+1	+2	+2	+2	Evasion	+5	–	–	–	–
3rd	+2	+3	+3	+3	Bonus Feat	+5	–	–	–	–
4th	+3	+3	+3	+3	Uncanny Dodge	+5	1	–	–	–
5th	+3	+4	+4	+4	Bonus Feat	+7	2	–	–	–
6th	+4	+4	+4	+4	Uncanny Dodge	+7	2	1	–	–
7th	+5	+5	+5	+5	Bonus Feat	+7	2	2	–	–
8th	+6	+5	+5	+5	Improved Evasion	+9	2	2	1	–
9th	+6	+6	+6	+6	Bonus Feat	+9	2	2	2	–
10th	+7	+6	+6	+6	Whirlwind Attack	+9	2	2	2	1

multiclassing restrictions placed on monks do not apply to the noetic warrior. A monk who gains noetic warrior levels may continue to gain monk levels without restriction. If the noetic warrior has monk levels, his noetic warrior base attack bonus stacks with his monk unarmed attack bonus to determine the number of unarmed attacks he gets when making a full attack.

Evasion (Ex): If a noetic warrior makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the noetic warrior instead takes no damage. Evasion can only be used if the noetic warrior is wearing light armor or no armor.

Bonus Feat: At 3rd, 5th, 7th, and 9th level, a noetic warrior gains a bonus feat, which must be chosen from the following list: Blind-Fight, Deflect Arrows, Dodge, Cleave, Combat Manifestation, Expertise, Great Cleave, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Inertial Armor, Inner Strength, Mental Leap, Mobility, Psionic Dodge, Power Attack, Quick Draw, Speed of Thought, Spring Attack, Stunning Fist, Sunder, Talented, Trigger Power, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, and Whirlwind Attack.

Uncanny Dodge (Ex): At 4th level and above, the noetic warrior retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 6th level, he can no longer be flanked. Only a character who possess this uncanny dodge ability and is four levels higher than the noetic warrior can flank him.

Improved Evasion (Ex): At 8th level, the noetic warrior's evasion ability improves. This improved ability works just like evasion, except that while the noetic warrior still takes no damage on a successful Reflex save, he now takes only half damage on a failed save.

Whirlwind Attack (Ex): At 10th level, a noetic warrior gains the ability to make a Whirlwind Attack a number of times per day equal to his Wisdom modifier. This ability functions exactly like the feat of the same name, except that it is limited in the number of times per day it can be used and the character need not meet all the prerequisites. If the noetic warrior already possesses Whirlwind Attack, he may substitute another feat from the bonus feat list above.

The Noetic Order

PURPOSE

The Noetic Order exists to develop the physical and spiritual well-being of its members, including the fostering of psionic abilities.

LEADER

Kasun Dowalgo (LN human male Psy8/Now10)

CURRENT ACTIVITIES

There have always been mystical orders in the galaxy. Men and women who have devoted themselves to personal enlightenment can be found on nearly every world, even among the barbarians of the Outlands. Until the early Copper Age, however, there was no order with an empire-wide influence. That all changed when an elven psion named Henivol the Seeker had a remarkable vision. According to his later writings, Henivol's vision revealed to him that the entire universe—matter and energy—is nothing more than the manifestation of the thoughts of the gods. By following a path of physical

deprivation and discipline, as well as mental rigor, one can commune with this Divine Consciousness and become one with it. He further claimed that, through this communion, mortal beings can take on divine characteristics, manipulating the laws of reality according to their own desires.

Henivol set out to put his vision into practice. Using his own personal wealth (which was considerable, owing to his family's commercial interests), the elf purchased a rundown orbital station in the Kulas system of House Aranath's domain. Henivol gathered around himself a small collection of followers who shared his interest in personal growth and enlightenment. These disciples helped to establish what eventually became known as the Noetic Order. Along with Henivol, they tested and developed new methods of harnessing the mental powers of mortal beings, bringing them to new heights in the process.

The Noetic Order slowly grew over the course of centuries. Its members took little interest in imperial politics, preferring to busy themselves with their own spiritual concerns. This served the order well, for it gave them a degree of objectivity and aloofness that kept them out of galactic controversies. The order has always taken in students who share its interest in the Divine Consciousness. Its own ethical principles are broad enough to allow for many interpretations. Moreover, it shared the imperial prejudice against delving too deeply into the alignment of those who sought its wisdom. Besides, the order taught that good and evil were nothing more than imperfect reflections of divine thoughts that were really beyond such concepts. The true reality of existence was far more complicated and transcended such narrow notions. So long as a student obeyed the masters of the order and was respectful of its traditions, there was no problem.

As its name suggests, the Noetic Order is concerned primarily with psionic abilities. However, not all of its adherents are psions or psychic warriors. Many are non-psionic monks who have channeled their inner powers in different—though no less impressive—directions. Over the centuries, it has expanded its original orbital base into a far more extensive facility, capable of housing hundreds of aspirants and students. In addition, daughter stations have sprung up across the Dragon Empire. There are now branches of the Noetic Order in every domain, as well as a handful in the Outlands.

The Noetic Order remains firmly apolitical, or at least tries to be. Over the centuries, it has become more difficult, because the order has developed a reputation for being peerless crafters of dorje, crystal capacitors, and psionic items. They have no qualms about selling these items to outsiders. Indeed, they have developed quite a trade in them, particularly in the last hundred years, as

psionics become more widely known and accepted in imperial society. This in turn has made the Noetic Order quite wealthy, which has led to a slight decline in its discipline and its apolitical stance. While still quite removed from the mainstream of imperial society, the order is slowly acquiescing to its influence.

Since the dawn of the Red Age, the Noetic Order has found itself in a difficult position. Its widespread nature and wealth has made it the target of pressure from the emperor and his court. They wish the order to support Mezzenbone's initiatives more fully, as well as to share certain psionic techniques with the Adamantine Order and the ISPD. So far, the grand master of the order has politely resisted. How long he can hold out is anyone's guess. Of course, if he bows to imperial pressure, he may face a revolt among the most traditional members of the order, which could tear the organization apart. For the time being, the matter remains unresolved.

CAMPAIGN INTEGRATION

Because of its relationship to psionics, the Noetic Order isn't usable in every campaign. Some DMs have no interest in psionics and that is perfectly fine. Moreover, psionics don't play a huge role in **Dragonstar** and can be easily ignored. Of course, the order could just as easily be used as a monk organization, without any reference to psionics. In that case, it provides a good home for monk player characters, as well as a philosophy in which they can ground themselves. Purely as background color, the Noetic Order is very useful to a DM.

The order could also be used either as a villain or an ally—or both. The rift between those who have become enamored of wealth and those who hold true to Henivol's ideas is very real and growing. It makes a great plot hook for DMs looking to introduce the Noetic Order into a campaign. It's also a great way to show that not all monks or psions have the same ideals. They are just as prone to corruption as anyone else. Alternately, the order could be the repository of secret spiritual wisdom that the player characters could seek. In this way, it could be used as a plot hook in its own right, as the characters seek out the guidance of an ancient master on a lonely orbital monastery in some distant star system.

Royal Marshal Inspector

The Royal Marshal Service is one of the pillars of law and order within the Kingdom of Qesemet. The inspectors are its most important representatives. These men and women travel the worlds of the domain in pursuit of criminals and fugitives, as well as investigating crimes that fall within the service's mandate. Many of them do

so independently, without much assistance from their fellow inspectors or even from the Marshal Service. Others gather around themselves a band of likeminded individuals, whose zeal for justice is as strong as theirs. In either case, the inspector has a duty to bring the guilty to account for their crimes, no matter what the cost.

Royal marshal inspectors have jurisdiction only within the borders of Qesemet. This means they cannot legally pursue criminals into Asamet or the Outlands without receiving permission to do so, which is rarely given. Consequently, inspectors tend to adopt a restrained approach to law enforcement, lest the objects of their investigations flee to safety elsewhere before they can be captured. This has given inspectors the reputation of being thoughtful and incorruptible agents of the law—a true rarity as the shadow of the Red Age grows longer.

Hit Die: d10.

REQUIREMENTS

To become a royal marshal inspector, a character must meet all the following criteria.

Base Attack Bonus: +5.

Alignment: Lawful good or lawful neutral.

Skills: Diplomacy 4 ranks, Gather Information 4 ranks, Knowledge (imperial law) 4 ranks, Sense Motive 4 ranks.

Feats: Technical Proficiency

CLASS SKILLS

The royal marshal inspector's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (imperial law) (Int), Listen (Wis), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the royal marshal inspector.

Weapon Proficiency: The royal marshal inspector is proficient with all simple and martial weapons as well as light and medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move

Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Favored Criminal (Ex): Beginning at 1st level and increasing every other level thereafter (3rd, 5th, 7th, and 9th) the royal marshal inspector gains a +1 attack bonus against a favored criminal. The inspector receives the same bonus on Listen, Search, Sense Motive, and Spot checks when using these skills against this specific target. The bonus normally applies only to a single criminal, and the inspector must announce the target before each adventure.

Mandate (Ex): A royal marshal inspector is empowered to act as an agent of the law within the Kingdom of Qesemet and its colonies. This means that any subjects of that kingdom, as well as any government officials within it, are obliged to provide all reasonable assistance in completing his current assignment. Failure to do so is a crime, as is any attempt to hinder the inspector's investigation. The character may add his class level as a bonus to all Charisma checks and Charisma-based skill checks made when interacting with others in an official capacity.

Bonus Feat: At 2nd level, the character may select a single feat from the fighter's list of bonus feats.

Incorruptible (Su): At 4th level, the inspector becomes immune to the specific effects of any mind-affecting spells that would compel him to act contrary to the laws of Qesemet. This does not make him immune to such spells absolutely, only attempts to make him circumvent his duties under the law. Thus, an inspector could be affected by *charm person* but only so long as its caster did not attempt to make the inspector act con-



TABLE 1-12: THE ROYAL MARSHAL

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+1	+0	+1	Favored criminal +1, mandate
2nd	+2	+2	+1	+2	Bonus feat
3rd	+3	+2	+1	+2	Favored criminal +2
4th	+4	+3	+1	+3	Incorruptible
5th	+5	+3	+2	+3	Favored criminal +3
6th	+6	+4	+2	+4	Posse
7th	+7	+4	+2	+4	Favored criminal +4
8th	+8	+5	+3	+5	Improved posse
9th	+9	+5	+3	+5	Favored criminal +5
10th	+10	+6	+3	+6	Chief inspector

trary to the law. The moment the caster makes such a demand of the inspector, the spell is immediately broken.

Posse (Ex): At 6th level, the inspector can form a posse made up of NPC royal marshals whose total levels do not exceed the character's class level plus Charisma bonus (if any). The members of this posse are bound by the same restrictions as any other marshal. Royal marshals are typically paladins, though they may also have rogue or cleric levels.

Improved Posse (Ex): At 8th level, the inspector's posse can be made up of NPC marshals whose total levels do not exceed twice the character's class level plus Charisma bonus (if any).

Chief Inspector (Ex): At 10th level, the chief inspector's authority expands to allow him to cross into Asamet territory or the Outlands in pursuit of a fugitive or when investigating a lead directly related to his current case. In such cases, he may use any of his other class abilities in these areas as well, under agreements made between the two dragon kingdoms. However, he must not overstep the limitations of this ability or he may face prosecution in the Iron Kingdom.

Royal Marshal Service

PURPOSE

The Royal Marshal Service exists to maintain law and order within the Kingdom of Qesemet.

LEADER

Solorik Gija (LG human female Pal10/Roy10)

CURRENT ACTIVITIES

Although the Golden and Iron Kingdoms are both integral parts of the Dragon Empire, sharing many institutions and laws, they are also governed separately. Indeed, when it comes to many aspects of internal affairs, Qesemet and Asamet are very different domains. One of the most profound differences comes with regard to law enforcement. Qesemet possesses several distinct law enforcement agencies, each with its own mandate and jurisdiction. In some cases, there are jurisdictional gray areas, which complicate the investigation of crimes and their subsequent prosecution. The dragons of Asamet mock their good brethren for this, arguing that it is both inefficient and costly. If Qesemet wishes to fight crime successfully, they say, it would make more sense to centralize legal authority and empower its agents more fully, as they have done in their domain.

The Golden Kingdom has shown little interest in aping their evil counterparts. Instead, they make the case that the interests of their subjects are best served by maintaining several different agencies, lest any one become so powerful that it actually becomes an impediment to justice. The Royal Marshal Service is one of the most important of these agencies. Charged primarily with internal security, organized crime, and counterespionage activities, the marshals are Qesemet's first line of defense against the worst threats that arise within its borders. That is, the marshals have jurisdiction only within the territories of the Golden Kingdom and not beyond it, at least not without special dispensation from their superiors. This means that they rarely venture into the Outlands or into areas held by Asamet.

The crimes the marshals investigate are typically "high profile" in nature, which is to say domain-wide in

their implications. In principle, the marshals could involve themselves in anything that affects the whole of the Golden Kingdom. In fact, however, they rarely get involved in purely local matters, leaving such investigations to planetary law enforcement agents. Consequently, the marshals focus on organized crime, espionage, and terrorism, since these and similar crimes can impact the whole of Qesemet. As one might expect, the Black Hole Syndicate is a great enemy of the marshals, as are those members of the Insurrection that make no distinction between good and evil in their acts of rebellion.

The Royal Marshal Service has always been known for its careful and indeed restrained approach to law enforcement. Its agents are not flamboyant or prone to act rashly. They are, if anything, methodical and slow-paced, since they understand that the key to success is in laying a proper foundation for the conclusion of the investigation. In addition, marshals recognize the limits of their mandate. They do not wish to act until they are certain of success. Otherwise, they risk sending their quarry into regions where they have no legal authority to act.

Since Mezzenbone assumed the throne, the reputation of the Royal Marshal Service has increased considerably. Though Asamet only grudgingly respects the RMS's abilities, most imperial subjects look upon the marshals as wholly incorruptible and beyond reproach. Their fame as fair and impartial lawmen is widely disseminated, which has added to their legend across the galaxy. As a new age dawns on the Dragon Empire, where naked ambition and the flouting of law for personal gain is rewarded, the Royal Marshal Service stands out even more as a beacon of hope and justice under the law.

CAMPAIGN INTEGRATION

The Royal Marshal Service is an excellent addition to any **Dragonstar** campaign. Marshals make excellent patrons, since they often use independent agents to assist them in their investigations. The RMS is also a great organization to which a player character can belong. Marshals usually operate with minimal support from their headquarters, roaming Qesemet looking to solve crimes and fight enemies of the kingdom. Of course, their methodical nature might be problematic for players who enjoy more fast-paced adventures.

This isn't to say that marshals are boring and lack moments of action, since that is certainly not true. However, the fact remains that the marshals acquired their sterling reputation by generally undertaking their work "by the book." They are not vigilantes; they are agents of the law and they act like it. DMs should bear

this in mind, whether marshals appear as PCs or NPCs. The Royal Marshal Service is an honorable institution where loose cannons and other such renegades have no place.

As antagonists, marshals are implacable. They do not give up easily. Most look upon each investigation they take up as a test of their personal commitment to law and order. Thus, they rarely allow a criminal to escape unless they are dead or injured beyond their ability to continue the pursuit. This is an important element of the RMS that DMs should bear in mind. If the PCs run afoul of a marshal, he will not let up until he has either captured them or is permanently taken out of the picture. It is little wonder that many criminals flee into the Outlands or even the Dark Zone to escape them.

Unification Missionary

The Unification Church is one of the greatest institutions in the Dragon Empire. Its clerics tend to the spiritual needs of billions of imperial subjects, providing sound doctrines that have kept the empire strong and relatively free of religious strife for millennia. Unfortunately, the worlds of the Outlands are not so blessed. They know nothing of the Church or the prophet Nasuit's great religious revolution. Consequently, it falls to missionaries to teach these poor ignorant souls about the Church and its dogmas. Missionaries are unusual individuals who are willing to leave the empire and live among the Outlanders, learning their ways so as to lead them to the Church's own truths. Missionaries are selected for their religious knowledge and preaching ability. By their words alone, they are able to fascinate and inspire even the most jaded of listeners. Those who have heard their words often come to accept their wisdom and convert to the Unification Church—the very reason they are sent out into the wilds of the galaxy.

Hit Die: d8.

REQUIREMENTS

To become a unification missionary, a character must meet all of the following requirements.

Diplomacy: 8 ranks.

Knowledge (religion): 8 ranks.

Perform (oration): 8 ranks

Spells: Ability to cast 3rd-level divine spells.

CLASS SKILLS

The Unification Missionary's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis),

TABLE 1-13: THE UNIFICATION MISSIONARY

Base						
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Silver tongue +1	+1 level of existing class
2nd	+1	+3	+1	+3	Bonus language	+1 level of existing class
3rd	+1	+3	+1	+3	Fascinating preacher, silver tongue +2	+1 level of existing class
4th	+2	+4	+1	+4	Bonus language	+1 level of existing class
5th	+2	+4	+2	+4	Silver tongue +3	+1 level of existing class
6th	+3	+5	+2	+5	Courageous preacher, bonus language	+1 level of existing class
7th	+3	+5	+2	+5	Silver tongue +4	+1 level of existing class
8th	+4	+6	+3	+6	Bonus language	+1 level of existing class
9th	+4	+6	+3	+6	Great preacher, silver tongue +5	+1 level of existing class
10th	+5	+7	+3	+7	Bonus language	+1 level of existing class

Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the unification missionary.

Weapons and Armor Proficiency: A unification missionary is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: A missionary continues his training in divine magic. Thus, when a new missionary level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of missionary to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a unification missionary, he must decide to which class he adds each level of missionary for purposes of determining spells per day.

Silver Tongue (Ex): Beginning at 1st level and every other level thereafter (3rd, 5th, 7th, and 9th), the missionary gains a +1 bonus on all Charisma checks and Charisma-based skill checks used while preaching the gospel of the Unification Church. The bonus applies to these skills only when they are used for this purpose.

Bonus Language (Ex): Beginning at 2nd level and every other level thereafter (4th, 6th, 8th, 10th), the missionary learns a new language for free. This language can be any one to which the character has been exposed, although at the DM's discretion another language can be substituted.

Fascinating Preacher (Ex): At 3rd level, the missionary gains the ability to fascinate those who listen to his preaching about the faith of the Unification Church. Any creature to be fascinated must be able to see and hear the missionary and must be within 90 feet. The missionary must also see the creature. The creature must be able to pay attention to the missionary. The distraction of a nearby combat or other dangers prevents the ability from working. The missionary makes a Diplomacy check, and the target can negate the effect with a Will saving throw equal to or greater than the missionary's check result. If the saving throw succeeds, the missionary cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the missionary's sermon for up to 1 round per class level of the missionary. While fascinated, the target's Spot and Listen checks suffer a –4 penalty. Any potential threat (such as an ally of the missionary moving behind the fascinated creature) allows

the fascinated creature a second saving throw against a new Diplomacy check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

Courageous Preacher (Su): At 6th level, the missionary gains the ability to inspire followers of the Unification Church to perform acts of zealous devotion. To be affected, an ally must hear the missionary preach for a full round. The effect lasts as long as the missionary preaches and for 5 rounds after the missionary stops preaching (or 5 rounds after the ally can no longer hear the missionary). While preaching, the missionary can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

Great Preacher (Su): At 9th level, the missionary gains the ability to inspire greatness in his followers. This ability can affect only one creature at this level and an additional creature at 10th level. To inspire greatness, the missionary must preach and the creature must hear the missionary preach for a full round, as with courageous preacher above. The creature must also be within 30 feet. A creature inspired with greatness gains temporary hit points, attack bonuses, and saving throw bonuses as long as he or she hears the missionary continue to preach and for 5 rounds thereafter.

The target gains the following benefits:

- +2d10 temporary hit points.
- +2 sacred bonus on attack rolls.
- +1 sacred bonus on Fortitude saves.

The Missionary Evangelists of Nasuit

PURPOSE

The Evangelists exist to spread the teachings of the Unification Church across the galaxy.

LEADER

Davilis Gastari (LG half-dragon male Clr10/Unm10)

CURRENT ACTIVITIES

Along with the office of the emperor, the Unification Church is one of the single most important institutions in the Dragon Empire. That's not obvious to many outsiders, who underestimate the Church's role. To them, it is just a loose framework of beliefs with so much room for individual interpretation that it's barely a coherent entity at all. This observation is true as far as it goes, but

it fails to take into account the fact that that loose framework of beliefs has kept the lid on religious strife for millennia. By creating a structure that could accommodate a wide variety of beliefs, the prophet Nasuit laid one of the cornerstones of imperial rule. Without the Unification Church, there is little doubt that the Dragon Empire would never have lasted a hundred years, let alone five thousand.

Even more important is the fact that the Church enables Outlanders to place themselves and their beliefs within this galaxy-spanning structure. The Church is the great assimilator. When an Outlander first encounters the empire, he may find it hard to imagine a place for himself. While he might take the existence of other races like himself as one means of doing so, he might also look on the Church as that means. Knowing that his own god is actually a reflection of the widely worshipped Father, for example, is comforting. The Outlander understands that he is not an outcast within the empire—and neither are his beliefs.

To facilitate this understanding, the Unification Church sponsors dozens of missionary societies to spread the teachings of the faith to the far-flung worlds of the galaxy. Foremost among them are the Missionary Evangelists of Nasuit. Led by a half-dragon cleric of House Deserene, the Evangelists focus on the Outlands, which they believe to be most in need of their ministrations. They do this in two ways. The first—and most straightforward—is done when a new world is added to the empire's territory. Evangelists visit that world, work with the local religious leaders, and instruct them in the Unification Church's own doctrines so that they can make a smooth transition after being annexed. The Evangelists approach this as a solemn duty and undertake it with remarkable zeal, which may explain their equally remarkable success rate.

The second way in which the Evangelists spread the teachings of the Church is covertly. Undercover missionaries visit an Outlands world and work behind the scenes to make the world more pliable and ultimately accepting of the Church's theology. This usually takes the form of public debates or discussions that subtly introduce Unification ideas to a world. It never involves undermining local authorities, however—at least not in the case of the Missionary Evangelists. While other missionary societies might do so, they do not. They believe that even ignorant Outlanders should be treated with respect. After all, Nasuit believed that all but the most misguided of religions contained a shard of the ultimate truth that the Unification Church teaches. To treat local faiths with contempt would be to deny this.

The Evangelists have recently found their position in the empire weakened. The advent of the Red Age has thrown them into disfavor. While there is no outright

persecution of them or their open-minded approach to missionary work, it is not patronized by the imperial court as it once was. Instead, more rapacious societies receive the lion's share of imperial sanction. This makes the Evangelists' work harder, as they must contend with fewer resources and a dwindling number of new members. Nevertheless, they soldier on in memory of the Church's founder, who launched one of the greatest religious revolutions in galactic history.

CAMPAIGN INTEGRATION

The Missionary Evangelists of Nasuit can serve two valuable purposes in a **Dragonstar** campaign. First, in a game where the player characters begin as Outlanders, the Evangelists can be conduits of knowledge about the galaxy at large. They are good-aligned and open-minded. This makes them excellent contacts for the PCs, as they slowly acclimate themselves to the strange galaxy in which they have suddenly found themselves.

In other types of **Dragonstar** campaigns, the Evangelists make great patrons or contacts for cleric characters. They can sponsor missions to Outlands worlds, whether contacted or still unaware of the empire. In the latter case, this opens up the possibility of covert operations, with cleric characters engaging in "guerrilla theology." This is clearly an unusual type of campaign, but it can also be a rewarding one, as the characters struggle with convincing Outlanders of the truth of the Unification Church and thereby paving the way for their integration into the empire.

The Evangelists also provide a vehicle for DMs looking to send the characters to more traditional fantasy worlds. The Evangelists work on hundreds of different planets, many of which might be locales for epic quests and adventures of a familiar and welcome sort. While such adventures aren't always suitable as the focus of a **Dragonstar** game, they can make a nice change of pace.

RES Trailblazer

The Royal Exploratory Service is one of the oldest institutions of galactic exploration in the Dragon Empire. Its field agents, called trailblazers, travel into the Outlands and visit its many worlds, bringing back a wealth of cultural and scientific information. These men and women are trained to operate far from home and without technological support, since many Outlands worlds are not only remote but primitive. Unlike many other imperial exploratory services, the RES focuses on personal interaction and diplomacy. Trailblazers are trained to pick up languages quickly and to use social rather than combat skills to achieve their goals.

This prestige class represents the basic level of training given to all trailblazers, regardless of the team to which they are assigned. It is a trailblazer's other classes that provide him with the skills and feats that mark him as suitable as either a Science or Contact Team member, for example. The RES actively recruits new trailblazers from among a wide variety of classes and races, in order to give it access to many resources. Consequently, nearly anyone who shares the Service's goals and ideals may become a trailblazer.

Hit Die: d8.

REQUIREMENTS

To become an RES trailblazer, a character must meet all of the following requirements.

Alignment: Any non-evil.

Skills: Diplomacy 8 ranks, Gather Information 6 ranks, Wilderness Lore 8 ranks.

Feats: Alertness, Endurance, Track.



TABLE 1-14: THE RES TRAILBLAZER

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+2	+0	Bonus language, intuit direction
2nd	+2	+3	+3	+1	Frontier diplomat +2
3rd	+3	+3	+3	+1	Bonus language, trackless step
4th	+4	+4	+4	+1	Frontier diplomat +4
5th	+5	+4	+4	+2	Bonus language, find the path
6th	+6	+5	+5	+2	Frontier diplomat +6, disease immunity
7th	+7	+5	+5	+2	Bonus language, outlands weapons
8th	+8	+6	+6	+3	Frontier diplomat +8
9th	+9	+6	+6	+3	Bonus language, outlands weapons
10th	+10	+7	+7	+3	Frontier diplomat +10

CLASS SKILLS

The trailblazer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Search (Int), Swim (Str), and Wilderness lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the RES trailblazer.

Weapons and Armor Proficiency: A trailblazer is proficient with all simple and martial weapons and light or medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Language: At 1st level and every other level thereafter (3rd, 5th, 7th, and 9th), the trailblazer gains a bonus language, which he may choose from any languages available in the **Dragonstar** setting.

Intuit Direction (Ex): Beginning at 1st level, the trailblazer may take 10 on any Intuit Direction check, even when stress or distractions would otherwise prevent him from doing so.

Frontier Diplomat: Beginning at 2nd level and increasing every second level thereafter (4th, 6th, 8th, and 10th), the trailblazer gains a +2 bonus to all Diplomacy checks when dealing with inhabitants of the

Outlands. This bonus can be used to counter the usual penalties for dealing with those from a different culture than oneself (see *Starfarer's Handbook*, page 72).

Trackless Step (Ex): Starting at 3rd level, a trailblazer leaves no trail in natural surroundings and cannot be tracked.

Find the Path (Sp): Once per day, the trailblazer may use *find the path* as a spell-like ability, as a sorcerer of his class level.

Disease Immunity (Ex): At 6th level, the trailblazer becomes immune to all diseases, including magical diseases such as mummy rot and lycanthropy, due to his extensive travel throughout the galaxy and exposure to its many ailments.

Outlands Weapons: Because of his extensive travel among the worlds of the Outlands, the trailblazer gains the Exotic Weapon Proficiency feat in a weapon of his choice, usually one not commonly found in the Dragon Empire.

The Royal Exploratory Service

PURPOSE

The RES pushes back the boundaries of ignorance by exploring the unknown regions of the galaxy.

LEADER

Velfana Sarde (CG elf female Drd9/Tra10)

CURRENT ACTIVITIES

Like so many institutions of the Dragon Empire, the Royal Exploratory Service began as an organ of the

Kingdom of Qesemet before the foundation of the empire itself. The Golden Kingdom has always been interested in expanding knowledge for its own sake. The grand dukes of the kingdom have a long tradition of funding explorers and missionaries who travel into the Outlands, both to bring those worlds into the kingdom but also to bring back unusual knowledge.

During the great war between the two kingdoms, the RES served as an intelligence service for Qesemet. Its trailblazers traveled into enemy-held territory and used their remarkable covert skills to gather information and report back to their superiors. The RES proved so effective that the dragons of Asamet eventually began targeting its agents specifically, which only encouraged the trailblazers to hone their talents even further. In the process, they also developed a hatred for the Iron Kingdom and its minions, a hatred that continued well after the signing of the Imperial Charter that ended hostilities between the two realms.

Since the foundation of the empire, the RES has remained under the protection of Qesemet, even if its mandate has been expanded somewhat to include worlds in or near Asamet space. In general, trailblazers avoid having anything to do with the Iron Kingdom, since more often than not Asamet wishes to acquire knowledge for selfish ends, many of which threaten the safety of the Golden Kingdom. Mostly, though, the RES works in the Outlands, where it can go about its business in relative peace, since neither dragon kingdom has a sizable presence along the wild fringe of the empire.

The trailblazers that make up the RES are divided into several different teams, none of which are immutable. That is, members of the RES frequently move from one team to another, depending on their skills, desires, and the needs of the Service. The three most prevalent team types are Explorer, Contact, and Science. The first two are by far the most prevalent. They engage in exploration of unknown worlds and first contact with primitive races respectively. Rounding out the teams are the Science Teams, which investigate unusual phenomena of both a scientific and magical nature.

Over the last few centuries, the RES has engaged in an extensive examination of the Outlands, exploring and cataloging both known and previously unknown planets and races. This has led to the creation of an immense database, known as the Survey, which provides basic information on every world in the known galaxy. The RES adds to its contents every year and expands and corrects older entries as new information comes to light. This alone makes the Service invaluable to the Dragon Empire, as even Asamet finds much use in the Survey.

Of late, however, the trailblazers of the RES have been focusing on other matters more intensively. Shortly before the dawn of the Red Age, Science Teams work-

ing in the Outlands concluded that there was an increased incidence of outsider activity in the region, almost all of it fiendish in nature. The RES now believes that the galaxy may be seeing a rise in the number of evil outsiders for purposes still unknown. Whether this is connected to Mezzenbone's assumption of imperial rule is yet to be determined.

Under Mezzenbone, the pace of exploration and conquest of the Outlands has quickened. Therefore, the RES is never without work, even if it would prefer to operate under better conditions. The organization's goals remain the same as ever—acquiring knowledge of the galaxy—even though Asamet now controls the empire.

CAMPAIGN INTEGRATION

The Royal Exploratory Service is easily added to any **Dragonstar** campaign. On the most basic level, RES trailblazers are heroic explorers who provide a great way to introduce the player characters to exploration adventures. They make excellent patrons or allies as well. In games where the PCs begin the campaign as Outlanders, an RES Contact Team might be the first imperial subjects they meet. Consequently, they could serve as a bridge between an ordinary fantasy world and the wider reality of the Dragon Empire.

At the same time, the Service is an espionage agency. DMs looking for ways to add intrigue and suspense to their campaigns might find the RES to their liking. Unlike more traditional espionage agencies, the Service has a wider mandate and draws from a somewhat unusual pool of agents. In addition, its extensive operations in the Outlands give the DM a great way to employ a wide variety of exotic locales. Missions against agents of Asamet can take place on any number of fantasy worlds, which is an incredible boon for DMs that want to introduce unusual settings to his **Dragonstar** campaign.

Finally, the RES is busy investigating the sudden appearance of evil outsiders in the Outlands. If the DM wants to include elements of occult horror or supernatural conspiracies in his campaign, the RES is a good conduit through which to do so. Even as an aside to a “normal” campaign, these elements can serve useful purposes. Because **Dragonstar** doesn't deal heavily with outsiders, their presence can add a sense of mystery to the setting, which is invaluable. Even in a campaign setting as epic and civilized as the Dragon Empire, there's always room for a little mystery.

Scientific Arcanist

The Guild of Scientific Spellcraft advocates the use of scientific methods and techniques in the study and practice of arcane magic. Its members seek out the underlying principles of magic, so that they may better pursue their own craft. Scientific arcanists are thus very unusual individuals in the Dragon Empire. They have little interest in combining technology and magic, but they do see value in adopting the scientific method to improve their own talents. Consequently, scientific arcanists excel at metamagic and possess many other abilities that enable them to work the stuff of raw arcane energy, shaping it and twisting it into whatever forms they wish. Though few take up the vocation of scientific spellcraft, there can be no denying its effectiveness.

Hit Die: d4.

REQUIREMENTS

To become a scientific arcanist, a character must meet all of the following requirements.

Skills: Knowledge (arcana) 10 ranks, Knowledge (physics) 10 ranks, Spellcraft 12 ranks.

Feats: Any three metamagic feats, Skill Focus (Spellcraft), Technical Proficiency.

Spells: Ability to cast 4th-level arcane spells.

CLASS SKILLS

The scientific arcanist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Repair (Int), Research (Wis), Scry (Int), Spellcraft (Int), Use Device (Int), and Use Magic Device (Cha, exclusive skill).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the scientific arcanist.

Weapons and Armor Proficiency: A scientific arcanist gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells per Day: A scientific arcanist continues training in magic as well as her field of research. Thus, when a scientific arcanist level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other

benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).



TABLE 1-15: THE SCIENTIFIC ARCANIST

Base					Special	Spells per Day
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Improved counterspell	+1 level of existing class
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3	Arcane ray	+1 level of existing class
4th	+2	+1	+1	+4	Energy conversion	+1 level of existing class
5th	+2	+1	+1	+4		+1 level of existing class
6th	+3	+2	+2	+5	Arcane ray	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Arcane ray	+1 level of existing class
10th	+5	+3	+3	+7	Metamagic mastery	+1 level of existing class

This essentially means that she adds the level of scientific arcanist to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became a scientific arcanist, she must decide to which class she adds each level of scientific arcanist for purposes of determining spells per day when she adds the new level.

Improved Counterspell (Su): At 1st level, the scientific arcanist gains the ability to counterspell even if she does not currently have the same spell memorized as the one she wishes to counterspell. Instead, she may counter with a different spell if she expends a prepared spell of one level higher than the spell to be countered. For example, a sorcerer casts *lightning bolt* against the scientific arcanist and she wishes to counterspell but does not have *lightning bolt* prepared. With this ability, she could counterspell with *improved invisibility*, since it is a 4th-level spell. This ability still requires the scientific arcanist first to make a Spellcraft check to determine her opponent's spell. The scientific arcanist can only counter arcane spells with this ability.

Metamagic Feat: At 2nd level and every three levels thereafter (5th and 8th), the scientific arcanist gains a bonus metamagic feat.

Arcane Ray (Su): At 3rd level, the scientific arcanist can convert one of her prepared spells to pure arcane energy, which she may then cast as a ray. The character must make a ranged touch attack to succeed. The arcane ray has close range (25 feet + 5 feet per caster level) and inflicts 1d6 points of damage per level of the spell converted. Thus, a 2nd-level spell that is converted deals 2d6 points of damage, while a 5th-level spell deals 5d6

points of damage.

At 3rd level, the scientific arcanist can convert only spells of 5th level or lower. At 6th level, she may convert spells of up to 9th level. At 9th level, converted spells deal 1d8 points of damage per level of the spell converted, to a maximum of 9d8 points of damage.

Energy Conversion (Ex): At 4th level, the scientific arcanist may convert the energy type (acid, cold, fire, electricity, or sonic) of a spell to another type at the cost of an additional spell slot of the same level. Thus, to convert a *fireball* to a *sonicball* would cost two 3rd-level spell slots. In all other respects, the spell is prepared and cast exactly the same as normal.

Metamagic Mastery (Ex): At 10th level, the scientific arcanist may lower the effective level of all spells affected by metamagic feats by one. Thus, if she wishes to cast a maximized *fireball*, its effective level is only 5 rather than 6 as is usual for the Maximize Spell feat. This ability is usable on a number of spells per day equal to the scientific arcanist's Intelligence modifier (minimum 1).

The Guild of Scientific Spellcraft

PURPOSE

The Guild promotes cooperation between magic and technology, with an emphasis on magic as the highest form of mortal endeavor.

LEADER

Teja Rijala (N human female Sor10/Sar10)

CURRENT ACTIVITIES

In the Dragon Empire, magic and technology are the two pillars upon which galactic governance rests. Neither rules the day, for both have their limits and unique fields of expertise. Consequently, there have long been those who have believed that the secret to true power was in the mastery of both. The Guild of Scientific Spellcraft is made up of those who share this belief. Guildsmen combine the boons of technology with the magical aptitudes to gain greater powers than would be possible by limiting themselves to only one. In this respect, they are much like the technomancers, except that the Guild emphasizes magic over technology, which it considers the highest form of mortal activity. This attitude has its origins in the original founders of the Guild, many of whom were sorcerers and who associated magic with nobility. To this day, there are a surprisingly large number of sorcerers among its members, including the majority of its governing council.

Despite this, the Guild does not disdain technology—far from it. They recognize it as the key to the control of the galaxy. Without many technological wonders, the Dragon Empire would be impossible. Consequently, many Guildsmen are as astute in the fields of science and technology as any mechanist. They cultivate understanding of their inner workings and governing principles, since they see in them the foundations of the universe itself. Guildsmen likewise respect the skills of mechanists and other workers of technology. They consider them the finest craftsmen in the galaxy, particularly gnomes and dwarves, who were among the first to raise technology to its present levels of sophistication.

Yet, technology is a craft, not an art. It is menial and even crude. It is also profoundly limited. Technology can build starships but it is magic that allows them to live up to their name. Without the *starcasters* that only magic can fashion, these mighty vessels could not form the basis for a galactic empire. Magic is thus the true key to the universe.

These attitudes reveal the Guild's primary focus: using technology to enhance the efficacy of magic. The Guild was thus an early proponent of such advances as spellbook software, scrollware, and spellware, among other developments. Indeed, the Guild excels at the creation of spellware, the sale of which has made the organization quite wealthy, far more so than almost any other non-governmental group in the galaxy. Guildsmen are much sought after when a noble or aristocorp wishes to produce certain types of magical technology. Unlike the technomancers, scientific spellcasters have little interest in simply using magic to enhance technology. They prefer the opposite path, namely using the principles of science and technology to create newer—and

more impressive—forms of magic.

Unsurprisingly, the Guild is viewed with suspicion by mechanists and technomancers, who consider it a snobbish clique. Such criticisms are certainly valid in many respects. In fact, many wizards are dubious of the Guild, if only because of the preponderance of sorcerers in its ranks. Many of the group's leaders have pretensions of nobility and seek to make alliances with royal houses and the grand dukes. Not all Guildsmen follow this pattern, of course, but enough do that it has led to some resentment among wizards and those with more democratic sensibilities. At the same time, the Guild is home to many scientific arcanists of remarkable skill. It would be an exaggeration to say the Dragon Empire depends on them, but it would likewise be an error to discount the positive influence they have had over the millennia. Without scientific arcanists, the galaxy would be a far less pleasant and well-governed place.

CAMPAIGN INTEGRATION

The Guild of Scientific Spellcraft can serve two primary purposes in a **Dragonstar** game. The first is to provide an organization devoted to the other side of the magic/technology spectrum, a counterpoint to technomancers and others like them. Guildsmen are, as their name suggests, scientific arcanists rather than magical engineers. They see in technology a methodology to emulate in the development of magic but have relatively little interest in augmenting technology through magic. They prefer to leave such menial work to technomancers and mechanists, toward whom they show respect tempered with arrogance. After all, Guildsmen know that theirs is the truly noble calling.

The second purpose of the Guild is to provide another hook for DMs wishing to develop the sorcerer/wizard divide in their **Dragonstar** campaigns. While sorcerers and wizards are not blood enemies, there is friction between them. Sorcerers see themselves as the rightful lords of arcane magic, owing to their draconic heritage. The Guild shares this prejudice and carries it forward to new heights. Of course, the irony is that wizards are just as capable of becoming scientific arcanists as sorcerers, which causes further strife within the organization.

Legendary Classes

Legendary classes present high-level options for characters on the verge of greatness, whose names will be scribed eternally and against whose deeds each man shall measure his own. Although similar in concept and appearance to prestige classes, they represent far more. They describe the pinnacle of a profession or culture,

the kind of opportunity that only appears once in a generation. Someone who decides to walk the path of a legendary class may be fulfilling his people's oldest myth or a society's greatest fear. It is never an easy path, nor one many would choose. Those who do take up the mantle award themselves great power as well as great danger, and only the boldest are able to fulfill their destiny.

The names and game statistics of the legendary classes and the game rules derived from the d20 System Reference Document are designated as **Open Game Content**.

CLASS MECHANICS

Legendary classes have all the same progressions as normal classes: base attack bonus, saving throws, and special abilities. They also have unique class skill packages and proficiencies. Like a prestige class, there are prerequisites that must be fulfilled before the first legendary class level may be selected. Some of these are left open for the DM's discretion, so that he can customize them to his home campaign. This allows the DM to include feats from official sources that have not been released as **Open Game Content**.

THE PREPARATION

A character must announce his intention to take a legendary class well in advance of ever taking a level in it. In game terms, this represents the character trying to catch the attention of a deity or powerful extra-planar being, applying for a position within an organization, or channeling the spirits of his ancestors. Two levels before the character takes his first legendary class level, he must announce his commitment. This means that if Dorin decides to become a legendary rebel at 13th level, he must announce his intention no later than the point at which he reaches 11th level. Once the character has announced the level at which he will become a legend, there is no turning back.

Each legendary class has among its prerequisites a list of quests, each of which must be fulfilled in between the time of commitment and the acquisition of the first level of the class. The character may not complete them before he announces his intentions. Once each quest has been fulfilled and all other prerequisites are met, the character may take a legendary class level.

Legends wait for no man. If some or all of the quests go unfulfilled, the character may not advance in level until they are. All excess experience gained in the meantime is lost. This means that in the above example, if Dran reached 77,999 experience points without completing the quests, he would gain no more experience until he had done so. The character need not meet all the

prerequisites of the class upon announcing his intentions, but he must meet them before taking the first legendary class level. If he does not, the same penalty described above applies.

THE POWER

Legendary characters have access to powers and abilities beyond the reach of those who have chosen ordinary lives and less impressive legacies. They also wield greater control over the development of their powers than other characters, having choices to make as they rise in level and power. Even though two characters march down the same path, each may end up quite differently depending on these choices.

For each legendary class level gained, the character may choose one special ability from those listed. The power and scope of this ability are determined at that time and do not increase as the character goes up in levels. This is known as the ability's power level. No power may be chosen more than once. This always means a sacrifice for the character, but sometimes the rewards of patience are worth the wait.

EXAMPLE POWERS OF A 5TH-LEVEL REBEL

Hidden Allies I: Once per week, the rebel can gain resources equivalent in value to 5,000 cr from secret allies and supporters.

Master of the Covert Arts II: The rebel gains a +10 legendary bonus on Disguise, Hide, Innuendo, and Move Silently checks.

Relentless III: The rebel gains a +3 legendary bonus on saving throws to resist the effects of drowning, fatigue, exposure, starvation, or thirst. When his hit points drop below 0, he can continue taking partial actions until his hit points drop below -3.

Enhanced Constitution IV: The rebel gains a +4 legendary bonus to Constitution.

Enhanced Charisma: The rebel gains a +5 legendary bonus to Charisma.

THE PRICE

Once a character has begun to walk the path of a legend, he may not turn back even if his faith is shattered or his kingdom lost. The forces acting upon him are great, and he cannot resist the tidal wave of fate he has chosen to ride. Once a character chooses to take a legendary class level, he may not choose any other classes until the legendary class has been completed. Although this may seem restrictive, it is a small price to pay for the power and prestige afforded a legend.

The Faithful Servant

Although extraordinarily powerful, the emperor is not the sole source of power in the Dragon Empire. Without the cooperation of the grand dukes, the empire would not have lasted for millennia. The leaders of the royal houses provide much needed stability and act as a check—albeit a mild one—against imperial malfeasance. Even under a tyrant like Mezenbone, the grand dukes wield remarkable influence and only a fool would fail to recognize the central role they play in the galaxy.

To assist them in this role, many grand dukes employ a favored minion, an individual of draconic ancestry whom they trust above all others and to whom they turn when troubles arise. These faithful servants represent the pinnacle of power among the servitors of the grand dukes. There is, at most, only one such person serving each royal house and they enjoy the complete confidence of their draconic masters. Part troubleshooters and part diplomats, faithful servants act as the grand dukes' senses, limbs, and if need be, weapons. Depending on the nature of their lord, a faithful servant is either revered or feared within his house's territory.

Hit Die: d8.

REQUIREMENTS

To qualify to become a faithful servant, a character must fulfill the following requirements.

Alignment: Same as the grand duke the character serves.

Charisma: 15+.

Skills: Diplomacy or Intimidate 15 ranks, Gather Information 12 ranks, Knowledge (appropriate royal house) 7 ranks.

Feats: Dragonblood, Leadership, Technical Proficiency, any one feat of the DM's choice.

QUESTS

- The character must travel to at least five different worlds within the territory of the grand duke he wishes to serve and stay on each world for at least a week. While there, he must execute a special mission that serves the interests of the grand duke. Naturally, what constitutes the “interests” of the grand duke varies from royal house to royal house.

- The character must win a personal audience with the grand duke of his intended royal house, during which he must convince his master to accept him as his faithful servant. The character has only this one chance and, should he fail, he can never again seek to serve the same grand duke.

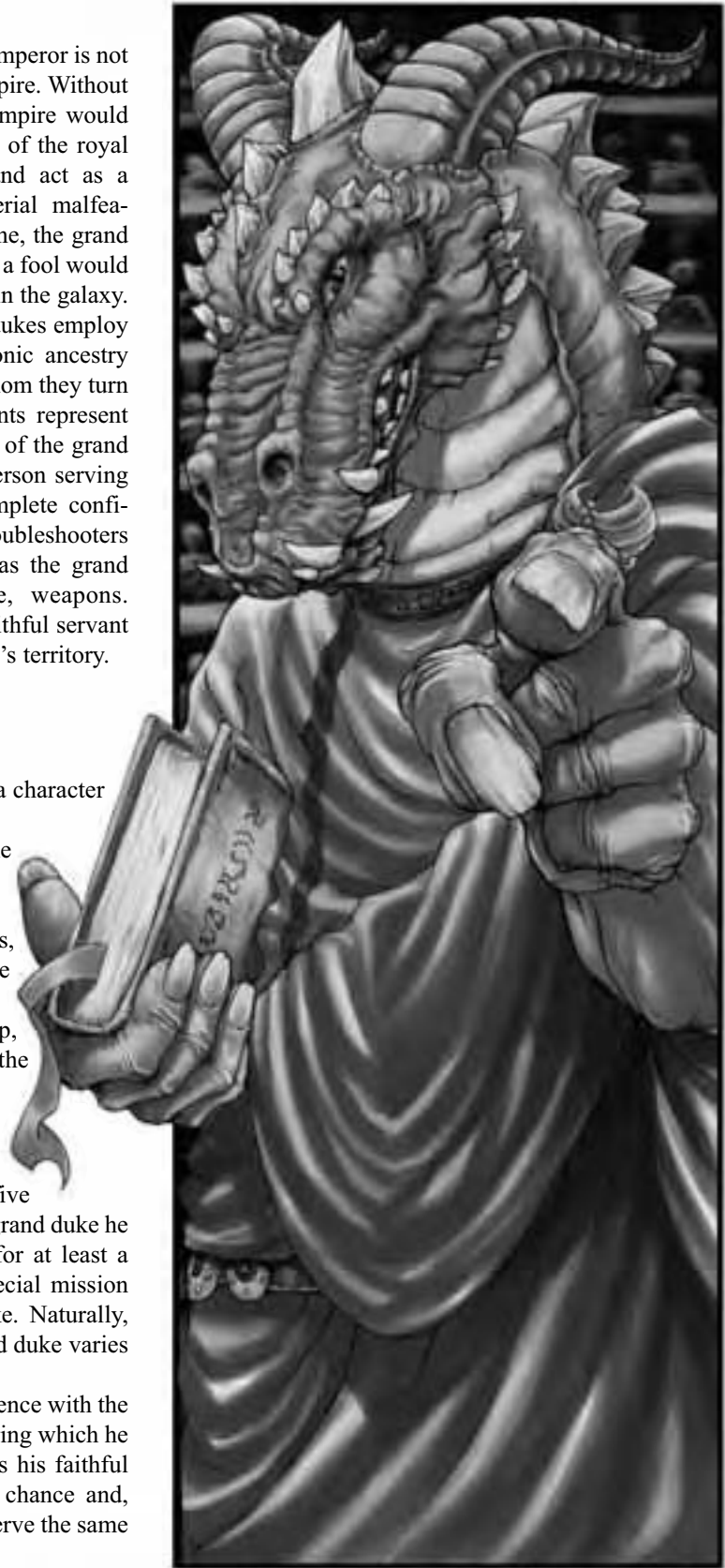


TABLE 1-16: THE FAITHFUL SERVANT

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+0	+2	Faithful Servant Ability I
2nd	+1	+3	+0	+3	Faithful Servant Ability II
3rd	+2	+3	+1	+3	Faithful Servant Ability III
4th	+3	+4	+1	+4	Faithful Servant Ability IV
5th	+3	+4	+1	+4	Faithful Servant Ability V

CLASS SKILLS

The faithful servant's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Search (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the faithful servant legendary class.

Weapons and Armor Proficiency: A faithful servant is proficient with all simple and martial weapons, and light and medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

FAITHFUL SERVANT ABILITIES

Ducal Resources (Ex): Being a faithful servant, the character has ready access to funds, equipment, and other resources from his master. Once per week per power level, the character may obtain assistance worth no more than 10,000 cr per power level. Naturally, such assistance is available only in civilized regions of the galaxy where the faithful servant's grand duke has influence. It is largely unusable in the Outlands, Dark Zone, or the territories of other grand dukes, unless the DM determines otherwise. Durable goods, equipment, and other resources remain the property of the royal house and must be returned when they are no longer required.

Draw of Power (Ex): The faithful servant gains a +1 bonus to his Leadership score per power level but can only attract followers dedicated to his grand duke.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Enhanced Wisdom: The character gains a +1 legendary bonus to his Wisdom per power level. This is a one-time bonus.

Master Diplomat (Ex): Due to the character's close association with his grand duke, he is better able to convince others to act as he—and his master—see fit. He gains a +5 bonus per power level on Bluff, Diplomacy, and Intimidate checks.

Smite Enemy (Ex): Once per day per power level, the faithful servant can smite any being whose alignment is diametrically opposed to that of his grand duke. This attack gains a +1 bonus to the attack roll and a +2 bonus to the damage roll per power level.

The Galactic Conqueror

Many factions within the Dragon Empire do not like to admit it, but the present extent of the empire owes at least as much to violence as to diplomacy—if not more so. Both the kingdoms of Asamet and Qesemet incorporate new worlds into their territories by force of arms. The Imperial Legions exist as much to seize worlds as to protect the empire from external and internal threats. There is no denying that the greatest civilization the galaxy has known is built on a long history of conquest.

Seizing an entire world in the name of the empire requires an unusual set of skills. Few individuals possess the talents necessary to become a galactic conqueror. Those who do are rightly renowned for their military prowess and often employed by the Legions, individual royal houses, or other military organizations. A galactic conqueror is a general without equal, whose skill and leadership are so great as to force entire worlds to bow down before him.

Hit Die: d10.

REQUIREMENTS

To qualify to become a galactic conqueror, a character must fulfill the following requirements.

Base Attack Bonus: +12.

Skills: Intimidate 15 ranks, Profession (soldier) 12 ranks, Sense Motive 7 ranks.

Feats: Iron Will, Leadership, Martial Weapon Proficiency, Technical Proficiency, any one feat of the DM's choice.

QUESTS

- The character must win no fewer than three separate battles against an enemy that either outnumbers him and his forces or that possesses other advantages, such as better magical or technological equipment. These victories must be recorded in such a way that they can be verified by and known to parties that did not participate in them.
- The character must succeed in conquering an entire world. He cannot merely direct the invasion and conquest of the world; he must be personally involved in the operation. The character must fight alongside his forces and survive to boast of his victory to the entire galaxy.

CLASS SKILLS

The galactic conqueror's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Dex), Craft (Int), Demolitions (Int), Diplomacy (Cha), Freefall (Dex), Intimidate (Cha), Jump (Str), Pilot (Dex), and Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the galactic conqueror legendary class.

Weapons and Armor Proficiency: A galactic conqueror is proficient with all simple and martial weapons, and all armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

GALACTIC CONQUEROR ABILITIES

Armor Optimization (Ex): Thanks to his years of experience as a soldier, the galactic conqueror acquires an almost innate understanding of how to use even the most minimal form of armor to gain greater protection.



TABLE 1-17: THE GALACTIC CONQUEROR

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+2	+0	Galactic Conqueror Ability I
2nd	+2	+3	+3	+0	Galactic Conqueror Ability II
3rd	+3	+3	+3	+1	Galactic Conqueror Ability III
4th	+4	+4	+4	+1	Galactic Conqueror Ability IV
5th	+5	+4	+4	+1	Galactic Conqueror Ability V

He gains a +1 legendary bonus to AC per power level. This bonus stacks with all other AC bonuses and the galactic conqueror keeps this bonus even if he is caught flat-footed or if he would not normally be allowed an AC modifier for any reason.

Battle Hardened (Ex): The galactic conqueror gains damage reduction 1/— per power level.

Enhanced Constitution: The character gains a +1 legendary bonus to his Constitution per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Galactic Legions: The character gains an additional group of followers that do not count against his normal Leadership limit. For each power level, the character gains the listed number of followers per level for his current Leadership score, except these followers must all be members of the warrior NPC class. It takes a day per power level to gather these followers, as the character sends out a call to the warriors nearest to his location. The character can replace slain warriors at a rate of 10 per day using this method.

Rally Round the Standard (Ex): The charisma of the galactic conqueror is such that he can inspire those fighting by his side to new heights of valor. All allies within 30 feet of the character gain 1d10 temporary hit points per power level. These hit points last for a number of minutes equal to the character's power level.

The Machine Man

Few things better exemplify the wonders of the Dragon Empire than the existence of soulmechs. The souls of sentient beings hosted within an artificial body, soulmechs find themselves in an unusual position in the galaxy. Many races hate and fear them, seeing them as unholy abominations. Others accept them as evidence of the empire's magical and technological greatness. While

this diversity of opinion is encouraging to the vast majority of soulmechs, there is a handful that does not find it so. To them, it is only another reminder that they are not like other races, however much they try.

These soulmechs aspire to transcend their programming and become true hybrid beings that exemplify the advantages of both organic and inorganic life. Known as machine men, these individuals seek nothing less than to bridge the gap between ordinary living beings and true constructs. Machine men are rare in the extreme and many within the empire question their existence at all. Yet all things are possible, and though difficult, the path of the machine man is a very real one that some soulmechs choose for themselves.

Hit Die: d10.

REQUIREMENTS

To qualify to become a machine man, a character must fulfill the following requirements.

Race: Soulmech.

Charisma: 13+.

Skills: Repair 10 ranks, Sense Motive 7 ranks, Use Device 15 ranks.

Feats: Iron Will, Skill Focus (Use Device), Technical Proficiency, any one feat of DM's choice.

QUESTS

- The character must seek out the person who created him, if his creation was voluntary, and convince him to journey to a religious or philosophical site where they will together spend no less than one month discussing the nature of mortal existence with the priests or philosophers there. The goal is not necessarily to come to any conclusions but to grapple with the very issues at the heart of a soulmech's unusual existence. If the soulmech's creation was involuntary, he must seek out his creator and destroy him.

- The character must do something no other soulmech

has ever done before, such as becoming a cleric of a human-only sect, win an empire-wide love poetry contest, or develop a new arcane spell. The character must show that he has the flexibility to look beyond his limitations, both physical and societal, and expand the horizons available to soulmechs.

CLASS SKILLS

The machine man's class skills (and the key ability for each skill) are Craft (Wis), Disable Device (Dex), Knowledge (all skills, taken individually) (Int), Pilot (Dex), Profession (Wis), Repair (Int), Research (Wis), Sense Motive (Wis), and Use Device (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the machine man legendary class.

Weapons and Armor Proficiency: A machine man is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

MACHINE MAN ABILITIES

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Enhanced Dexterity: The character gains a +1 legendary bonus to his Dexterity per power level. This is a one-time bonus.

Improved Healing (Su): The character gains the ability to heal on his own and by divine magic. The character may heal 2 points of damage per day per power level naturally and may benefit from one divine healing spell per day per power level.

Improved Upgrades: Normally, a soulmech pays one-half the market price for upgrades in XP. This ability reduces the XP cost of upgrades by 10% per power level.

Machine Will (Ex): The character gains a +2 legendary bonus on Will saves per power level against all mind-affecting spells.

Living Body (Su): The character gains the ability to improve his physical ability scores through magic or as he advances in level, with a maximum improvement of +1 per power level.

Transcend Form (Su): For each power level, the character may choose one of the following abilities: the senses of taste and smell, the ability to breathe, the abil-



TABLE 1-18 THE MACHINE MAN

Base					
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+2	Machine Man Ability I
2nd	+1	+3	+0	+3	Machine Man Ability II
3rd	+2	+3	+1	+3	Machine Man Ability III
4th	+3	+4	+1	+4	Machine Man Ability IV
5th	+3	+4	+1	+4	Machine Man Ability V

ity to eat and drink (including ingest potions and drugs), the ability to use spellware, and invulnerability to mind-affecting spells.

The Master Robotacist

Robots occupy an important niche within the Dragon Empire. Because they are constructs, robots can be employed in occupations living beings consider either too dangerous or too menial—or both. Since its foundation, the empire has allocated immense resources to the development and production of newer and more sophisticated robots. Those that exist today represent the height of imperial technology and provide much needed assistance in a wide variety of endeavors.

Yet, many mechanists remain dissatisfied. While they recognize that robotics is indeed a high art within the empire, they believe it can reach still greater heights. These individuals throw themselves into research, hoping to make breakthroughs that will revolutionize the science of robotics. Those that succeed are known as master robotacists. Their insights and abilities far outstrip those of their colleagues. They are the envy of mechanists everywhere, particularly those that consider the development of robots to be the ultimate calling of their profession.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master robotacist, a character must fulfill the following requirements.

Skills: Craft (robotics) 15 ranks, Repair 12 ranks, Research 10 ranks, Use Device 12 ranks.

Feats: Gearhead, Remote Operation, Skill Focus (Craft [robotics]), Technical Proficiency, any one feat of the DM's choice.

Special: Class ability to perform a major upgrade.

QUESTS

- The character must create five different robots, at least one of which must be of Huge size or larger. Between them, these robots must possess class levels equal to the would-be master robotacist's own.
- The character must create a robot possessing an AI module and whose class levels are equal to his own.

CLASS SKILLS

The master robotacist's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Int), Knowledge (any science or technical knowledge skills, taken individually) (Int), Open Lock (Dex), Profession (Wis), Repair (Int), Research (Wis), Search (Int), and Use Device (Int).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the master robotacist legendary class.

Weapons and Armor Proficiency: A master robotacist is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

MASTER ROBOTACIST ABILITIES

Superior Efficiency: The master robotacist is so expert at his craft that he can construct robots more quickly and cheaply than lesser members of his vocation. For every power level, the time and credits cost of building and upgrading robots is reduced by 10%. If the master robotacist is a soulmech attempting to upgrade

himself, the XP cost of doing so is not affected by this ability.

Enhanced Dexterity: The character gains a +1 legendary bonus to his Dexterity per power level. This is a one-time bonus.

Enhanced Intelligence: The character gains a +1 legendary bonus to his Intelligence per power level. This is a one-time bonus.

Find Weakness (Ex): The master roboticist can instinctively recognize weaknesses in robots. When attacking one, the critical multiplier of his weapon is increased by the power level of this ability. If the robot is destroyed by his attack, the character may immediately make another attack at the same attack bonus as if he possessed the Cleave feat.

Robotic Control (Su): The character's knowledge of the command systems of robots is so great that he can turn, rebuke, or control them just as a cleric does undead. The master roboticist may choose at the time he selects this ability whether he wants to be able to turn or rebuke and once he has made this choice he can never change it. This ability is usable once per day per power level, as a cleric of the character's level, using his Intelligence modifier instead of Charisma when making the check.

Robot Servants: The master roboticist can create a number of robot servants equal to the power level of this ability. Each robot can have up to two Hit Dice per power level, as well as upgrades worth no more than 500 cr per power level. The robots require neither money nor time to create. They can be destroyed, but the master roboticist can immediately replace them with new robots of his design.

Unsurpassed Technician: The master roboticist is very proficient in all matters technical. Consequently, the character gains a +5 bonus per power level to all Craft, Disable Device, Repair, and Use Device checks.



TABLE 1-19: THE MASTER ROBOTICIST

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+2	Master Roboticist Ability I
2nd	+1	+0	+3	+3	Master Roboticist Ability II
3rd	+2	+1	+3	+3	Master Roboticist Ability III
4th	+3	+1	+4	+4	Master Roboticist Ability IV
5th	+3	+1	+4	+4	Master Roboticist Ability V

The Rebel

Few claim that the Dragon Empire is a utopia. Even its most ardent defenders admit that there is much work to be done to make the galaxy a truly fair and peaceful place, where all races can live in harmony and seek their own destinies without fear of oppression. Even under the rule of Qesemet, inequality and injustice were commonplace in many regions, leading to rebellions and political unrest against imperial rule.

With the arrival of the Red Age, the situation has only gotten worse. Insurrectionists have arisen in every corner of the galaxy, hoping to cast down the empire and establish a democratic order. The rebel is a paragon among the insurrectionists, a perfect example of its ideals. Equal parts terrorist and philosopher, the rebel is either the last hope for peace and justice in the galaxy or an anarchist without concern for the chaos he wreaks—or maybe a little of both.

Hit Die: d8.

REQUIREMENTS

To qualify to become a rebel, a character must fulfill the following requirements.

Skills: Bluff 15 ranks, Hide 10 ranks, Innuendo 10 ranks, Move Silently 10 ranks, Sense Motive 7 ranks.

Feats: Alertness, Leadership, any one feat of the DM's choice.

Special: The character must have suffered at the hands of agents of the Dragon Empire. Whether that suffering is just (in the case of a rightly convicted criminal) or unjust (in the case of political dissident) does not matter. Rebels are born from a personal hatred of the empire and nothing less suffices as a crucible of insurrection.

QUESTS

- The character must convince the members of insurrectionist cells on at least five different worlds in at least

two domains of the Dragon Empire to accept him as their leader. This can be done through any means the character wishes, but the insurrectionists must accept him willingly and cannot be coerced or magically enthralled.

- The character must succeed in striking a major destructive blow against an imperial facility or institution. He must do this with no more than five other companions, using only those technological and magical items that they can carry with them. The blow can take many forms depending on the circumstances, but it must be permanently destructive, such as sabotaging an ISPD courier ship or blowing up a military installation. Having done this, the character must then publicly announce responsibility for the action on the InfoNet or some other public information system.

CLASS SKILLS

The rebel's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Demolitions (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Hide (Dex), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Urban Lore (Wis).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All the following are class features of the rebel legendary class.

Weapons and Armor Proficiency: A rebel is proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.



TABLE 1-20: THE REBEL

Class Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+2	+2	Rebel Ability I
2nd	+2	+0	+3	+3	Rebel Ability II
3rd	+3	+1	+3	+3	Rebel Ability III
4th	+4	+1	+4	+4	Rebel Ability IV
5th	+5	+1	+4	+4	Rebel Ability V

REBEL ABILITIES

Enhanced Charisma: The character gains a +1 legendary bonus to his Charisma per power level. This is a one-time bonus.

Enhanced Constitution: The character gains a +1 legendary bonus to his Constitution per power level. This is a one-time bonus.

Hidden Allies (Ex): Because of the esteem in which the rebel is held among certain segments of galactic society, he may draw upon their resources to aid him in his battle against the Dragon Empire. Once per week per power level, the character may obtain aid worth no more than 5,000 cr per power level. This aid can take the form of cash, equipment, magic items, or simple information. The DM is the final arbiter as to both likelihood of such aid being available in certain locales and the cost of intangibles, such as information. Durable resources remain the property of their original owners and must be returned when the rebel no longer needs them to complete his objective.

Master of the Covert Arts: Because of the necessity that the ISPD or other imperial authorities never catch him, the rebel is a master of remaining unseen. He gains a +5 legendary bonus per power level on Disguise, Hide, Innuendo, and Move Silently checks.

Propagandize (Ex): Through the power of his oratory alone, the rebel is able to make other creatures friendlier to his cause. Once per power level per day, the rebel can designate one creature per point of Charisma and alter their reactions to him, his allies, and anyone else associated with the Insurrection. This creature reacts as if he were one level friendlier per power level, as detailed in the core rules (see Handling NPCs, NPC Attitudes, DMG). There is no save against this ability, but a targeted creature must have less HD than the rebel for it to take effect.

Relentless (Ex): The rebel never tires in pursuit of his goal. He gains a +1 legendary bonus per power level on any saving throw made to resist the effects of drowning, fatigue, exposure, starvation, or thirst. When his hit points drop below 0, the rebel nevertheless remains conscious and may perform partial actions. Even so, he continues to lose one hit point per round. Until he reaches a negative hit point total exceeding the power level of this ability, the character remains conscious but disabled. Once his negative hit points drop below the power level of this ability, the rebel falls unconscious and is dying. He dies when he reaches -10 hit points just like any other character.

FEATS AND SCHOOLS

Feats

The following section presents a number of new feats for use in the **Dragonstar** campaign setting. This section is designated as **Open Game Content**.

Blood Bond (Bloodline)

You can channel the power that flows through your veins into a specific weapon, making it more effective in combat.

Prerequisite: Base attack bonus +9, Cha 15+, Greater Dragonblood, Improved Critical (weapon), Weapon Focus (weapon), Weapon Specialization (weapon).

Benefit: You must choose a single melee weapon with which to form a blood bond. Once you have chosen it, you must invest it with a portion of your essence by reducing your total hit points by 5. In exchange, you gain a +2 bonus to all attack rolls and a +4 bonus to all damage rolls while using this particular weapon. These bonuses are limited to the particular weapon with which you have chosen to bond and no other, not even another weapon of the same type.

Special: If your bonded weapon is ever destroyed or lost for more than a month, you regain your lost hit points and no longer gain the bonuses associated with a blood bond. You can gain a new blood bond weapon if you again invest 5 hit points into a weapon of your choice. This feat cannot be chosen more than once. Therefore, you may never have more than one bonded weapon at a time.

Combat Awareness (General)

You have an unnatural ability to predict your opponent's attacks.

Prerequisites: Alertness, Sense Motive skill.

Benefit: After spending four combat rounds observing a single opponent as a move-equivalent action, you may add your Intelligence modifier to your Armor Class against this opponent.

Dark Zone Veteran (General)

You have braved the dangers of the Dark Zone—and survived.

Prerequisites: Character level 3+.

Benefit: Your experiences on the barren worlds of the Dark Zone have toughened you, giving you a +1 bonus to your Fortitude saves. In addition, you gain a +4 bonus to your Wilderness Lore checks on any Dark Zone planet.

Dead Eye (General)

You are exceptionally skilled at dealing damage with ranged weapons.

Prerequisite: Base attack bonus +5, Crack Shot.

Benefit: Against targets within 30 feet, as a full-round action, you may make a single ranged attack and apply your Dexterity modifier to damage as well as to your attack roll. This feat has no effect against creatures that are not subject to critical hits, such as constructs and undead.

Normal: Your Dexterity modifier applies only to your attack roll.



Destructive Spell [Metamagic]

You can increase the destructiveness of your spells.

Prerequisite: Spellcaster level 5+.

Benefit: You can increase the maximum damage of any spell by a number of dice equal to your spellcasting ability modifier. Thus, a 10th-level sorcerer with a 15 Charisma would increase the maximum damage of his *fireball* to 12d6. Of course, the other rules for determining spell damage remain the same. In the example, the sorcerer's *fireball* would still only inflict 10d6 points of damage, since he is of insufficient level to do any more. A Destructive Spell uses up a spell slot one level higher than its actual level.

Expert Gunner [General]

You are adept firing weapons from a vehicle.

Prerequisite: Gunner.

Benefit: The penalty on ranged attack rolls for your vehicle's speed is quartered. For example, the penalty to a ranged attack from a vehicle moving at speed 20 would be -2 instead of -6 (see Vehicle Combat, *Starfarer's Handbook*, page 157).

Good Memory [General]

You are better able to retain information you acquire.

Prerequisite: Int 13+.

Benefit: You gain a +2 bonus to any three Knowledge skills of your choice.

Greater Dragonblood [Bloodline]

You have learned to draw upon your draconic heritage, gaining additional benefits that set you apart from others with the same heritage.

Prerequisite: Dragonblood.

Benefit: You may choose a single elemental descriptor (acid, cold, fire, electricity, or sonic) appropriate to the type of dragon to whom you are related. You gain resistance 5 against that energy type. This effect is permanent and does not stack with spells such as *resist elements* and *protection from elements*.

Hotshot [General]

You are a pilot without equal.

Prerequisites: Dex 13+, Pilot skill, Technical Proficiency.

Benefit: You gain a +4 bonus to all Pilot checks made while attempting a maneuver (see Vehicle Combat, *Starfarer's Handbook*, pages 153–154).

Imperial Education [General]

You have attended a university or institution of high-level learning in the Dragon Empire.

Prerequisite: Int 11+.

Benefit: You may choose three Knowledge skills as your specialties, gaining a +1 bonus on all checks with them. In addition, these Knowledge skills are now considered class skills for you.

Instinctual Defense [Bloodline]

Casting defensively is almost instinctual, thanks to your draconic heritage.

Prerequisites: Concentration skill, Dragonblood.

Benefit: If you fail your Concentration check while casting defensively, you may choose not to lose the spell but only provoke an attack of opportunity instead.

Normal: The character must make a Concentration check (DC 15 + the level of the spell the character is casting) to avoid provoking an attack of opportunity. The character loses the spell if he fails.

Special: If you are hit by the attack of opportunity provoked by the failed Concentration check, you must

make yet another Concentration check or lose the spell as normal.

Internal Compass [General]

You have an unshakeable sense of direction.

Benefit: You gain a +2 bonus on all Intuit Direction and Navigate checks.

Jury Rig [General]

You have a knack for finding just the right parts for repairs.

Prerequisite: Repair skill.

Benefit: Except in the most unusual of circumstances (DM's option), you can always find substitute parts for any repair attempt. You never suffer the "have no parts" penalty to DC for your Repair checks (see *Starfarer's Handbook*, page 82). Likewise, the circumstance penalty for using improvised tools is dropped to -1.

Normal: If you're forced to use improvised tools, you suffer a -2 circumstance penalty. Only mechanists and characters with at least 5 ranks in a corresponding Craft skill can attempt a repair job with a DC higher than 20.

Legion Etiquette [General]

You know how to talk to soldiers and gain their trust.

Prerequisites: Legion Training.

Benefit: You gain a +2 bonus to all Charisma checks and Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with members of the Imperial Legions.

Legion Training [General]

You have received basic training for service in the Imperial Legions.

Benefit: You gain Martial Weapon Proficiency (assault carbine) and Simple Weapon Proficiency (heavy autopistol).

Minor Magic [Bloodline]

You can cast 0-level arcane spells (cantrips), thanks to your draconic heritage.

Prerequisites: Knowledge (arcana) skill, Greater Dragonblood.

Benefit: You manifest instinctual knowledge of a number 0-level arcane spells equal to your Charisma modifier. You may cast one of these spells per day unprepared, as if a sorcerer of the same character level.

Special: This feat may be taken multiple times, each

time giving you an additional spell slot per day but not the knowledge of any additional spells. You may never take this feat more times than your Charisma modifier.

Resist Radiation [General]

You are highly resistant to the effects of radiation exposure.

Benefit: You gain a +4 bonus on Fortitude saves against radiation. In addition, your chance of contracting radiation poisoning is reduced to 5% per dose to which you have been exposed.

Special: You may only take this feat as a 1st-level character.

Robotic Familiar [General]

You may replace your normal familiar with a robotic one.

Prerequisites: Ability to summon a familiar.

Benefit: You can choose a robot of Small size or less to be your familiar. This feat functions exactly like the summon familiar class ability, except that the robot is not actually summoned but constructed specifically for the purpose. The summoner must pay the cost of construction. The robot then gains all the benefits of a normal familiar, except that it has no special ability. The robot familiar does not grant you any bonuses beyond those common to all familiars.

Special: You may freely upgrade your robotic familiar as you wish. If, in upgrading, it gains an ability covered by a familiar special ability, such as speech, it does not gain any other ability instead.

Savant [General]

You have special insights into narrow topics of investigation.

Prerequisites: Int 15+, Knowledge (any) skill.

Benefit: You gain a +4 insight bonus on skill checks in a single Knowledge skill in which you already have ranks.

Special: This feat may be taken multiple times, but each time it must apply to a different Knowledge skill in which you already have ranks.

Science of Magic [Metamagic]

You have studied esoteric mathematical models of magical effects and can manipulate the formulae of these models to increase the power of your spells.

Prerequisites: Int 15+, Heighten Spell, Knowledge (arcana) skill.

TABLE 2-1: FORMULAE MODIFIERS

Number of Formulae	Formulae Modifier	Caster Level Bonus	Spell Level Bonus
1	+2	+1	+1
2	+4	+2	+1
3	+6	+2	+2
4	+8	+3	+2
5	+10	+3	+3

Benefit: By manipulating magical mathematical formulae during casting, you can increase your effective caster level and the spell's effective level when casting a spell, without having to prepare that spell in a higher slot or losing a higher slot upon casting. It takes longer than normal to cast a spell with Science of Magic. If its normal casting time is 1 action, casting a metamagic spell is a full-round action. For spells with a longer casting time, it takes twice as long to cast the spell.

Using Science of Magic requires a Knowledge (arcana) check. Choose the number of magical formulae you attempt to manipulate. The DC is 10 + spell level + formulae modifier (see Table 2-1). If the check is successful, you gain the listed increases in caster level and spell level for determining the spell's effects. If your Knowledge (arcana) check fails, the spell is not cast, and you lose the spell or spell slot.

Scion of Asamet (Bloodline)

Within your veins flows the blood of a noteworthy dragon of the Iron Kingdom.

Prerequisites: Dragonblood.

Benefit: You receive a +2 bonus on Diplomacy and Intimidate checks when dealing with inhabitants of Asamet worlds. In addition, the DCs of your attempts to influence the attitudes of NPCs within the Iron Kingdom are decreased by 5.

Scion of Qesemet (Bloodline)

Within your veins flows the blood of a noteworthy dragon of the Golden Kingdom.

Prerequisite: Dragonblood.

Benefit: You receive a +2 bonus on Diplomacy and Sense Motive checks when dealing with inhabitants of Qesemet worlds. In addition, the DCs of your attempts to influence the attitudes of NPCs within the Golden Kingdom are decreased by 5.

Sense Enchantment (Bloodline)

Your draconic heritage opens your eyes to the magic that suffuses the universe.

Prerequisite: Greater Dragonblood.

Benefit: You can sense whether an object, place, or creature is magical or operating under the effects of magic, whether it be a spell, an artifact, or some other form of enchantment. This feat functions much like a weakened version of the spell *detect magic*, except that it does not function automatically. Instead, you must make a Wisdom check against DC 15. If successful, you can recognize the presence of any magical auras in the area, as well as their number and relative strength.

Special: You cannot retry the check or take 10 or 20 when using this feat.

Skill Adept (General)

You are renowned for your aptitude in a single skill.

Prerequisite: Skill Focus (any).

Benefit: You gain an additional +3 bonus on all checks with that skill.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a new skill.

Spread Control (Metamagic)

You are able to control your spread-based area of effect spells.

Benefit: When you cast a spell with a spread-based area of effect (such as *fireball*), you can reduce its area of effect as you wish. You can control both the spell's point of origin, as well as how far from that point the effect spreads, up to its full area. A spread controlled spell takes up a spell slot one level higher than normal.

Touch to Ray [Metamagic]

You can cast touch spells as ray spells.

Benefit: Any spell with a range of “touch” can be prepared or cast as a ranged touch attack with a range of close (25 ft. + 5 ft. for every 2 full caster levels). A touch spell prepared or cast with Touch to Ray uses up a spell slot two levels higher than the spell’s actual level.

Zero-G Casting [General]

You are adept at casting spells in microgravity or zero gravity.

Prerequisites: Dex 13+, Concentration skill.

Benefit: You gain a +4 bonus on all Concentration checks made as a result of casting a spell in microgravity or zero gravity.

Zero-G Control [General]

You are adept at maintaining control in microgravity or zero gravity.

Prerequisites: Dex 13+, Freefall skill.

Benefit: You gain a +2 bonus on all Freefall checks. In addition, when attempting to right yourself after having spun out of control, you do not lose your Dexterity bonus to AC.

Normal: Attempting to right yourself is a move-equivalent action that provokes an attack of opportunity. In addition, you lose your Dexterity bonus to AC and opponents get a +4 circumstance bonus on attack rolls against you.

Schools

This section lists several specialized schools, paths, and traditions that characters can take advantage of to develop their skills and abilities in **Dragonstar**. The game rules and mechanics describing each lesson are designated as **Open Game Content**. Background information and flavor text is designated as closed content.

There are countless organizations, orders, factions, and institutions in the **Dragonstar** setting, and many of them offer specialized training to their members, students, or employees. This section presents a number of such “schools,” along with the organizations that often offer an opportunity to participate in them. Note that many of these are formal schools or institutions, but others are very informal traditions or loose associations.

Anyone who finds and trains under these masters of the ancient arts is called a student. A student may pay credits and spend XP to learn a master’s secrets and

apply them in his own adventures. Typically, each master offers a series of 10 lessons, each progressively more difficult to learn. Once a student has learned five or more lessons from a single master, he may in turn teach others the tricks he knows. Each master’s body of knowledge is known as a school, though his body of knowledge is rarely presented in a codified manner. Instead, each master draws on his experience and the bits of knowledge gleaned from older masters to form the basis of his instructions. Despite this scattershot approach, over the decades and centuries, a few typical schools have emerged that share the same lessons and knowledge.

Each lesson must be studied in order, from the first to last. A student cannot initially master the third lesson and then proceed to the fifth or first. Furthermore, it becomes progressively more difficult for a student to learn the ways of more than one school. The first school a student studies with is known as his primary school. When training in schools other than his primary one, a student must pay twice the XP costs as he struggles to juggle his original training and his new talents.

The level cap listed on the table reflects the general worldliness and experience a student should have before attempting to master a specific talent. A school’s teachings draw on both the master’s and the pupil’s experiences and knowledge. A student may attempt to learn a lesson if he does not meet the level cap but he must pay an additional 20% XP to complete his training. The student struggles to keep up with the master and must devote additional energy to learning talents that are beyond his understanding.

COSTS AND TRAINING TIME

Lesson	XP Cost	Credit Cost	Time Cost	Level Cap
1	100	500	1 week	1
2	300	1,000	1 day	2
3	600	1,500	2 days	4
4	1,000	2,000	3 days	6
5	1,500	2,500	4 days	8
6	2,100	3,000	1 week	10
7	2,800	4,000	10 days	12
8	3,600	5,000	2 weeks	15
9	4,500	7,000	3 weeks	18
10	5,500	10,000	1 month	20

Celestial Wind

With the advance of technology, the mortal races have taken to the stars with a passion born of freedom. The freedom to roam and explore as never before has, for some, become the central focus of life. For those who

dedicate their lives to the stars and open space, or to the open air, to travel is its own calling and its own reason. This was the beginning of the school called the Celestial Wind—a dedicated handful of pilots determined to make the most of their lives and their technology. The Celestial Wind began during the rule of House Sarava, but it claims that its philosophical roots date from the beginning of space exploration with the Forongorn Confederation.

Motto: Follow the Wind

ROYAL EXPLORATORY SERVICE

Many of those who feel a calling to the Celestial Wind also feel naturally drawn to the Royal Exploratory Service. Both the RES and this school seek to travel where others do not and to see what no one else in the Dragon Empire has seen. The RES is home to many of the students of this school who love travel for its own sake, and the RES benefits from their piloting expertise. The masters of the Celestial Wind in the RES are generally willing to share their knowledge with anyone who shares their passion and interest.

IMPERIAL SPECIAL POLICE DIRECTORATE

The ISPD has been charged with duties that require travel, and the drow have never seen any reason to be second best at what they do. While most of the masters of the Celestial Wind in the ISPD do not share the love of travel of other masters, they do see the skills and techniques of this school as extremely useful tools. Theirs may not be the same benevolent interest, but they are just as accomplished as their associates in the RES. Naturally the drow of the ISPD do not as selflessly or freely share their knowledge, but the techniques of the Celestial Wind can almost always be bought from them.

LESSONS

Lesson 1: G Adaptation

One of the first challenges presented to students of the Celestial Wind is adapting to the void of outer space. To prepare for it, students must train in atmospheric freefall and in artificial or actual zero-g environments. This helps students develop the ability to move and act without unduly affecting their position. This technique grants a +2 competence bonus on Freefall checks.

Lesson 2: Maneuverability

Masters of the Celestial Wind often spend a great deal

of time in their vehicles. It is important that students learn how to maneuver their vehicles under all conditions. This lesson teaches students how to compensate for high speed while maneuvering, so as to maintain their vehicle's mobility regardless of speed or conditions. This technique reduces the penalty to Pilot checks due to vehicle speed by 2.

Lesson 3: Awareness

The galaxy is filled with a number of threats, and explorers who dare to go where others do not naturally face an undue number of those threats. The Celestial Wind tries to impress on its students the importance of detecting and identifying those threats first. Masters of the school familiarize their students with various forms of electronic sensors and teach them to coax the most information from the devices. Students must also learn to recognize the data patterns that may represent unidentified vessels at long range. This technique grants a +2 bonus on Use Device checks to operate vehicle sensors, including target acquisition and using guided weapons.

Lesson 4: Speed

Patience can be a virtue, but to the Celestial Wind it is generally more important to reach a destination as quickly as possible. Students study applied physics and learn the maneuvers and tricks that can be used to push their vehicles beyond normal limits. This technique allows the student to increase the top speed of any vehicle he pilots by 2.

Lesson 5: Navigation Sense

Being good pilots is of little use if students do not know where they are or where they are going. As the students' skills improve, their masters increasingly stress the importance of navigation. The ability to navigate is essential to successful space travel and students are forced to display or develop an affinity with the charts and formulae central to navigation. This technique grants a +2 bonus on Navigate checks.

Lesson 6: Evasive Pilot

It is not uncommon for advocates of the Celestial Wind to let their wanderlust take them into unwelcome territory. Their role as scouts, not to mention their survival as individuals and as a school, would be sacrificed if they could not successfully return from their travels. Once students have demonstrated the appropriate level



of ability with their vehicles, their masters pass on a variety of small and subtle tactical maneuvers designed to improve the survivability of a vehicle and its passengers. This technique grants a +1 dodge bonus to AC for any vehicle piloted by the student.

Lesson 7: Improved Control

Advanced students of the Celestial Wind learn to coax even more speed from their vehicles. These improved skills allow students to more rapidly reach top speeds and to more safely bring their vehicles to a stop. This technique increases the acceleration and deceleration of any vehicle piloted by the student by 1.

Lesson 8: Improved Speed

Members of the Celestial Wind are often infamous for not being satisfied with a good thing. They insist on having the best and on being the best. As a matter of pride, masters of the Celestial Wind pass on to their students all they know about how to coax ever greater speed from their vehicles. This technique increases the top speed of any vehicle piloted by the student by an additional 2.

Lesson 9: Cautious Maneuvers

One of the most difficult lessons a pilot can learn is how to prevent his vehicle from being detected by enemy sensors. There are some tricks that can be used to minimize an opponent's ability to detect a ship. Students learning this lesson must train on simulators and in staged encounters, all with the goal of learning how to minimize their vehicles' effect on the environment. Sometimes this lesson may be the difference between detection and evasion. This technique allows the student to increase the stealth rating of any vehicle by 2.

Lesson 10: Mastery

The difference between a pilot who has learned most of the lessons the Celestial Wind has to offer and one who has reached the pinnacle of the art is really a small one. But the difference is also telling when the two are compared. This final lesson generally encompasses everything the master knows about how to get the most out of any vehicle, and once the student has learned this lesson, the two usually part ways. This technique grants a +4 competence bonus on all Pilot checks.

Children of the Blade

The advance of technology has developed a variety of powerful ranged weapons. Some, however, remain dedicated to the practice of hand-to-hand combat. Whether it is out of devotion to a more “honest” form of fighting, or merely a passing interest in an obsolete style of combat, the Children of the Blade continue to learn and master the art of sword fighting in an age of blasters and starships.

Motto: Live by the Sword, Die by the Sword

THE ETERNAL ORDER OF NIGHT

The blackguards of the Eternal Order do not always agree on how to serve their dark god. There are some among their number who favor the use of archaic, primitive weapons in battle—or modern variants of those weapons. Some claim it increases the emotional power and intimidating fear, others that it merely makes the murders and other evil deeds more personal and thus more evocative. Individual reasons may vary between masters, but there can be no doubt that several of the powerful blackguards to be found in the Eternal Order are also masters of the Children of the Blade fighting school.

ROYAL EXPLORATORY SERVICE

The duties of the Royal Exploratory Service bring its agents into contact with primitive worlds on the edge of known space on a regular basis. There are a growing number of these agents who favor the use of archaic melee weapons as a solid defense on backwater planets. Blasters and lasers would call attention to an agent working among primitives who do not know of such things. Where discretion is important, it is clear that the proponents of this school are most effective on undeveloped planets.

LESSONS

Lesson 1: Quick Reflexes

In any battle, quick thinking and quicker reactions can keep a person alive. By placing students in dangerous situations and inflicting dosed electric shocks, the Children teach their students to react quickly and to use their intuition. In times of battle when fast reflexes and intuitive decision-making are called for, this training becomes very useful. This technique grants students a +1 bonus to attack rolls on any attacks of opportunity.

Lesson 2: Parry

Once the Children have imparted improved reflexes on their students, they teach the ability to use those reactions to defend. By watching melee opponents, the Children learn to see what movements come before an attack. Such perceptive wisdom when facing a real opponent allows the Children to better prepare themselves to fend off an attack. This technique grants a +2 dodge bonus against melee attacks. This technique is effective against only a single melee opponent. If the student is in combat with more than one opponent, she must select which opponent to use the technique against and this decision lasts until the student’s next turn.

Lesson 3: Grace of the Fallen

During a lifetime of battles, the Children of the Blade find themselves in disadvantageous positions with regularity. As part of their training in dealing with not only other melee fighters but also ranged attacks, the Children study how to use cover and move as fluidly as possible. This technique allows the student to stand up from a prone position as a free action, rather than a move-equivalent action.

Lesson 4: Strike the Craven Blade

Mastery of melee combat requires that the Children not only control their own weapon, but that they learn control of their opponents’ weapons as well. By learning to anticipate the moves and attacks of their enemies, students learn how to attack their opponents’ weapons effectively. This technique grants a +2 competence bonus to disarm attempts and attacks against the opponent’s weapon.

Lesson 5: Rain of Steel

Though the Children focus on the use of archaic weapons, they also train to use those weapons at a distance. At times, there can be no substitute for ranged attacks and students of this school learn to use their melee weapons as thrown weapons for those moments of desperation. Thrown melee weapons of the student’s size or smaller have a range increment of 10 ft. Thrown melee weapons one size category larger than the wielder have a range increment of only 5 ft.

Lesson 6: Shielding Blade

The true test of the Children’s philosophy is when

they face an opponent using ranged attacks. The same lessons of observing one's opponent are of use against more distant opponents. With careful observation, timing, and quick reflexes, the Children can often avoid ranged attacks. This technique grants a +2 dodge bonus against ranged attacks, as long as the student is not in melee combat with any other opponents. Like parry, this technique is only useful against one opponent at a time.

Lesson 7: Favored Weapon

The majority of the training the school focuses on revolves around movements and tricks that can be applied to any weapon. This lesson is instead centered on a specific weapon. The Children who are the accepted masters of the student's chosen weapon design a series of exercises and challenges. When the student has passed all challenges, he has mastered this technique. Favored weapon grants the student a +1 bonus to attack rolls with one melee weapon type.

Furthermore, the selected weapon type is considered one size category smaller for the student. Thus, a human might learn to wield a large weapon in one hand, though even with this technique he could not wield two such weapons. A Medium-size student might also learn to wield a Medium-size weapon as if it were light, making it easier to fight with two such weapons.

Lesson 8: Grace of the Cat

As part of their continuing training, the Children of the Blade stress mastery of acrobatic movement. Masters of the school teach their students by leaving them unarmed and surrounded by opponents. Students must learn to move with fluidity and grace until they can escape a mock battle without injury. This technique grants a +2 competence bonus on all Balance, Escape Artist, and Tumble checks.

Lesson 9: Smite

The Children of the Blade generally view their skills as a defensive art. Despite this predisposition, their abilities naturally also include more effective attacks with their weapons of choice. By practicing quick strikes at vital points and learning how to discern the most vulnerable areas of an opponent, the Children learn how best to strike down their foes. This technique enables the student to smite once per day, and the smite must be declared before any rolls are made. The smite attack receives a bonus on the attack roll equal to the student's Wisdom modifier (if positive) and a damage bonus equal to character level.

Lesson 10: The Art of Defense

The final mastery for the Children of the Blade is to learn the art of defense. Multiple attackers challenge students so that they might learn how better to defend themselves against several attacks while still maintaining the ability to inflict damage themselves. This technique allows the student to use the total defense option in combat and still make a single melee attack. The student gains the normal benefits for fighting with total defense and may move his normal speed, plus make one attack at his full base attack bonus.

Duelists

The Duelists are a school of pistoleers who train to make themselves the masters of one-on-one ranged combat. Many use these skills to battle in duels of honor, but the drow have been known to master the techniques of the Duelist in order to assassinate or intimidate their enemies.

Motto: For Honor.

THE CELESTIAL GUARD

The paladins dedicated to the Warrior are devout proponents of honor in battle. As elite soldiers in the service of Qesemet, they pride themselves on their ability to face any enemy on any field of battle. The drive to be the best has led many of the Celestial Guard to master the school of the Duelists. Their mastery renders them better able to face their many enemies with honor.

IMPERIAL SPECIAL POLICE DIRECTORATE

The drow elves have always sought power. Their ascension to the ranks of the ISPD did not change their demeanor. Coupled with their ambition are keen minds and quick reflexes that make the drow extremely dangerous opponents in battle. Recognizing the advantages offered by the Duelists' school, several experienced drow operatives adopted the techniques, using torture and espionage to steal the school's secrets from other masters.

What the paladins of the Celestial Guard use for honorable combat, the drow twisted to their own dark ends. Drow do not care for honor, but mastery of ranged weapons enhances their already formidable talents as assassins. The skills of the Duelist masters among the drow have only added to their already dangerous reputation.



LESSONS

Lesson 1: Combat Stance

The combat stance technique is the most basic lesson of the Duelists. Students learn how to stand and carry themselves in a firefight. Aside from forming the basis of the first circle technique and improved accuracy, this lesson also assists students in ignoring distractions and reacting to the environment without disrupting their aim. Combat stance grants the student a +4 dodge bonus to AC against attacks of opportunity caused when making a ranged attack within a threatened area. This technique works only if the student is using a one-handed ranged weapon, such as a blaster pistol or laser pistol.

Lesson 2: First Circle

The circle techniques of the Duelist school teach students to deal with their opponents with precision. The first circle technique imparts the basis of that precision, but is somewhat limited in its range. Beginning students work with the narrowest circles where their environment is more easily understood and mastered. Greater ranges and more expansive areas are the province of

more experienced Duelists. The first circle grants Duelists a +1 bonus to attack rolls with a one-handed ranged weapon against targets within one range increment. Attacks on targets outside that range receive no bonus.

Lesson 3: Careful Shot

Once Duelists have mastered the basic accuracy of the first circle, the school requires that they take care to master the narrow environment in which they battle. While they still practice in the limited range of the first circle, the careful shot technique itself is of benefit at any range. Students who master this technique may reduce their target's cover bonus to AC by 1 and reduce their miss chance due to concealment by 10%.

Lesson 4: Duelist Demeanor

It has often been said that the real duel is in the eyes. The last lesson that an aspiring Duelist must learn before advancing to the second circle is that of demeanor. They must master what has been referred to as the death mask. According to masters of the technique, this is intended to prevent the opponent from reading one's intentions during a duel. In practical terms, this technique is helpful in both frightening and tricking opponents. It also allows the Duelists to more easily see through the feints and tricks of others, just as they become practiced in studying themselves. Duelist demeanor grants a +4 competence bonus on Intimidate checks and a +2 bonus on Bluff and Sense Motive checks used in a combat situation.

Lesson 5: Second Circle

When students of the Duelist school have mastered the lessons of the first circle, they move on to the second. The second circle requires that the students master an increased range and improves their precision at nearer ranges to a deadly degree. The second circle grants a +1 bonus to attack rolls with a one-handed ranged weapon against targets within two range increments, as well as a +2 bonus to weapon damage rolls to targets within one range increment.

Lesson 6: Dead Aim

Duelists master the techniques of improved precision and range, but there comes a time when striking one's target is no longer enough. The dead aim technique teaches Duelists greater precision and allows them to

more easily hit their targets in vital areas. This doubles the threat range of pistols, but the ability is only effective within one range increment.

Lesson 7: True Aim

As Duelists approach the third circle and true mastery of their school, they learn to develop an almost supernatural aim. Through meditation and practice, they learn to focus their will onto their weapon and target. Experienced Duelists learn that the attacker, the weapon, and the target are all part of a single concerted act of firing. When they have learned and accepted this, they have mastered this technique. True aim grants the student a +20 insight bonus on a single ranged attack roll, but the student must first use a move-equivalent action to focus and aim properly. True aim is usable only three times per day.

Lesson 8: Third Circle

The third circle is the last of the circle techniques taught by the Duelists. Once the lessons of the second circle have been mastered, the third circle may be learned. It expands on the previous circles and teaches accuracy at greater ranges. The third circle grants a +1 bonus to attack rolls with one-handed ranged weapons at up to three range increments and a +2 bonus on weapon damage rolls to targets within two range increments.

Lesson 9: Deflection

The technique of deflection is simple in principle but extremely difficult to master. Duelists learn to use the energy of their own pistols as an active defense against other ranged attacks. With perfect timing and precise aim, Duelists can shoot down or deflect an enemy's ranged attack. Physical weapons, such as arrows or rocks, are destroyed while energy weapons such as blasters or lasers are merely diverted. In order to deflect a ranged attack, the Duelist must have readied an action. When an enemy fires, the Duelist may then choose to deflect that attack by making an attack roll of his own. He must roll well enough to strike the same AC as the enemy, though he suffers a -4 penalty in the attempt. The Duelist must declare his intention to deflect an enemy's attack before the attack roll is made. Mastery of this school allows no room for hesitation. This ability can only be used with an energy weapon, such as a blaster pistol or laser pistol.

Lesson 10: Dragon's Eye

The last lesson learned by master Duelists is the most deadly. By combining the techniques of dead aim and true aim with their mastery of the third circle, the Duelist masters may learn the lesson of the dragon's eye. This technique teaches students to find an enemy's weakness and to strike it at any range. Once per day, the Duelist may declare that a single ranged attack with a one-handed weapon automatically hits and threatens a critical. A normal attack roll is still required to confirm the critical hit.

Fate Reavers

In an empire where the worship of the Destroyer and the Reaper is acceptable, there will always be those who revel in the chaos and entropy that greets the end of all things. Most of those who are aware of the Fate Reavers believe that this school began with the worship of either the Destroyer or the Reaper. Some argue that the blackguard orders are to blame. A few claim that the followers of the Dualist heresy founded the school, but upon examination it is clear that the Fate Reavers existed before Dualism.

The Fate Reavers were given the name by detractors who claim the school seeks to channel the forces of entropy and chaos and to cheat or destroy fate itself. The few public statements made by masters of this school make it clear that they do not believe in fate, but the name has stuck.

Motto: Touch the Darkness

THE HELL HOUNDS

These elite blackguards are trained for campaigns of desolation and dedicated to the Destroyer. Some of their number are students of the Fate Reavers, though masters of the school are rare even here. They are often eager to share their lore with fellow Hell Hounds, though others seeking them out to learn the techniques of the Fate Reavers may simply find themselves victims of them instead. Rumors persist, however, that some—if not all—of the master Fate Reavers in the Hell Hounds are open to bribery to teach all that they know.

THE DESTROYER AND THE REAPER

Little can be done to dissuade the clergy of the Destroyer and the Reaper from spreading the teachings of death and destruction. Such is the school of the Fate Reavers, and the faiths of these two gods of the Unification Church are rife with students. To the faithful, sometimes to those who are simply willing to pay

for the privilege, the lessons of the Fate Reavers are gladly given. To the priests of these dark gods, it is clear that the more who know the art of destruction, the more readily is the will of their gods carried out.

LESSONS

Lesson 1: The Rush

The first lesson potential Fate Reavers must master is to feel the pull of darkness and choose to follow it. For some this lesson comes quickly, while others must spend countless hours in meditation, embracing their inner demons to entice the darkness to come to them. This technique grants the student a +1 competence bonus to attack rolls and skill checks for one minute. When the rush ends, the student suffers a -2 competence penalty to attack rolls and skill checks for one minute. Only characters of non-good alignment may learn this technique.

Lesson 2: Anger

Having learned to call on the darkness, students of the Fate Reavers next learn to channel the darkness into a supernatural rage. The anger lasts a number of rounds equal to half the student's base attack bonus. During this time, the Fate Reaver gains a +2 bonus on attack and weapon damage rolls with melee weapons. Using anger is a free action. Only characters of non-good alignment may learn this technique.

Lesson 3: Quickened Step

While progressing through the lessons of this school, students feel the exhilaration of connecting with the dark gods. To master this technique, the student must demonstrate an ability to call on the darkness for energy and ferocity at will. This increases the student's speed by 10 feet. Only characters of non-good alignment may learn this technique.

Lesson 4: Tainted Soul

The path of darkness is an easy one to walk, but it must be by the choice of the student. This lesson begins to show the real costs of that choice. The dark gods are no longer content with touching the student's body, but begin to infiltrate his mind. This gifts the student with a talent for deceit, but also bestows minor physical changes. This technique grants a +4 competence bonus on Bluff and Innuendo checks. The student also mani-

fest a minor demonic attribute. These changes might be vestigial horns, demonic eyes, sharpened teeth, a forked tongue, or any other minor change the DM considers appropriate. Only characters of evil alignment may learn this or subsequent techniques.

Lesson 5: Smite Good

Once the physical change has begun, the student of the Fate Reavers falls more firmly into the grasp of darkness. The student develops the ability to smite good. Once per day, the Fate Reaver can make a smite attack with a bonus to the attack roll equal to his Charisma bonus (if positive) and additional damage equal to his character level. If the student attempts to smite an opponent who is not good, the smite attempt fails and he may not attempt it again that day.

Lesson 6: Fury

The anger of Fate Reavers who have progressed past the first physical changes develops into a palpable, burning rage. This technique allows the student to call on a fury three times per day as a free action, though he can no longer use the anger technique. The fury lasts a number of rounds equal to half the student's base attack bonus. While in the fury, the student gains a +3 bonus on attack rolls and damage rolls with melee weapons.

Lesson 7: Touch the Darkness

To extend their power, Fate Reavers must reach for the darkness and actively take it. To accomplish this requires significant time and willpower and it brings the taint of outer planar evil into the Fate Reaver's body and soul. This technique grants the student immunity to energy-draining effects and fear, as well as fire resistance 5. These abilities are accompanied by significant physical changes in the student. Such changes might be bony spikes and protrusions along the spine, a change in skin tone and texture, or the growth of vestigial wings or tail.

Lesson 8: Hastened Rage

After a Fate Reaver has touched the darkness, a sliver of the power and fury of the lower planes stays forever with him. This bond constantly pulls at him, anchoring him to the dark gods, but it can also be used to the student's advantage. When this technique is mastered, the Fate Reaver may act as though *hasted* for up to one round per character level each day. The student may use



this ability as often as desired provided the total number of rounds in one day does not exceed his character level.

Lesson 9: Blood of Fire

Masters of the Fate Reavers learn to widen the trickle of power from the sliver of the lower planes within them. The process is one of meditation and sensation, similar to the most basic lessons. The results are more powerful because the source of power is within the Fate Reaver himself. This technique grants fast healing 1.

Lesson 10: Embrace the Darkness

Having given themselves over completely to the darkness, students need only to embrace what they have become. This is the most difficult lesson and most Fate Reavers never master it. This technique changes the student's creature type to outsider (evil) and grants damage reduction of 10/+1. As a result, the Fate Reaver cannot be affected by magic that only affects humanoids.

Guardians of Dorrugan

Early in the history of the Dragon Empire, the worlds ruled by the dragon emperor Khelorn enjoyed a golden age. When his millenium of rule came to its end, however, many believed that the empire would not survive the transition to a weaker ruler. A dwarven paladin named Dorrugan understood the dangers of handing over control of the empire to another dragon. In order to help his home domain of Golion survive what he believed would be renewed warfare, he established an order of defenders sworn to protect the welfare of the mortal races of Golion.

His concern was misplaced, but Dorrugan died always believing that the end could come at any time. The order he built was eventually disbanded, though the philosophies they held dear and the lessons they taught are carried on by the school known as the Guardians of Dorrugan. Their focus is not on protecting the welfare of all, but individual students of the school usually attach themselves to someone they believe is worthy of protecting—or who buys their services.

Motto: Wide Stands the Shield

TASK FORCE SANCTUARY

Some of the paladins of Task Force Sanctuary are proponents of the Guardians of Dorrugan. These paladins take their role as protectors of the welfare of soldiers and citizens to a more personal level. They may be sworn to the protection of their commanding officer, an influential civilian, or another paladin or cleric of their order. Masters of this school are generally willing to teach their lessons to anyone of good alignment, though most prefer having other paladins as students.

MENEER

As the throneworld of House Golion, Meneer has always had the largest population of master Guardians. Though there is no real organization to the masters of Meneer, most do maintain communication and a loose association. On Meneer, the lessons of the Guardians can be bought for the right price.

LESSONS

Lesson 1: Name Charge

The most basic ability of the Guardians is to name the charge they will protect. A Guardian may have only one charge at any one time. The ritual to name a charge requires one minute, but may be performed any number of times. While a charge is named, the Guardian gains a +1 bonus to Will saving throws as long as she stays within 10 feet of her charge. This technique grants no benefits to the charge, but the connection it establishes is the basis for many more powerful abilities.

Lesson 2: Protect Charge I

Guardians must learn to protect their charges at all times. Through magical rituals, the student gains a supernatural ability to deflect attacks directed at the charge. The Guardian must be within 10 feet of the charge in order for this ability to function. This technique grants the charge a +1 deflection bonus to AC.

Lesson 3: Guardian's Watch

The training of Guardians includes surprise attacks as well as magical and technological illusions. These tricks and traps are designed to keep the student in a state of heightened awareness and to develop more attuned senses. This technique grants a +1 bonus to Listen and Spot skill checks and makes Listen and Spot class skills for the Guardian.

Lesson 4: Protect Charge II

As students' skills and abilities improve, their supernatural ability to protect a charge is increased as well. This technique is similar to protect charge I but has been developed more thoroughly. As long as the Guardian is within 10 feet of the charge, the charge is granted a +2 deflection bonus to AC.

Lesson 5: Improved Aid Another

Guardians must learn more effective ways of fighting in concert with another person. The principle focus of this training is learning to distract and delay the opponent so that the student's charge gains greater protection. Often, however, the charge is an active combatant as well and the Guardians train to improve their charge's chance to harm the opponent. This technique grants twice the normal bonus when the Guardian aids another in combat. That is, the charge gains a +4 circumstance bonus to attack the opponent or a +4 circumstance bonus to AC against that opponent.

Lesson 6: Protect Charge III

As students' skills and abilities improve, their supernatural ability to protect a charge is increased as well. This technique is similar to protect charge I but has been developed more thoroughly. As long as the Guardian is within 10 feet of the charge, the charge is granted a +3 deflection bonus to AC.

Lesson 7: Shield Other

Guardians learn to develop a supernatural connection to their charges. This connection is used to shield the charge from any damage taken. This technique requires a full round to activate and lasts for one full hour. While this technique is active, one-half (round down) of all hit point damage that would be taken by the charge is instead suffered by the Guardian. The charge must be within 10 feet of the Guardian when this ability is activated but may move beyond that range later.

Lesson 8: Protect Charge IV

As students' skills and abilities improve, their supernatural ability to protect a charge is increased as well. This technique is similar to protect charge I but has been developed more thoroughly. As long as the Guardian is within 10 feet of the charge, the charge is granted a +4 deflection bonus to AC.

Lesson 9: Danger Sense

The Guardians' continued awareness training can be expanded to an almost supernatural degree. Their trained alertness to surroundings becomes an automatic thing, and students sometimes find themselves reacting to a threat before they realized one existed. Any time the student is required to make a check to determine surprise, she may roll three times and take whichever result is the best. This technique also grants a +4 bonus on initiative checks.

Lesson 10: Protect Charge V

As students' skills and abilities improve, their supernatural ability to protect a charge is increased as well. This technique is similar to protect charge I but has been developed more thoroughly. As long as the Guardian is within 10 feet of the charge, the charge is granted a +5 deflection bonus to AC.

Ios

The Dragon Empire is a techno-magical society in that technology and magic have equally important roles. Space travel would be impossible in its current scale if not for the collaboration of technology and magic. While technological devices may be mass-produced, however, magic remains the work of dedicated and talented individuals. Furthermore, the society ruled by the dragons favors sorcerers over wizards for their natural affinity with magic. All these factors often leave wizards, who master magic through study and effort, second-class citizens.

Early in the founding of the Dragon Empire, several powerful wizards came together in an effort to combat the established prejudice against them. While they failed to create any lasting political or social legacy, they did manage to establish a school of study known simply as Ios. This school has been dedicated to expanding the capabilities of the mortal intellect, particularly where it relates to arcane magic. The lessons of this school are only offered to arcane spellcasters who prepare their spells.

Motto: Scire, Iubere ("To Know, To Command")

IMPERIAL SOCIETY OF ARCANES MAGIC

With a few rare exceptions, every master of Ios is also a member of the Imperial Society of Arcane Magic. This grants an additional benefit to wizards who elect membership in the society—potential access to the school of Ios. While not all students of this school choose to pur-

sue a membership, it does make an excellent forum for the exchange of ideas, formulae, and lessons. The ease with which wizards may find masters of this school is one of the few advantages they have in the Dragon Empire.

ELVEN NATION

While the Elven Nation's political power is waning under the rule of Mezenbone, they remain one of the organizations most supportive of wizards. By the time an elven wizard has learned enough to master this school, she has usually also gained sufficient respect from her peers to be granted significant social standing. Most wizards with some elven blood who seek the techniques of Ios look for a master in the Elven Nation first.

LESSONS

Lesson 1: Focus

The first technique of Ios is central to all of its teachings. Students must learn to focus their minds so as to take in everything around them, or to concentrate on one thing to the exclusion of all else. That focus serves the student well in absorbing new information or concentrating on the tasks at hand. This technique grants a +2 competence bonus on Concentration checks.

Lesson 2: Study

The ability to learn new things and to find hidden information is forever crucial to wizards. Ios masters recognize this fact and teach their students how to search the morass of information available in the modern world. The ability to find what information they need serves the students well when they have access to libraries and databases. This technique grants a +2 competence bonus to Research checks.

Lesson 3: Learning

The learning technique is the first lesson of improved recall that Ios teaches its students. Through their personal experience, as well as the training of previous lessons, students encounter a wide variety of information. This technique grants students a greater recall of information encountered, allowing them to make Knowledge checks untrained. Learning also provides a +2 competence bonus on Knowledge checks for Knowledge skills in which the student has at least 1 rank.

Lesson 4: Lore I

Once their minds have been focused and enhanced, students are ready to begin applying their full mental faculties to true magical abilities. This lesson is not a matter of greater recall, as preparing spells is not really a matter of memory or recall, but of magical finesse and power. Nevertheless, the focus and recall learned in earlier lessons prepare students for increased precision in magical learning and improved recognition in arcane matters. This technique grants the student a bonus 1st-level spell, just as if earned through having a high spellcasting ability score. Lore I also provides a +1 competence bonus on Spellcraft checks.

Lesson 5: Memory

To master this lesson, students perform a series of mental exercises and recall enhancement meditations. Some students show greater improvement than others, but there is always some marked increase in the students' recall abilities, particularly of visual or textual materials. This technique grants the student an eidetic memory, allowing precise recall of one page of material per point of Intelligence over 10. The student can "clear" his memory at will or by copying the recalled information, allowing him to store new information. This ability does allow a wizard to prepare spells without a spellbook, as long as he chooses the appropriate pages of his spellbook as the information he can recall from memory.

Lesson 6: Lore II

This lesson is similar to lore I, but more effective due to improved mental abilities. This technique grants a

bonus 2nd-level spell, just as if earned through having a high spellcasting ability score. Lore II also increases the competence bonus on Spellcraft checks to +2.

Lesson 7: Instant Recall

The Ios student's improved recall and arcane finesse abilities lead students to improve their recall abilities of prepared spells. Instant recall is similar to some magical devices used to restore prepared spells but is accomplished using only the student's own magical understanding and mental prowess. This technique allows the student to make a Concentration check once per day to recall a spell already cast. The DC of this check is 15 + twice the spell's level. Instant recall requires a full round action and the spell to be recalled must have been cast no more than one minute/character level before the check is made.

Lesson 8: Lore III

This lesson is similar to lore I, but more effective due to improved mental abilities. This technique grants a bonus 3rd-level spell, just as if earned through having a high spellcasting ability score. Lore III also increases the competence bonus on Spellcraft checks to +3.

Lesson 9: Metamagic Mastery

One of the challenges of Ios is to train students to be both precise and flexible of mind. Most students never achieve this level of mastery, but those that do find their ability to make changes to their spells improves. Using metamagic feats to improve or simply alter spells becomes less taxing. This technique reduces the spell level increases from metamagic feats by one, to a minimum increase of one level. Prepared spells whose effective level is not changed by metamagic feats are not affected by this technique.



Lesson 10: Lore IV

This lesson is similar to lore I, but more effective due to improved mental abilities. This technique grants a bonus 4th-level spell, just as if earned through having a high spellcasting ability score. Lore IV also increases the competence bonus on Spellcraft checks to +4.

Order of the Wolfpack

In the political environment of the Dragon Empire, the supporters of unpopular beliefs may often find themselves fighting against superior numbers and superior firepower. Facing such a situation, it is common to take to hiding and attack from concealment where the chances of survival are greater. Over the centuries, masters of these tactics have fashioned a school of combat focused on this style of guerilla warfare. By presenting no target to their enemies, the members of the Wolfpack increase their own survivability and effectiveness in dangerous situations.

Motto: Strike True From Shadow

SPECIAL OUTLANDS ARMY RECON

The paladins of Special Outlands Army Recon are called on to face and defeat a variety of dangerous situations. In the course of their missions, SOLAR paladins often fight against heavy odds and have learned to undertake guerilla campaigns as a means of ensuring the success of their sacred trusts. Some experienced SOLAR paladins are also Masters of the Wolfpack, and many of their promising young followers are taught the fundamentals of this school.

THE INSURRECTION

The political movement known as the Insurrection has a number of factions, some more prone to militant revolutionary activities than others. All of these factions agree, however, that they are a minority facing the combined might of the Imperial Legions, the ISPD, and the personal power of the dragon lords they oppose. Christopher Talrenz is a capable and charismatic leader of one of the many cells that make up the Insurrection. He supports the active preparation for war with the empire and has been known to teach his followers his combat skills—which he learned as a member of the Imperial Legions himself—as well as his own philosophy of war.

Talrenz has taught those who listen that their weaknesses can become strengths with the right frame of mind. They are quick to react and flexible, having the autonomy that comes with a lack of central organiza-

tion. They are well concealed and difficult to target, while the empire is rigid and slow. Talrenz and many of his followers are Masters of the Wolfpack and are willing to teach what they know to anyone who will help them combat the empire.

LESSONS

Lesson 1: Eyes of the Wolf

The first lesson of the Wolfpack is silence and alertness. Students are taught to pay attention to what happens around them, for a lapse of awareness often has grievous consequences. The Wolfpack teaches students to be wary of their surroundings and alert for changes, but also to watch for means of escape in case their battle turns against them. It is better to strike hard and fade away than remain and become a target for the enemy. By practicing this technique, the student gains a +2 competence bonus to Listen and Spot checks.

Lesson 2: Vanishing

The second lesson of the Wolfpack is the ability to disappear. It is crucial before battle to vanish behind cover and concealment. It is equally important to retain the ability to disappear during a fight. The hit-and-run tactics of the Wolfpack require this flexibility and mobility of its students. The vanishing technique grants the student a +4 circumstance bonus to Hide checks when he has any degree of cover or concealment.

Lesson 3: Cautious Step

When the wolf moves, it is with care and silence. If one's enemy is forewarned, a battle against the odds grows even more dangerous. The third lesson of the Wolfpack is the cautious step. In this students learn the tricks of the masters in how to move without being heard. Mastery of the cautious step grants the student a +2 competence bonus on Move Silently checks.

Lesson 4: Wolf's Grace

The strength of the Wolfpack is in making themselves more difficult to harm. This technique teaches students how to move in combat so as to protect themselves more effectively. By improving their reflexes and learning to move in unexpected ways that will confuse attackers, masters of the wolf's grace technique gain a +1 dodge bonus to AC.

Lesson 5: Silent Stroke

It is well known among the Wolfpack that the first stroke must count the most. If the enemy can be routed or destroyed with the initial attack, so much the better. If they survive, the Wolfpack often must retreat or stand and face defeat. The silent stroke technique teaches students how to make their first strike most effective. The student gains +1d6 points of bonus damage in the first attack of any battle. If the first attack misses the intended target, the extra damage is lost.

Lesson 6: Wolf's Swiftess

Reaching a battlefield before the enemy and being able to retreat when necessary are central to the survival of the Wolfpack. The wolf's swiftess technique improves the student's mobility by training to increase speed and endurance. The wolf's swiftess technique increases the student's base speed by 5 feet.

Lesson 7: Fluid Motion

Students of the Wolfpack continually train themselves to be as flexible as possible, both in mind and body. They must be able to apply themselves to whatever tasks may help them succeed in their missions. The goal of increasing flexibility is to reach the point of fluidity, where the body flows smoothly from one position to another with ease, grace, and finesse. The fluid motion technique improves the dodge bonus to AC from wolf's grace to +2.

Lesson 8: Cloak of Shadow

The members of the Wolfpack use concealment where they can to improve their chances to survive. When there is nowhere to hide, they learn to rely on their training to obscure themselves. The cloak of shadows technique teaches the student to conceal his exact location using tricks of movement and dress. This provides the student with a natural 10% miss chance when no concealment is available.

Lesson 9: Improved Mobility

To survive when the fight goes against them, the Wolfpack must remain mobile and unrestrained. This technique teaches the student ways to move that will improve mobility, as well as the determination to keep going when others might give up. This grants a +4 dodge bonus to the student's AC against attacks of

opportunity caused by moving within a threatened area. Additionally, the student gains a +2 resistance bonus on Will saves against any effect that would hinder or slow them, such as the *hold person* or *slow* spells.

Lesson 10: Last Laugh

The guerilla tactics of the Wolfpack help them to survive confrontations against stronger foes. Their choice of methods, however, also means that they retreat from battle regularly after they inflict some damage on their foes. It is no wonder that the masters of the Wolfpack have learned how to make the most of such retreats. By taking the last laugh, a student may take a double move action—moving twice his speed as usual—and still make a single ranged attack at a -4 penalty on the attack roll. This attack may be made at any point during the move.

Soldiers of the Iron Star

Some believe that the school known as the Soldiers of the Iron Star is older than the empire itself. It is believed to have begun on a primitive and dangerous world originally contacted by the Star League in the pre-Imperial era. On this unnamed homeworld, conditions were said to have been almost unlivable and war and death were common plagues. In that place of daily trial and toil, there arose a band of warriors dedicated to building and defending something worthwhile and sworn to holding back chaos and destruction with their very lives if need be.

With the contact of the Star League, their order spread into the stars. With the rise of the Dragon Empire, many masters of the Iron Star school were inducted or volunteers for service in the armies of the twin kingdoms. Their lore has continued to thrive through millennia of conflict and is now found most often in the service of the Imperial Legions.

Motto: Determination, Endurance, Perseverance

IMPERIAL LEGIONS

Students of the Iron Star school seem naturally drawn into service in the Imperial Legions. The school teaches its students to stand fast in the face of death and destruction, and few organizations offer as many opportunities to prove one's beliefs as the legions. Masters of the Iron Star often find themselves rising in the ranks of the armies they serve, so they most often end up in positions of command. Some of these commanders even go so far as to train entire units of their soldiers in the techniques of the Iron Star.

THE INSURRECTION AND THE PALADIN ORDERS

There are many who follow the beliefs of the Iron Star but do not find service in the Imperial Legions satisfactory. Most often, members of the paladin orders or freedom fighters in the Insurrection discover the school of the Iron Star after they have dedicated themselves to their respective organizations. Indeed, masters of the Iron Star may be found anywhere that soldiers seek to improve their world through strength and steadfast courage, though they are more common in these organizations than in more peaceful or scholarly groups.

LESSONS

Lesson 1: Courage

Students of the Iron Star are regularly placed in fearful situations. A soldier who will break under frightening conditions will be of no use to the school or his compatriots. Students face regular tests of courage and are carefully brought face-to-face with danger and horror. These trials, while unpleasant, make the student a stronger soldier, better able to face the realities of war without breaking. Courage grants the student a +4 morale bonus against both mundane and magical fear effects.

Lesson 2: Soldier's Fortitude

As soon as the student has the courage to face his fears, the Iron Star tests his ability to survive what he has learned to face. Through privation and endurance training, students are taught to survive a little longer than otherwise possible. This technique grants a +1 morale bonus on all Fortitude saving throws.

Lesson 3: Lesser Armor

Once a student is able to face greater threats and survive, the Iron Star teaches how to prevent those threats from causing harm at all. This technique improves the student's ability to withstand physical attacks, teaching ways to shrug off glancing blows. Lesser armor grants a +2 natural armor bonus to Armor Class, or improves the student's natural armor by +2.

Lesson 4: Lasting Strength

The trials of strength and endurance that students of the Iron Star face may change them for life. These challenges, however, also make them stronger and more able

to face any danger. The lasting strength technique grants the student +1 hit point per level.

Lesson 5: Damage Reduction

During their training, students of the Iron Star face untold dangers and must learn to face them and survive. Part of this training is learning to minimize the effect of any injuries suffered. This technique grants the student damage reduction 1/—.

Lesson 6: Greater Armor

In order to prepare students for surviving the worst battles, masters of the Iron Star arrange to have them beaten repeatedly until they have mastered the art of turning aside and ignoring ever-greater blows. Building on their ability to withstand glancing blows learned with the lesser armor technique, this technique teaches students to face more solid hits and greater threats without harm. Greater armor improves the student's natural armor bonus by +1.

Lesson 7: Determination

The first of the triad of the Iron Star, determination teaches the student to carry on despite any challenges. The singularity of purpose taught by the Iron Star benefits students who face unnatural influences. This technique grants a +2 morale bonus on Will saving throws.

Lesson 8: Endurance

In times of great stress, the Soldiers of the Iron Star must be able to pull through with reserves of strength. Not only must they survive their trials, but they also learn to dig deep and find a second strength to help them when they need it most. Once per day, the student can gain a +4 enhancement bonus to Strength and Constitution. The effects of this technique last for one round per character level.

Lesson 9: Perseverance

The ability to face physical dangers is not enough. At times, the Soldiers of the Iron Star must do battle in places where the environment itself strikes out and tries to bring them down. To defeat such challenges, students must face and survive the fiercest and deadliest environments available. This survival training grants them cold and fire resistance 10, but only for the purposes of environmental hazards.

Lesson 10: Iron Body

The greatest masters of the school learn to improve their ability to withstand damage. While they cannot match the imperviousness of dragons, masters of the Iron Star do learn to shrug off some of the damage from even the worst attacks. This technique increases the student's damage reduction to 2/—.

Vigil of Sakar

In the advanced civilization of the Dragon Empire, information is a powerful and valuable commodity. As with any commodity, the demand convinces many to provide a supply and the competition among suppliers provides for higher-quality services. The Vigil of Sakar is a school of dedicated individuals specializing in covert operations and information brokerage. It is commonly believed that Sakar is either an old god predating the Unification Church or a secret name for the system where the school was founded.

Motto: From the Heart and Mind

ADAMANTINE ORDER

The Adamantine Order has a long history of covert operations and intelligence gathering. Students of the Vigil of Sakar are naturally drawn to the Order as the natural place to use their skills freely. While working under the auspices of the Kingdom of Asamet is hardly the best condition in which to operate, it does provide a unique opportunity for the students of this school to hone and master their skills.

HOUSE ARANATH

Many of those who have interest in secrets and information are not given to an evil disposition. Such people usually feel uncomfortable about joining the Adamantine Order out of a natural fear of working within the kingdom of the chromatic dragons. Fortunately, House Aranath has always been welcoming to the students of the Vigil of Sakar, so long as they are willing to work for the good of the house and the Kingdom of Qesemet. Many of the greatest masters of the school can be found on the homeworld of the brass dragons.

LESSONS

Lesson 1: Eyes of Sakar

The students of the Vigil must first learn to see. Awareness of one's surroundings is essential to success,

and the masters teach this lesson through a barrage of subtle visual cues and stimuli. Students learning this lesson suffer from headaches, nausea, and confusion. Those who master the technique are granted a +2 competence bonus to Spot and Search checks.

Lesson 2: Path of Sakar

Students must learn to walk in the footsteps of Sakar. While training for this technique, painful electric shocks are most often used to communicate the master's displeasure when the student is seen. In the end, the student learns to hide and move in silence. This technique grants a +2 competence bonus to Move Silently and Hide in Shadows checks.

Lesson 3: Tongue of Sakar

The tongue of Sakar is the gift of language and words. Students learning this technique are blindfolded for the training and must learn to rely on their hearing. They may be given instructions in a variety of languages and learn to decipher the meaning on their own. This technique grants a +2 competence bonus on Listen and Innuendo checks. The character also receives one bonus language.

Lesson 4: Secrecy

After students learn the basic lessons of Sakar, they are taught the beginnings of the more arcane lessons. Through ritual and trance, students learn to keep themselves mystically hidden. This technique allows the student to use *nondetection* as a spell-like ability once per day, as if cast by a sorcerer of the student's character level. The student may only use this ability on himself.

Lesson 5: Understanding

The Vigil of Sakar seeks to understand patterns of information as well as the way others think and feel. The training for this lesson includes both complex analytical problems as well as an intuitive grasp of information flow. This technique grants a +2 competence bonus on all Gather Information, Research, and Sense Motive checks.

Lesson 6: Cryptolinguistics

The Vigil of Sakar continues to master language and secrets as their abilities increase. The training includes word and diagram puzzles as well as mathematical for-

mulae with hidden meanings. Students study patterns and symbology in order to master the science of cryptolinguistics. This technique grants a +2 competence bonus on Cryptography and Decipher Script checks, and makes Cryptography and Decipher Script class skills.

Lesson 7: Misdirection

The training of the Vigil of Sakar includes the ability to confuse and misdirect others with the power of words. Students focus on word tricks, confident presentation, and fast talking to confuse others. This technique grants a +4 competence bonus to Bluff and Diplomacy checks made outside of combat. Also, Bluff and Diplomacy are considered class skills.

Lesson 8: Vision

True mastery of information and knowledge relies not only on the natural cognitive process, but also on supernatural abilities. In a universe steeped with magic, the Vigil seeks to know everything it can, and the vision technique turns to magic to accomplish this. Through trance-like meditation, the student learns to see other places, people, and things. This spell-like ability functions like the *scrying* spell with a caster level equal to the student's character level.

Lesson 9: Will of Sakar

The lessons of Sakar include not only discerning the secrets of others, but also the concealment of one's own secrets. As the masters say, it is the will of Sakar that each person conceal himself from the prying eyes of others for safety. Achieving this goal requires long periods of intense exertion of will amid magical enhancement. The masters probe at the student with magical means. Until the student can turn aside each magical probe, the master continues with instruction, reprimand, or punishment. This technique grants the spell-like ability to use *mind blank* once per day as a sorcerer of the student's character level. Activating the effect requires 10 minutes of meditation, and the will of Sakar can only be used on the student.

Lesson 10: Omniscience

The final lesson of the Vigil of Sakar is omniscience. This power allows the student to learn the lore of creatures, places, and things of power. Students must work to study the auras of legendary heroes and places, making it a difficult lesson to master. Learning this lesson



requires extensive travel unless suitable legendary things or creatures are close at hand. This spell-like ability is usable only once per day, and functions as the *vision* spell cast by a sorcerer of the student's character level.

CHAPTER THREE

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CHAPTER THREE

CHAPTER THREE: SPELLS AND SPELLWARE

SPELLS AND SPELLWARE

Spells

This section presents new spells and clerical domains for use in **Dragonstar** the names and game mechanics of the spells and domains are designated as **Open Game Content**.

New Cleric Domains

DRAGON DOMAIN

Deities: The Destroyer, the Judge, the Lover, the Mother, the Reaper, the Creator, the Adversary.

Granted Power: Once per day, you can manifest frightful presence as a standard action. Enemies within a radius equal to 5 feet per cleric level are subject to the effect if they have fewer HD than you. Creatures failing a Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) are panicked for 1d6 rounds. Dragons are immune to this power.

Dragon Domain Spells

1 Dragonsight. The range of your darkvision is doubled and your vision is enhanced.

2 Scales of the Dragon. Subject gains +1 natural armor per three levels and DR/—.

3 Fly*. Subject flies at speed of 90.

4 Breath Weapon. Energy attack deals 1d6 points damage per two caster levels.

5 Stamina of the Dragon. You gain enhancement bonus to Constitution and energy resistance.

6 Dragon Magic. You gain spell-like abilities based on the dragon type you invoke.

7 Might of the Dragon. Subject gains draconic qualities and attacks.

8 Call Dragon. Summon a dragon and request a service of it.

9 Wyrm. You assume the form of a great dragon.

* Indicates spell from PHB.

TECHNOLOGY DOMAIN

Deities: The Father, the Judge, the Magus, the Merchant, the Smith, the Trickster, the Creator, the Adversary.

Granted Power: Repair and Use Device are class skills. You can rebuke or command normal robots (but not soulmechs) as an evil cleric rebukes undead. Doing so counts against the maximum number of times per day you can turn/rebuke undead.

Technology Domain Spells

1 Assimilate. You directly access information from datachips.

2 Refuel*. You instantly fill or charge an empty fuel tank, battery, or energy cell.

3 Haywire. Makes robots behave erratically for 1 round/level.

4 Technobabble. Affected creatures lose benefit of the Technical Proficiency feat.

5 Control High-Tech Devices. You can control any high-tech device you can see.

6 Enter the Datastream. You transform yourself into and travel as an electronic signal.

7 Cyborg. You transform yourself into a synthesis of organic being and machine.

8 Robotic Guardians. Creates 1d4 military robots.

9 Technological Ruin. Ruins all high-tech devices in

the area except those you carry.

* Indicates spell from *Starfarer's Handbook*.

New Spells

Several spells below target high-tech devices. For purposes of these spells, a high-tech device is any device with electronic or sophisticated mechanical parts. Soulmechs are considered high-tech devices.

ANTI-TECHNOLOGY SHELL

Abjuration

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: See text

Spell Resistance: See text

Anti-technology shell creates an invisible, mobile barrier that prevents high-tech devices from functioning within its radius and also protects creatures within the radius against attacks from high-tech devices. Attacks from high-tech devices simply cannot penetrate the area of effect. Bullets stop short and fall to the ground. Energy beams dissipate harmlessly. Even gas from a nausea grenade is repelled from an *anti-technology shell*. High-tech devices brought into the radius cease functioning as long as they remain within the area of effect.

Anti-technology shell protects against soulmechs. A soulmech entering or caught within the area of the spell must succeed at a Will save or be rendered helpless for as long as he remains in the radius. A soulmech with spell resistance can resist the *anti-technology shell*. The soulmech's Will save and spell resistance (if applicable) do not protect any of the soulmech's equipment from this spell's effects.

ARCHON'S BLESSING

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Area: 10-ft.-radius emanation from creature touched

Duration: 1 minute/level (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

Archon's blessing surrounds the touched creature with an emanation that protects those within the radius and

hinders evil creatures. The creature touched radiates light equal to a *daylight* spell. Against attacks from evil creatures, those within the radius enjoy a +2 deflection bonus to AC and a +2 resistance bonus to saves. Furthermore, the spell blocks attempts to possess or mentally control creatures within the radius (in the same manner as *protection from evil*). Evil creatures within the radius must succeed at a Will save or suffer a –2 morale penalty to attacks, AC, and saves for one day or until they successfully strike the creature emanating the spell.

ARMS OF THE MARILITH

Illusion (Figment)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When the target of this spell moves his arms rapidly, illusory duplicates of his limbs and whatever is held in hand appear. These illusory arms move as if attacking and defending, masking the recipient's actual attacks, defenses, and feints. As a result, the recipient enjoys a +2 circumstance bonus to melee attack rolls and feint (Bluff) checks, and a +2 dodge bonus to AC against melee attacks.

ASSIMILATE

Transmutation

Level: Sor/Wiz 1, Technology 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

While casting this spell, you press a datachip against your head (or otherwise close to your brain, as dictated by your anatomy) and gain direct access to the information stored on the datachip. For the duration of the spell, you gain a +2 circumstance bonus on skill checks appropriate to the datachip.

Focus: The datachip to be assimilated.

BLIND AS A BAT

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You bestow upon the creature touched the ability to “see” by emitting high-frequency sounds inaudible to most creatures. The creature gains the blindsight ability with a range of 120 feet. A *silence* spell negates this ability. While *blind as a bat* is in effect, the target creature’s normal vision is limited to a range of 10 feet.

Material Component: A bat’s ear.

BREATH WEAPON

Evocation [see text]

Level: Dragon 4

Components: V

Casting Time: 1 action

Range: See text

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When you prepare this spell, you choose one of the following types of breath weapon: acid, lightning, fire, cold, space, or radiation. This choice determines the descriptor of the *breath weapon* spell. You must also choose whether *breath weapon* takes effect as a line or a cone. Once these choices are made, they cannot be changed for that particular casting of *breath weapon*. You can prepare more than one *breath weapon* spell in order to vary damage types and areas of effect.

Upon casting *breath weapon*, you exhale destructive energy. *Breath weapon* inflicts 1d6 points of damage per two caster levels (maximum 10d6) to all creatures caught in the area of effect. A line area of effect is 5 feet wide, 5 feet high, and 10 feet long per caster level. A cone area of effect has a length of 5 feet per caster level and is as high and wide as its length.

BOLTS OF FROST

Evocation [Cold]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. 2/levels)

Effect: Ray

Duration: 1 bolt of frost/level

Saving Throw: None

Spell Resistance: Yes

With this spell, you become able to project one *bolt of frost* per attack for the duration of the spell at any target within range. If your base attack bonus is high enough and you take the full attack action, you can project more than one bolt per round. You must succeed at a ranged touch attack with a bolt to deal damage. A bolt deals 1d6 points of cold damage +1 point of piercing damage per two caster levels (maximum +5). All *bolts of frost* must be expended within 10 minutes of the initial casting.

CALL DRAGON

Conjuration (Calling) [see text]

Level: Dragon 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned dragon

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you conjure a specific type of dragon (but not a specific dragon). You may ask the dragon to perform one task for you, and the dragon may request some service in return. The more demanding your request, the greater return favor the dragon demands. This bargaining takes at least one round, so any actions by the dragon begin in the round after it arrives. If you agree to the service, the dragon performs the task you requested, reports back to you afterward (if possible), and then returns to its home. You are honor bound to perform the return favor. The dragon may accept some form of payment, such as a magic item, in return for its service. *Call dragon*’s descriptor is either evil or good, depending on the type of dragon called.

Dragon Called	Descriptor	Age of Dragon
Black dragon	Evil	Mature adult
Blue dragon	Evil	Adult
Brass dragon	Good	Adult
Bronze dragon	Good	Young Adult
Copper dragon	Good	Adult
Gold dragon	Good	Young adult
Green dragon	Evil	Adult
Red dragon	Evil	Young adult
Silver dragon	Good	Young adult
White dragon	Evil	Mature Adult



CELESTIAL LIGHT

Conjuration (Healing) [Good]

Level: Clr 3, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Target: One creature

Duration: 1 round/level, up to 10 rounds

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless) (see text)

This spell channels positive energy into a creature within range. For the duration, the creature enjoys the benefits of fast healing. At the beginning of each of the creature's turns, it heals 1 hit point of damage per four caster levels. Fast healing does not permit a creature to regrow or reattach lost body parts, nor does it heal damage from starvation, thirst, or suffocation. If the creature has suffered subdual damage, it heals that damage first. *Celestial light* damages an undead target. An undead target is permitted a Will save and SR. If the spell is successful, *celestial light* inflicts 1d2 points of damage per round for the duration of the spell on the undead creature's turn. Soulmechs cannot be healed by this spell.

CHANGE PLACES

Transmutation [Teleportation]

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: You and one creature within range weighing no more than 50 lb./level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly switch places with your target upon casting this spell, but your target is allowed a Will save to negate the exchange and you must overcome your target's spell resistance. Your target must be visible to you, within range, and cannot weigh more than 50 pounds per caster level. If you or your target cannot fit into the other location due to the exchange, the spell automatically fails. After using *change places*, you and your target cannot take any other actions until your next turn.

CHARIOT OF THE VOID

Conjuration (Creation)

Level: Clr 9, Drd 9

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

Effect: Magical chariot capable of space travel

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

By means of this spell, you conjure a Huge ebon chariot that twinkles with thousands of pinpoints of light as if it were constructed of a clear night sky. The chariot can carry yourself and 6 passengers, and you must act as the pilot. It also has compartments that can store 1,000 pounds of additional cargo. You alone control the chariot's speed and direction of travel. If necessary, you make Pilot checks with a +10 handling bonus when controlling the chariot.

The chariot can travel on land, through the air, or through the void of space itself. It has a maximum speed of 25 (1,250 feet per round or 142 miles per hour on land; multiply by 10 for flight speed and by 100 for space speed). Acceleration and deceleration between modes of travel is instantaneous, and passengers and cargo are protected by the sudden changes. For example, a *chariot of the void* traveling at 400 feet per round (speed 8) on the ground switches to flight and immediately accelerates to 4,000 feet per round (speed 8 for air travel). Within a mode of travel, the chariot has acceleration and deceleration values of 5.

A *chariot of the void* is capable of extreme acceleration in space. By reducing the spell's duration by two hours, you can cause the chariot to travel 10 times faster than normal through space for one hour. For example, the chariot's normal maximum speed in space is 14,200 miles per hour. If you reduce the chariot's duration by two hours, you can travel through space at 142,000 miles per hour for one hour.

Passengers and cargo in the chariot while it is moving enjoy immunity to air-based attacks, cold, heat, radiation, and exposure to vacuum. The chariot provides 1g of artificial gravity. The chariot's vehicle stat block follows:

Chariot of the Void: Huge Vehicle; hp 80; Top Spd 25; Acc 5; Dec 5; Hand +10; Stealth 4; AC 3; SQ vehicle, hardness 10; Fuel None.

CLOUD THE MIND

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature/level

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (see text)

Spell Resistance: Yes

With this spell, you render yourself invisible to up to 1 creature per level that is within both range and sight when *cloud the mind* is cast. From the perspective of the affected creatures, you vanish from sight. Your gear vanishes as well.

Items dropped or put down by you remain invisible to the affected creatures, but items picked up do not disappear from sight, even if tucked into your clothing or a pouch. Likewise, *cloud the mind* cannot mask light, but the source of light could be rendered invisible. If some item you carry when casting the spell extends more than 10 feet from you, it remains invisible to the affected creatures. Of course, *cloud the mind* has no effect upon any noise you make or odor you might emit.

Should you take any action that would normally cancel the *invisibility* spell (such as making an attack), affected creatures in a position to witness the action are permitted a Will save. If an affected creature makes its Will save, *cloud the mind* is negated for that creature.

Material Component: A strip of black cloth.

CONTROL HIGH-TECH DEVICES

Transmutation

Level: Technology 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Any high-tech device up to 2 pounds/level

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can control any high-tech device within range that you can see. Your ability to control these devices does not impart to the device the ability to do anything it normally could not do. Furthermore, you can actively control only one device at a time, doing so as a standard action. You can switch control from one device to another as a free action. If the device is in the possession of a creature, a Will save negates the control attempt. Once control is established, you can cause the device to function (or malfunction) as you wish, subject to the normal limits of the device's capabilities, so long as you maintain concentration on the control. Sentient creatures such as soulmechs cannot be affected by *control high-tech devices*.

CYBORG

Transmutation

Level: Technology 7

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

By means of this spell, you transform into a powerful synthesis of creature and machine. Flesh and blood are replaced by advanced materials impervious to harm. You become faster, your Strength and Dexterity increase, your senses sharpen, and your combat ability improves. While in *cyborg* form, you cannot cast spells, even from magic items. You are also recognizable as yourself, which means that *cyborg* is not a useful disguise.

For the spell's duration, you have DR 10/—, a +4 natural armor bonus to AC, and a +4 enhancement bonus to both Strength and Dexterity. Your ground speed increases by 10 feet. Advanced sensors grant you darkvision (60 feet) and a +2 circumstance bonus to Listen and Spot checks. Furthermore, you function as if you had a built-in multiscanner. You gain a +1 bonus on attack rolls for every three caster levels. One of your arms effectively becomes a blaster carbine with a bayonet attachment. Treat the bayonet as a short sword. You can fight with your transformed arm as if you had the appropriate weapon proficiencies. The spell powers the blaster carbine; it effectively has an unlimited number of shots.

Soulmechs cannot be affected by this spell.

DEPTHS OF DESPAIR

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All living creatures within a 10-ft. radius

Duration: 1 round/2 levels, up to 10 rounds

Saving Throw: Will partial

Spell Resistance: Yes

This spell causes its subjects to experience feelings of overwhelming despair. Affected creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Furthermore, an affected creature is 25% likely each round to be unable to take any action except defend itself. A successful Will save halves this spell's duration.



DIRE STRIKE

Divination

Level: Rgr 2

Components: S, F

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 round

You gain knowledge about how to best strike a favored enemy. *Dire strike* is good for one attack only, and the knowledge lasts only one round. You inflict +1d6 points of damage per caster level (maximum 5d6) with a successful attack, but the additional damage is contingent on the same limitations imposed on a sneak attack. Additional damage from *dire strike* stacks with regular sneak attack damage dice.

Focus: The weapon you will use for the attack.

TABLE 3-1: DRAGON MAGIC

Essence	Descriptor	Spell-like Abilities
Black dragon	Evil	<i>Darkness, insect plague, plant growth</i>
Blue dragon	Evil	<i>Hallucinatory terrain, mirage arcana, veil</i>
Brass dragon	Good	<i>Control winds, speak with animals, suggestion</i>
Bronze dragon	Good	<i>Control water, detect thoughts, polymorph self</i>
Copper dragon	Good	<i>Move earth, stone shape, transmute rock to mud</i>
Gold dragon	Good	<i>Bless, geas/quest, water breathing</i>
Green dragon	Evil	<i>Dominate person, plant growth, water breathing</i>
Red dragon	Evil	<i>Discern location, eyebite, suggestion</i>
Silver dragon	Good	<i>Control weather, feather fall, polymorph self</i>
White dragon	Evil	<i>Fog cloud, gust of wind, wall of ice</i>

DRAGON MAGIC

Evocation [see text]

Level: Dragon 6

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (see text)

You invoke the magical essence of dragonkind and infuse it into your body, granting you certain spell-like abilities. You can use each spell-like ability one time before the spell's duration expires. Invoking a dragon's magical essence is either good or evil. The type of essence invoked determines *dragon magic's* descriptor as well what spell-like abilities are gained.

All spell-like abilities are standard actions that provoke attacks of opportunity. They can be disrupted just as a spell can be, but they cannot be counterspelled nor used to counterspell. They do not require any components as they are not really spells. Saving throws against spell-like abilities are normal for the spell, but all spell-like abilities are subject to spell resistance. The type of saving throw (Fortitude, Reflex, or Will) is determined by the spell, but the DC is based on *dragon magic*.

DRAGONSIGHT

Transmutation

Level: Sor/Wiz 1, Dragon 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

You augment your natural powers of sight. The range of your darkvision (if any) doubles. Your low-light

vision (if any) and normal vision become more acute. You gain a +2 competence bonus on Spot checks. Reduce range penalties for missile weapon attacks by 50% while *dragonsight* remains in effect.

ENTER THE DATASTREAM

Transmutation

Level: Sor/Wiz 6, Technology 6

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

By means of this spell, you confer upon yourself the ability to become an electronic datastream that can be transmitted between devices designed to transmit and receive such data. You could, for example, enter a personal communicator and exit a home holo-entertainment center hundreds of miles away. Movement as a datastream is effectively at the speed of light, and can be used for interplanetary travel, assuming the trip's time does not exceed the spell's duration. There is no limit to the number of times you can *enter the datastream* during the spell's duration. Changing to an electronic datastream is a standard action. At the end of your transmission, you return to your normal form automatically, but cannot act again until your next turn. *Enter the datastream* does not grant any special knowledge about potential destinations.

TABLE 3-2: FLESH TO MY FLESH

Adjusted Mass	New Size	Str*	Dex*	Con*	Natural	AC/	Reach
					AC	Attack	
8–60 lb.	Small	+0	+0	+0	Same	+1	5 ft.
61–500 lb.	Medium	+4	–2	+2	Same	+0	5 ft.
501–4000 lb.	Large	+8	–2	+4	+2	–1	10 ft.
4,001–32,000 lb.	Huge	+8	–2	+4	+3	–2	15 ft.
32,001–250,000 lb.	Gargantuan	+8	+0	+4	+4	–4	20 ft.
More than 250,000 lb.	Colossal	+8	+0	+4	+5	–8	25 ft.

ESURIENCE

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

By means of this spell, you inflict several days' worth of starvation on your target all in the blink of an eye. Your victim suffers 1d6 points of subdual damage per caster level (maximum 10d6). Furthermore, your victim is fatigued until it is able to eat and rest for at least 8 hours. A fatigued creature suffers an effective penalty of –2 to Strength and Dexterity, and it cannot run or charge. Subdual damage inflicted by *esurience* cannot be healed (even by magical means) until the creature has recovered from the fatigue. A successful Fortitude save halves the subdual damage inflicted. Soulmechs are immune to *esurience*.

Material Component: A handful of dust.

FIRE BLIGHT

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell creates a burst of magical emerald flame in a 10-ft.-radius spread that inflicts 1d4 points of fire damage per caster level (maximum 10d4). Each creature caught in the blast is also sickened, as the greenish

tongues of debilitating energy lick about their bodies. A sickened creature suffers a –2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks for the duration of the spell. A successful Fortitude save reduces damage to half. Soulmechs are immune to the sickening effects of *fire blight*.

FLESH TO MY FLESH

Necromancy [Death]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature with no more than 100 hit points

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: Yes

With a successful melee touch attack after casting *flesh to my flesh*, you instantly slay any living creature that has no more than 100 hit points. Furthermore, the corpse is stripped of its flesh and muscle. The tissue is added to your own body, increasing your mass by one-half the original weight of your victim. Your size increases according to the table. These changes last 10 minutes per caster level. Effects of multiple *flesh to my flesh* spells on the same caster are cumulative.

* Adjustments to Strength, Dexterity, and Constitution are cumulative per size category. For example, an elven wizard (Medium-size, weighing 100 pounds) casts *flesh to my flesh* and touches a hill giant that currently has 95 hit points. The hill giant dies instantly. The hill giant corpse is stripped of flesh and bone, and the wizard gains 3,500 pounds. His size increases from Medium-size to Large. He gains a +8 bonus to Strength, a –2 penalty to Dexterity, etc.

A soulmech can be slain with *flesh to my flesh*, but the caster cannot absorb the soulmech's mass.

GLOM

Evocation [Force]

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One object up to 1/2 pound per level**Duration:** Instantaneous**Saving Throw:** No**Spell Resistance:** None

This spell creates a shimmering whip of force that lashes out in order to retrieve an object or disarm a foe. An unattended object weighing no more than 1/2 pound per level is automatically moved from its current location to the caster's hands. If the desired object is fixed in place (but not held by a creature), *glom* can break the fixture as if it had a Strength of 12 + caster level (maximum Strength 22).

Glom can also be used to disarm a foe, assuming the item to be disarmed is not heavier than permitted by this spell. This is resolved as a normal disarm attempt, but the caster does not provoke an attack of opportunity. The caster and the target make opposed attack rolls. *Glom* is treated as a Medium-size weapon. The caster enjoys a +2 circumstance bonus. If the caster beats his target's attack roll by 5 or more, *glom* moves the target's weapon (or other held item) into the caster's hands. Otherwise, the weapon or item falls to the ground at the target's feet.

GOWK STORM

Transmutation

Level: Drd 3**Components:** V, S, F**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft./level)**Area:** 20-ft.-radius emanation**Duration:** Concentration, up to 1 round/level (D)**Saving Throw:** Fortitude partial (see text)**Spell Resistance:** No

This spell changes the weather in the area of effect, creating a powerful but short-lived storm. The heavy rains and winds reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search, and Listen checks. *Gowk storm* makes most primitive ranged weapon attacks impossible. Siege weapons (including boulders tossed by giants) and high-tech weapons have a -4 penalty to attack. The weather effects automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance per round to extinguish these lights. There are additional effects possible due to the high

winds. A successful Fortitude save negates these additional wind effects (which are summarized below).

Creature Size*	Wind Effects on Creatures
Small or smaller	Blown away
Medium-size	Knocked down
Large or Huge	Checked

* Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Focus: A pair of brass cymbals.

HAYWIRE

Transmutation

Level: Sor/Wiz 3, Technology 3**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One robot per 3 levels, all of which must be within 30 ft. of each other**Duration:** Concentration, up to 1 round/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

This spell causes affected robots to behave erratically. Any time an affected robot makes an attack roll, skill check, or ability check, any roll on the d20 less than 11 (not counting modifiers) is determined by referring to the table below. Results of 11 or higher (not counting modifiers) are determined normally.

d20 Roll Effect

1-2	Loss of coordination: The robot suffers a cumulative -1 penalty to Dexterity (maximum -5).
3-4	Power loss: The robot suffers a cumulative 5-ft. drop in all of its movement categories.
5-6	Jammed: The robot must repeat whatever action it just attempted (to include movement) next round.
7-8	Overload: The robot suffers 2d6 points of

- 9–10 internal damage that bypasses hardness.
I/O Error: The robot suffers a cumulative –1 level reduction in all of its programming (maximum –5). Each level of programming reduction imposes a –1 penalty to all attacks, skill checks, ability checks, and saving throws.
- 11+ Determine results of action normally.

Soulmechs are not true robots and are immune to *hay-wire*.

Material Component: A burned-out circuit board.

HIDE IN TIME

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/2 levels (D)

Upon casting this spell, you slip into the temporal gap between the present and the future. For up to one round per two caster levels, you are effectively invisible, undetectable, and impervious to harm. Nothing short of extremely powerful magic such as *limited wish* can affect you. An *antimagic field* negates the spell so long as the field remains in the area. *Dispel magic* cannot cancel *hide in time* (except as a counterspell), but *greater dispelling* cast as an area dispel might.

While hidden in time, you are still aware of what transpires around you, but you cannot interact with the world in any way. You cannot even move more than 5 feet from your position when *hide in time* was cast. Although you cannot affect the world, you can cast spells and use magic items to affect yourself. Once *hide in time* ends, you reenter the normal time stream and can act and be affected normally. If the area into which you would appear is now occupied by another solid object, you are shunted into the astral plane just as if you had attempted to *dimension door* into a solid body.

HYPOTHERMIA

Transmutation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 round/2 levels, up to 5 rounds

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

With this spell, you cause a creature's body tempera-

ture to drop dangerously. Each round, the affected creature suffers 1d6 points of subdual damage from cold, but the target is allowed a Fortitude save each round to negate that round's damage. A creature that has suffered subdual damage from *hypothermia* is fatigued until it recovers the subdual damage taken. A fatigued creature suffers an effective penalty of –2 to Strength and Dexterity, and it cannot run or charge. A creature rendered unconscious due to *hypothermia* takes 1d6 points of cold damage per round for the duration of the spell (Fortitude saves still apply). Soulmechs are immune to *hypothermia*.

IMPECCABLE TIMING

Divination

Level: Brd 3, Clr 3, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 5 rounds (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature affected by this spell gains a +20 insight bonus to a single attack roll, skill check, or ability check that results from the ready action. The affected creature has 5 rounds after the spell's casting, during which time it can benefit from *impeccable timing* only once (and then the spell ends).

Focus: An hourglass.

INFERNAL DARKNESS

Necromancy [Evil]

Level: Clr 3

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Target: One creature

Duration: 1 round/level, up to 10 rounds

Saving Throw: Will half (see text)

Spell Resistance: Yes

You channel negative energy into one creature that is within range. Against a living creature, the energy inflicts 1d4 points of damage per round on the creature's turn for the spell's duration. A successful Will save reduces damage to 1d2 points per round. Against an undead creature, *infernal darkness* heals 1d4 points of damage per round on the creature's turn. This functions as fast healing.

Soulmechs are immune to *infernal darkness*.

JADE SHARD

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, F

Range: Medium (100 ft. + 10 ft./level)

Effect: One jade shard/four levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create one jade shard for every four caster levels.

These shards fly at your enemies, striking with a ranged touch attack for 2d6 points of piercing damage. Each jade shard requires a separate ranged touch attack and has a critical hit threat range of 19–20/x2. Due to the magical properties of the jade created by this spell, each shard does an additional 2d6 points of piercing damage against poisonous creatures. This bonus damage is not multiplied in the event of a critical. All jade shards must be fired at enemies that are within 30 feet of each other.

Focus: A piece of jade.

KALEIDOSCOPIIC WHIRLWIND

Evocation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-foot-radius emanation

Duration: Concentration, up to 7 rounds (D)

Saving Throw: See text

Spell Resistance: Yes

This spell causes a brilliant display of shifting colors to flash and spin within a 20-foot-radius circle that emanates from the target point. Each round, including the round in which the spell is cast, the spell has a different effect on all creatures caught within the radius. You can cause the center of the emanation to move 20 feet per round as long as you don't lose line of sight.

Round	Effect
1	Blinded for 2d4 rounds (Fortitude negates)
2	4d6 points of fire damage (Reflex half)
3	4d6 points of acid damage (Reflex half)
4	4d6 points of electricity damage (Reflex half)
5	Poison (initial/secondary 1d6 points temporary Constitution damage; Fortitude negates)
6	Confused for 2d4 rounds (as <i>confusion</i> ; Will negates)
7	Slowed for 2d4 rounds (as <i>slow</i> ; Will negates)

Material Component: A prism.

LASTING WOUNDS

Transmutation

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell destroys your target's ability to heal hit point damage. Neither natural nor magical means of healing restore lost hit points to the target. *Lasting wounds* negates abilities such as fast healing and regeneration as well. *Lasting wounds* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. Soulmechs are immune to *lasting wounds*.

Arcane Material Component: A lump of clay.

LOGORREHIC ENCHANTMENT

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature able to cast spells

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A target who fails his saving throw against this spell is compelled to cast a known spell each round for the spell's duration. He can take another action during the round as appropriate (e.g., a move), but each round must cast a known spell of his choice. *Logorrehic enchantment* can put an enemy spellcaster at a noticeable disadvantage. If the target runs out of spells before the duration expires, the spell expires immediately.

MASTER OF THE HUNT

Divination

Level: Rgr 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You can only cast this spell in your favored terrain. The spell grants a +1 insight bonus per three caster levels (maximum +5) to Hide, Intuit Direction, Knowledge (nature), Listen, Move Silently, Spot, and Wilderness Lore checks while operating in your favored terrain.

MIGHT OF THE DRAGON

Transmutation

Level: Dragon 7

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell transforms your target into a dragon-like humanoid. The affected creature gains a +8 enhancement bonus to Strength and a +2 enhancement bonus to Constitution. It becomes immune to sleep and paralysis. The target also grows wings that allow it to fly at its base speed with average maneuverability. *Might of the dragon* does not modify armor or clothing to accommodate these wings, but the spell does provide the target with a +4 natural armor bonus to AC. The target's head, jaws, and hands also change to permit bite and claw attacks, inflicting damage according to the following table. If the target already had bite and claw attacks, it uses whichever are better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

MISERICORDE

Conjuration (Creation) [Death]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: One magical dagger

Duration: 1 round

Saving Throw: Fortitude partial

Spell Resistance: No

This spell creates a blade of ebon material in your hand. By making a touch attack with the *misericorde* against a wounded creature, you inflict 1d4 points of piercing damage +1 point per four caster levels (maximum +5). Furthermore, your target must make a Fortitude save against DC 10 + your relevant ability modifier + damage inflicted or die instantly. Creatures

immune to critical hits or death from massive damage cannot be killed instantly by the *misericorde*, but they can still be damaged. Soulmechs can be affected by *misericorde*.

Material Component: A sliver of ebony.

MUSIC OF THE SPHERES

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All allies within range

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell fills the area with the ethereal music produced by the movements of heavenly bodies. All allies within range at the time of casting are filled with courage and confidence. They gain 2d8 temporary hit points and a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. At the time of casting, the *music of the spheres* also dispels harmful mind-affecting effects within range with a successful caster level check for each effect (1d20 + 1 per caster level, maximum +20).

Focus: Two small metal spheres crafted so that they ring when rolled together in one hand (25 credits each).

NERVE GAS

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Invisible cloud spreads 30 ft. wide and 20 ft. high

Duration: Cloud dissipates after 1 round

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell creates a cloud of poisonous, odorless, colorless, tasteless gas that is absorbed through the eyes, lungs, and skin. Creatures caught in the spread must make a Fortitude save or suffer 1d6 points of temporary ability score damage to Dexterity and Constitution and be blinded for 2d4 hours. One minute after initial exposure, creatures that were exposed to the *nerve gas* must make another Fortitude save or suffer 1d8 points of temporary ability score damage to Dexterity and Constitution. *Nerve gas* cannot be cast underwater.

PANIC ATTACK

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level (see text)

Saving Throw: Will negates (harmless, object) (see text)

Spell Resistance: Yes (harmless, object) (see text)

You imbue a weapon with the ability to induce fright in a creature struck and damaged by the weapon. A frightened creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the wielder as well as it can. If unable to flee, the creature may fight. Fright lasts for 1d4 rounds. A successful Will save resists the fright. The affected weapon can induce fear only once per round. Only the first successful attack against a creature in any given round invokes the weapon's fright-causing power. Bows, crossbows, and slings targeted by this spell bestow the fright-causing power upon their ammunition. Creatures with 6 or more Hit Dice are immune. *Panic attack* counters *remove fear*.

Focus: The weapon touched.

POUNCE

Transmutation

Level: Rgr 3

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You gain a +30 bonus on Jump checks and are not limited by the usual maximum distances for jumping (as per the *jump* spell). Furthermore, if you leap at least 10 feet into combat with a foe, you can make a full attack even though you have just taken a move action. Remember that *pounce* bestows no protection against provoking attacks of opportunity.

Focus: The paw of a dire lion or a dire tiger.

ROBOTIC GUARDIANS

Conjuration (Creation)

Level: Technology 8

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Two or more robots, no two of which can be more than 30 ft. apart

Duration: 1 hour/level or 1 day/level (D) (see text)

Saving Throw: None

Spell Resistance: No

This spell creates 1d4 military robots (see *Starfarer's Handbook*, page 123). The robots are under your command. They aid you in battle, perform specific missions, serve as bodyguards, and so forth. The robots remain with you for one hour per caster level unless you dismiss them. If the robots are created only for guard duty, however, the duration of the spell is one day per caster level. In this case, the robots can only be ordered to guard a specific site or location. Robots summoned for guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

SAVE TIME

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute (see text)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell enables the creature touched to complete any one skill check in 1/20th the time it would normally take. For a skill that can normally be checked in 1 round, the skill check becomes a free action. For a skill that takes longer, divide the normal time required by 20, but the skill check requires at least a standard action in any event. The creature can *save time* when taking 20 on a skill check, but all the normal restrictions on taking 20 still apply. Also, *save time* only affects the touched creature, not any materials the creature may be working with. This spell cannot, for example, make chemical reactions take place quicker than normal and so cannot be used to craft alchemist's fire. *Save time* lasts until the target completes his next skill check, but the skill check must be started within one minute of casting *save time*.

Material Component: A bit of quicksilver.

SCALES OF THE DRAGON

Transmutation

Level: Sor/Wiz 2, Dragon 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creature touch

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Scales of the dragon makes the flesh of the creature you touch more resistant to injury. The creature gains a +1 natural armor bonus to AC for every 3 caster levels (maximum +5). The spell also grants DR 1/— to the creature per 4 caster levels (maximum DR 5/—). *Scales of the dragon* causes the affected creature's flesh to become noticeably scaly. The natural armor bonus and DR granted by this spell do not stack with natural armor bonuses and DR from other sources.

Material Component: The skin of any reptile.

STAMINA OF THE DRAGON

Abjuration

Level: Dragon 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Stamina of the dragon grants you a +1 enhancement bonus to Constitution for every four caster levels (maximum +5). It further bestows resistance to two of the following attack forms (chosen at the time of casting): acid, electricity, fire, cold, space, or radiation. Resistance allows you to ignore 10 points of damage per four caster levels (maximum 50 points) from the chosen attack forms each round. You cannot have more than one *stamina of the dragon* spell in effect on your person at once.

STEAL BREATH

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 3 rounds

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell forcibly removes oxygen from your target and prevents breathing for its duration. Each round of the spell's duration, the target must make a Fortitude save. Each successful Fortitude save grants a +2 circumstance bonus on successive Fortitude saves against the same casting of this spell. Results depend on the number of failed Fortitude saves.

Number of Failed

Fortitude Saves	Effect
1	Creature is rendered unconscious.
2	Creature drops to -1 hit points and is dying.
3	Creature dies from suffocation.

Obviously, *steal breath* only affects creatures that must breathe oxygen to live.

TECHNOBABBLE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4, Technology 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By means of this spell, you confuse and confound your foe's ability to use high-tech devices. Affected creatures are treated as if they did not have the Technical Proficiency feat. This means that they suffer a -4 circumstance penalty on all ability checks, skill checks, and attack rolls using high-tech devices. Furthermore, affected creatures cannot use feats or skills that have Technical Proficiency as a prerequisite (e.g., the Starship Piloting feat or Use Device skill).

TECHNOLOGICAL RUIN

Transmutation

Level: Drd 9, Technology 9

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All high-tech devices within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object) (see text)

Spell Resistance: No

All high-tech devices within the radius of the spell, except for those you carry or touch, are ruined. A ruined device is effectively sabotaged or destroyed: firearms cease firing, robots grind to a halt, multiscanners shut off, etc. All nonmagical high-tech devices avoid ruin with a successful Will save only if carried, touched, or directly controlled by a creature at the time the spell is cast. A magical high-tech device, such as a +1 *combat hardsuit*, is allowed a Will save using either the device's Will save bonus or its possessor's Will save bonus, whichever is higher. A special caster level check (1d20 + 1 per caster level) sets the Repair check DC for fixing

a ruined device. A soulmech caught in the area of *technological ruin* is killed if he fails his Will save.

WYRM

Transmutation

Level: Dragon 9

Components: V, S, M, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 30 minutes/level

You transform into a dragon-like creature. All equipment held or carried when the spell is cast changes to become part of your new form and is unusable as a result. While in dragon form, you can cast spells, but spell-like and supernatural abilities are not usable. You retain your extraordinary abilities, and your new form grants several new abilities:

- Size increases to Gargantuan. This imposes a -4 size penalty to AC and attack rolls.
- Your physical ability scores change to the following: Strength 35, Dex 10, Con 25. If your Strength or Constitution are normally higher than these values, use your normal Strength or Constitution.
- You gain a $+32$ natural armor bonus to AC.
- Your speed becomes 60 feet, fly 250 feet (clumsy).
- You make one bite attack and two claw attacks with the full attack option. Bite damage is $4d6$ at your full adjusted attack bonus plus your adjusted Strength bonus. Claw attacks inflict $2d8$ points of damage at your adjusted attack bonus -5 plus one-half your adjusted Strength bonus.
- Your type becomes Dragon.
- You become immune to *sleep* and *paralysis* effects. Furthermore, you acquire SR 25.
- You gain the blindsight extraordinary ability with a range of 330 feet. Furthermore, you are affected by *dragnsight* while in dragon form.

For the duration of the spell, you can switch between

dragon form and your normal form as a free action. The change takes place either immediately before or after your regular action, but not during your regular action.

Material Component: The heart of a dragon able to *polymorph self*.

Spellware

The following is a list of new spellware available for use in the **Dragonstar** universe. The items listed below conform to the rules for the use and creation of spellware found on pages 87–88 of *Guide to the Galaxy*. The names, game rules, and mechanics of the spellware enhancements are designated as **Open Game Content**.

Armored Skeleton: This full-body enhancement can be used on both the living and the dead (usually as preparation for reanimating the body). The process uses arcane augmentation therapies to fuse metal alloys with the subject's bones. The result gives the subject a $+4$ natural armor bonus to Armor Class against crushing and bludgeoning damage. This spell is particularly effective when applied to skeletal undead, and is a standard component for the elite undead units in Mezzbone's service.

Caster Level: 1st; *Prerequisites:* Implant Spellware, *mage armor*; *Market Price:* 2,000 cr; *XP Cost:* 80; *Check DC:* 12 for skeletal undead, 18 for living subjects.

Balancing Tail: This major body enhancement involves the addition of an animated, magically created tail, seamlessly grafted to the body and spine of the subject through runic surgery. The tail is completely under the control of the subject once the procedure is completed, functioning just as though it were one of his or her natural limbs. The tail adds a $+10$ circumstance bonus to all Balance, Freefall, and Tumble checks. The tail is not prehensile and cannot be used to wrap around or pick up anything. It is not long enough or thick enough to be used for an effective tail sweep, as described in the *MM*. It can be given any color or appearance desired, from fur to skin to scales to a simple metal or bone skeleton.

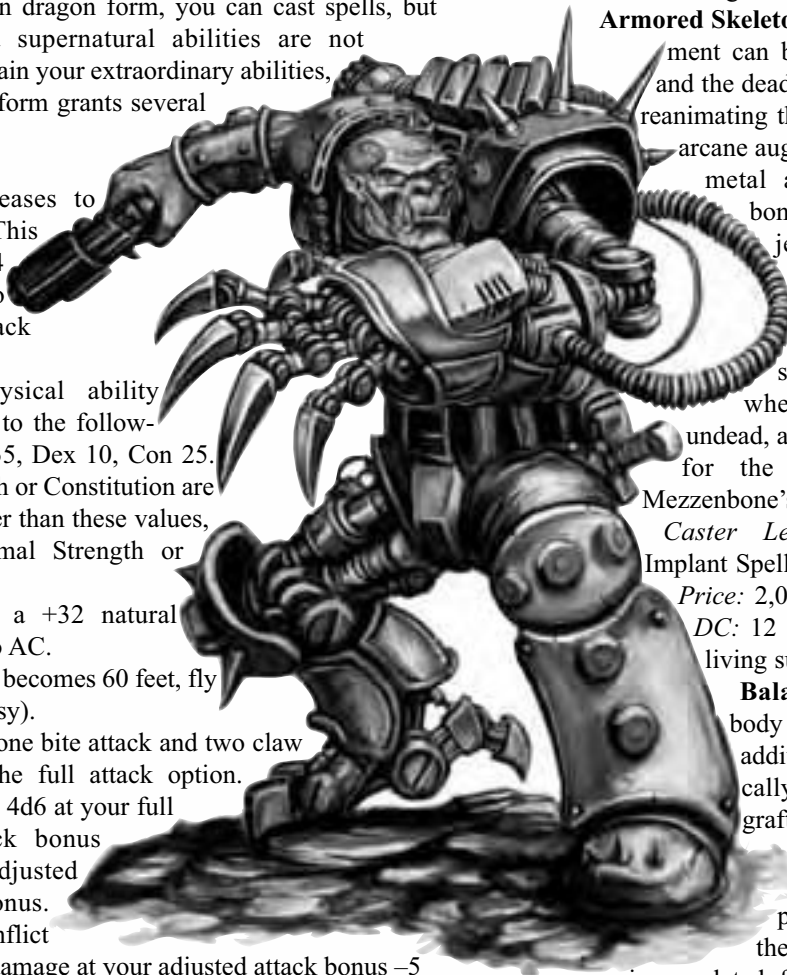


TABLE 3-3: DRAGON'S BREATH

Weapon Type	Damage (DC)	Required Spell	Market Price	XP Cost
Acid (Line)	6d4 (16)	<i>acid arrow</i>	30,000 cr	1,200
Cold (Cone)	8d6 (17)	<i>cone of cold</i>	50,000 cr	2,000
Fire (Line)	6d8 (19)	<i>fireball</i>	60,000 cr	2,400
Gas (Cone)	6d10 (20)	<i>cloudkill</i>	70,000 cr	2,800
Lightning (Line)	6d6 (18)	<i>lightning bolt</i>	40,000 cr	1,600

Caster Level: 7th; *Prerequisites:* Implant Spellware, *cat's grace*; *Market Price:* 12,000 cr; *XP Cost:* 480; *Check DC:* 15.

Dragon's Breath: A natural extension of spellware technology, breath weapon modification has had a rocky history in the Dragon Empire. The initial research into the procedure was quashed under the early days of the empire, as the dragons considered such technology "presumptive," "impudent," and "an attempted violation of the natural order." The originators of the technology were arrested and prosecuted in an attempt to put an end to that avenue of inquiry.

It wasn't long, however, before another group set out on the same path, this time going underground in an attempt to evade the empire's agents. They managed to succeed and bring the procedure to fruition, but the empire banned the procedure from use by any licensed spellware practitioners. The procedure remains available in shadowy corners of the empire, but anyone caught bearing the implant is automatically found guilty of a felony violation of imperial law, punishable by a sentence of no less than 20 years in an imperial penal colony and removal of the offending implant.

Despite the consequences for being caught with the enhancement, it has become very popular in some circles. Dragons, dragonkin and some sorcerers, however—even those who find themselves on the wrong side of the law on a regular basis—find the implant offensive and go out of their way to make sure that those who possess it find their way in society (lawful or otherwise) barred. Still, among those who enjoy flouting the empire's authority, a bit of cleverly disguised and useful contraband is hardly something to worry about.

Dragon's breath come in acid, cold, fire, gas, and electricity versions. Arcane tissue implants and biomodification are used to graft special glands in the throat, enabling the subject to breathe out the appropriate substance in a line or cone as indicated by the type. Only one type of breath weapon can be installed at any one time. A cone effect is 15 ft. wide at the base, while a line is three feet high, three feet wide, and 30 feet long.

A breath weapon implant can be used only once a day.

Caster Level: 9th; *Prerequisites:* Implant Spellware, spell as listed above; *Check DC:* 18.

Energy Wings: Flight has long been a dream of almost every sentient race throughout the galaxy. While magic could allow a select few to achieve it, the rest of the world had to either be born with wings or settle for riding in metal ships to sail among the clouds (and stars). Wings are inconvenient for fitting into the cramped quarters of a space vessel, though, and it's a rare individual that owns their own star or airship, free to travel where they will.

To this end, this enchantment was researched and designed. Special twin elongated comma-shaped implants are placed in the subject's back, right between the shoulder blades. Typically the implants are made of metal alloys, ranging from silver to gold to mithral. Upon the bearer's mental command, energies are summoned and shaped into wings—glowing incorporeal creations that can bear their owner aloft. Similar versions exist that draw upon the plane of shadow. They're commonly referred to as angel wings, though the shadow versions garner less enlightened nicknames.

Owners of energy wings can fly with a speed of 90 feet with a good maneuverability rating. They can carry as much as the bearer's maximum load, plus any armor he wears. The duration of the effect is one hour per use, with a maximum of three uses per day. Should the effect end while the character is in mid-air, the subject will descend 60 feet per round for 1d6 rounds. If it does not reach the ground in that time, it falls the rest of the distance. Assuming the character possesses some means which will allow him to survive in space, the wings allow full flight and maneuverability, even in a vacuum.

Caster Level: 5th; *Prerequisites:* Implant Spellware, *fly*; *Market Price:* 35,000 cr; *XP Cost:* 1,400; *Check DC:* 15.

Enhanced Hearing: The character's ears and aural nerves are enhanced and modified through runic surgery to expand both the range and accuracy of hearing in the subject. Typically, the ears are elongated and pointed for

TABLE 3-4: GOLEM ARMS

Golem Arm Type	Market Price
Golem arm	48,000 cr
Golem arm w/Blaster pistol	49,500 cr
Golem arm w/Electrostunner	49,500 cr
Golem arm w/Multiscanner and datapad	52,000 cr
Golem arm w/Diagnostic monitor	48,500 cr
Golem arm w/Electronic lockpick fingers (masterwork)	50,000 cr
Golem arm w/Laser torch	49,000 cr
Golem arm w/Toolkit fingers (masterwork)	49,000 cr

maximum efficiency, leading to the common name “elf ears” for this spellware option. To an observer, a human with this modification could easily pass as a half-elf. This procedure alone, however, would be insufficient to let a human pass as a full-blooded elf. Subjects who have undergone this procedure gain a +10 circumstance bonus on Listen checks.

Caster Level: 3rd; *Prerequisites:*, Implant Spellware; *Market Price:* 2,000 cr; *XP Cost:* 80; *Check DC:* 12.

Fascinating Gaze: This enhancement is commonly used by unscrupulous individuals in the entertainment, public service, and diplomatic fields, especially since it is undetectable except from its effects on others. The procedure involves delicate runic surgery on the corneas of the individual receiving the implant. Once completed, the recipient can *hypnotize* up to 5 HD of creatures per day by meeting their gaze. The individual using the fascinating gaze must make eye contact with the intended target. This power does not work through recordings or transmissions, only in person. If the target fails a Will save (DC 12), the creature is *hypnotized*. If the saving throw succeeds, the effect is negated. The effect lasts for 2d4 rounds. A target who fails his save does not remember being affected.

In order to use this effect in combat, the bearer of the spellware must use total defense actions for the round prior to using the gaze attack (see Miscellaneous Actions, PHB). The target gains a +2 to his Will save to represent the difficulty of making full eye contact during combat. If the bearer is able to isolate the target from distractions before attempting to *hypnotize* him, the target suffers a –2 penalty on his Will save.

While *hypnotized*, a creature’s Spot and Listen checks suffer a –4 penalty. Any potential threat automatically negates the effect, as does shaking or slapping the creature. Freeing a creature from this effect is a standard action. The bearer may make brief and reasonable requests of the *hypnotized* creature, assuming that com-

munication between the two is possible. The affected creature reacts as though it were two steps friendlier in attitude (see NPC Attitudes, Handling NPCs, DMG). Once the effect has ended, the creature retains its new attitude toward the bearer, but only as regards that particular suggestion or request. *Caster Level:* 1st; *Prerequisites:* Implant Spellware, *hypnotism*; *Market Price:* 2,000 cr; *XP Cost:* 80; *Check DC:* 12.

Golem Arms: This enhancement was originally only undertaken following severe trauma, where dismemberment had occurred and the limb was irrecoverable. A prosthetic was fashioned and put in place of the original. As time passed and research into the process gained ground, the prosthetic grew more and more sophisticated, capable of integrating additional enhancements such as tools, computers, and weaponry. Now, with the complete range of motor skills, sensory capabilities, and super-fine control granted by a combination of magic and science, many individuals are opting to have one or both arms replaced with what they consider to be superior alternatives.

A golem arm is considered to have a Strength of 18. It is constructed of metal and plastics, with an array of cosmetic choices available. It has hardness 18, 140 hp (only for use if the arm is specifically targeted in an attack). There are a number of possible accessories, as listed below. The accessories are integral, installed internally with a pop-out mount and controlled by the mental commands of the subject. The XP cost is the same as the cost for the base arm, regardless of the attachment chosen. Only one accessory can be attached per arm. Accessories that require a microcell or minicell use a specialized rechargeable cell capable of supplying 50 uses.

Of the available accessories, the only one not simply a customized variant of standard equipment is the electrostunner. The electrostunner uses stun gauntlet technology and incorporates it into the arm itself. See

Starfarer's Handbook, page 103, for more information.

Caster Level: 12th; **Prerequisites:** Implant Spellware, *bull's strength*; **XP Cost:** 1920; **Check DC:** 18.

Image Recording: This enhancement allows the projection of images from the memory of the subject for viewing by others. This is possible through delicate arcane organ augmentation to the retinas of the subject's eyes, imbuing them with the power to not only receive images but also project them. This is a popular modification for individuals in entertainment, journalism, and law enforcement, both at the local and imperial levels.

It's also become popular among those in the shadier side of society, as subjects with this modification are rumored to keep the last image they see before death in their eyes for others to find. Given that the spellware is utterly invisible to observers, it allows a measure of security should they meet their end at someone else's hands. This has also led to a rash of mutilated corpses where the eyes have been removed to circumvent this possibility.

The images shown must be events that the individual personally witnessed. Imagined or created images cannot be shown. Imperfectly remembered images will be portrayed with blurs or blank spots visible in the affected areas. The images have full visual and sensory range, including sound, scent, and thermal qualities; in short, the full memory is displayed.

Caster Level: 5th; **Prerequisites:** Implant Spellware, *major image*; **Market Price:** 30,000 cr; **XP Cost:** 1,200; **Check DC:** 18.

Immolator: While most forms of spellware are designed to give some measure of utility and benefit to the recipient, this particular enhancement is anything but beneficial. This was one of the first designs to come out of the Emperor Mezzbone's private R&D corps. It sees heavy use at the hands of the Imperial Special Police Directorate with "recruited" special agents, much to the eternal loathing of all those unlucky enough to fall into their clutches.

An immolator is a small module implanted by means of runic surgery near the cortex of the subject's brain. It is very small and consists only of a tiny metal cylinder. Immolators are set to respond to both a command word and a specific individual. By implanting and activating the device (steps that can be done separately; the activation can take place at anytime thereafter, so long as the controller and the device are within 50 feet of one another). Upon the utterance of the command word by the designated controller, the device serves as the grounding point for a *fireball* spell, instantly immolating the person bearing the implant and inflicting 5d6 points of fire damage to everything within a 20-foot radius spread. The bearer of the implant receives no saving throw, while others in the area can make a Reflex save (DC 14)

for half damage.

The distance between the immolator and the controller is irrelevant. The activation procedure forms an astral link between the two, enabling the immolator to be activated any time, from anywhere. Any attempt to remove the immolator results in detonation of the *fireball*. If the blast is not somehow contained or dispelled, the subject dies. Should the controller be killed or otherwise unable to fulfill his job, control of the device can be transferred to another agent of the emperor in a ritual that takes 1d6+3 hours to complete.

Immolators are always installed without the subject's consent, and often without his or her knowledge (unless that knowledge is later required for "motivational" purposes). Immolators are restricted to use by the Imperial Special Police Directorate only. Anyone in the civilian sector caught implanting an immolator is subject to no less than 50 years in an imperial penal colony. Due to the involuntary nature of the procedure, the subject is not charged XP for implantation of the device.

Caster Level: 5th; **Prerequisites:** Implant Spellware, *fireball*; **Market Price:** 90,000 cr; **XP Cost:** —; **Check DC:** 15.

Magic Touch: The ability to sense the presence of magic is one that had long been the exclusive province of those either consecrated to the gods or blessed with the ability to wield magical power from birth. While those individuals can still gaze unaided upon the magical auras of the universe, a cunning procedure has been invented to allow mundane individuals to find and read magical auras for themselves. This form of spellware has been dubbed "the magic touch."

Through arcane biotherapy, the epidermis of the subject's body is rendered nominally sensitive to magical auras. Any magical aura can be detected through this method, though naturally some are more noticeable than others, giving the subject a warm tingling sensation in the part of the body in contact with the object in question. In addition, the enhancement allows the subject to determine the single most basic function of any magic item being sensed, just as with the *identify* spell.

The subject must touch the object in question to detect the presence of magic. Magic-using individuals can be detected this way, along with any true magical items. Spellware cannot be detected in this fashion. This enhancement is affected by any magic designed to mislead a *detect magic* spell. Clothing ordinarily blocks this sensation, but particularly strong auras—such as those found in artifacts or holy sites—can sometimes still be felt through the garment.

The aura strength of an item can be determined as per the following table. Only strong or overwhelming magical auras can be felt through a single layer of clothing. Overwhelming auras can be felt by merely being within

TABLE 3-5: MAGIC TOUCH

Strength	Functioning Spell Level	Item Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster
Aura Strength	Duration	
Faint	1d6 minutes	
Moderate	1d6x10 minutes	
Strong	1d6 hours	
Overwhelming	1d6 days	

a few feet of the object at the DM's discretion. If auras overlap or fall into more than one strength category, magic touch indicates only the stronger of the two.

Lingering auras are always dim, but even weak magic leaves an impression on the universe. The length of time an aura lingers depends on its original strength. Lingering auras can only be detected if the magical effect physically touched a surface that the character can touch with his or her skin.

Caster Level: 1st; *Prerequisites:* Implant Spellware, *detect magic, identify*; *Market Price:* 5,000 cr; *XP Cost:* 200; *Check DC:* 12.

Mental Accelerator: This modification provides a subtle enhancement to the mental faculties of the recipient. Arcane biotherapy is combined with delicate organ modification to enhance the brain's synaptic rate. This increase does not transfer to the rest of the body, only the brain, providing a +2 bonus on initiative checks and rendering the user immune to surprise.

Caster Level: 5th; *Prerequisites:* Implant Spellware, *haste*; *Market Price:* 16,000 cr; *XP Cost:* 640; *Check DC:* 18.

Piloting Rig: This enhancement uses runic surgery and arcane biotherapy to alter the neurochemical relays between the brain and the nervous system in specific ways. The effects include enhancing peripheral vision by repositioning the eyes slightly and granting them greater mobility, boosting hand-eye coordination by shortening the distance between nerve endings and bathing them in conductive fluid, and refining the spatial centers of the brain to more quickly and easily compute the necessary trajectories and course corrections necessary for everything from intersystem course com-

putation to evasive maneuvers in an asteroid field.

This enhancement is popular among pilots in all reaches of the galaxy. The imperial fleet rewards fighter pilots promoted into elite units with this enhancement as a bonus for their superior service, meaning that in addition to its overall usefulness, this particular bit of spellware is often indicative that its bearer is the best of the best. As a result, many pilots opt to make the internal procedure more noticeable by purchasing partial eye socket replacements made of metal or plastic that remain visible after the procedure is completed.

This enhancement provides a +10 circumstance bonus on all Pilot skill checks, as well as giving a +4 bonus to Spot and Search skill checks. A side benefit of this procedure is that it also grants the user a +1 circumstance bonus to ranged attack rolls when the target has at least 1/4 cover.

Caster Level: 3rd; *Prerequisites:* Alertness, Implant Spellware, *cat's grace*; *Market Price:* 15,000 cr; *XP Cost:* 600; *Check DC:* 15.

Scent of Emotion: This ingenious enhancement allows the bearer to subtly influence the emotional states of those around her. By releasing magically enhanced pheromones, she can induce a specified emotion in all living creatures within a 15-ft. radius. Targets of the emotional change are allowed a Will save (DC 14); if successful, the spellware effect is negated for 15 minutes, at which time another check may be made. The target may make a total of three saves per exposure to the spellware's effects. If he makes all three saves, he is immune to the emotional influence of the spellware for the rest of the encounter.

This spellware can only have one version implanted at

TABLE 3-6: SCENT OF EMOTION

Emotion	Effect
Despair	Enchanted creatures suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
Fear	Enchanted creatures flee from the bearer whenever they are in sight of her.
Friendship	Enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction type—hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful (see NPC Attitudes, Handling NPCs, DMG). Creatures involved in combat, however, continue to fight back as normal.
Hate	Enchanted creatures react negatively toward others. Their attitude shifts to the next less favorable reaction—helpful to friendly, friendly to indifferent, indifferent to unfriendly, and unfriendly to hostile (see NPC Attitudes, Handling NPCs, DMG).
Hope	Enchanted creatures gain a +2 morale bonus to saving throws, attack rolls ability checks, skill checks, and weapon damage rolls.
Love	Enchanted creatures fall deeply in love with the bearer, acting as though they were under the effect of a <i>charm person</i> spell. Enchanted creatures will see the bearer and her words and actions in the most favorable light possible.
Rage	Enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC. They are compelled to fight regardless of danger.

TABLE 3-7: SKILL AMPLIFIERS

Ability	Skills Affected and Bonuses
Charisma	Animal Empathy, Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, Use Magic Device; 1 bonus 1st-level spell for sorcerers and bards
Constitution	Concentration; +1 hit point per level
Dexterity	Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Pilot, Repair, Research, Ride, Tumble, Use Rope; +1 dodge bonus to Armor Class
Intelligence	Alchemy, Appraise, Craft, Cryptography, Demolitions, Decipher Script, Disable Device, Forgery, Knowledge (any), Navigate, Read Lips, Scry, Search, Speak Language, Use Device; 1 bonus 1st-level spell for wizards
Strength	Climb, Jump, Swim; +1 damage on all successful melee attacks
Wisdom	Heal, Innuendo, Intuit Direction, Listen, Profession, Sense Motive, Spot, Urban Lore, Wilderness Lore; 1 bonus 1st-level spell for clerics, druids, paladins, and rangers

any given time. Each installation can only induce a single emotion from the given list, chosen at the time of installation. It does not allow the bearer of the scent to sense the emotional state of her targets. The bearer cannot be affected by her own spellware.

The pheromones are released for as long as the bearer maintains concentration, up to a maximum duration of one hour per day. Targets who fail their Will saves remain under the influence of the chosen emotion for as long as the target remains within the area of effect plus 1d4+1 hours afterward. The available emotions and

their specific effects are listed below.

Caster Level: 7th; **Prerequisites:** Implant Spellware, *charm person*, *emotion*; **Market Price:** 56,000 cr; **XP Cost:** 2,240; **Check DC:** 12.

Skill Amplifiers: This set of modifications actually comes in six varieties, one for each ability-based skill group. The “skill amp” enhancement, as it is commonly called, is actually a series of smaller week-long procedures and implants done over a six-month period of time. At the end of the procedure, the subject’s muscular-skeletal, nervous, or neurochemical systems have



undergone a detailed fine-tuning. The base ability remains the same, but the system attached to it functions better as a whole in the tasks it is asked to perform. For each amplifier implanted, the subject receives a +4 circumstance bonus to the skills based on that particular ability.

Caster Level: 13th; *Prerequisites:* Implant Spellware, *limited wish*; *Market Price:* 35,000 cr; *XP Cost:* 1,400; *Check DC:* 15.

Sonic Cry: When spellware first spread across the stars, one of the sources arcane surgeons first looked to for inspiration was nature itself. In myriad forms across hundreds of planets, examples were noted and studied, leading to some of the more common spellware designs available today. Among these designs was one for a sonic attack, similar to methods of defense used throughout the animal kingdom, with amazing success.

Using arcane organ modification, the vocal cords and diaphragm of a subject with sonic cry are magically altered. The subject keeps his normal speaking and singing voices, but is thereafter able to utter a piercing cry capable of causing damage to the hearer. The cry inflicts 2d6 points of damage upon everyone within a 30-ft. cone. Everyone within the area of effect is also deafened for 2d6 rounds. A successful Fortitude save (DC 14) negates the deafness and reduces the damage

by half. Soulmechs suffer damage as normal but cannot be deafened. Crystalline creatures take 7d6 points of damage; a successful Fortitude saving throw reduces the damage by half. Characters holding fragile items can negate damage to the items with a successful Reflex save. Deafened characters suffer a -4 penalty to initiative and a 20% chance of miscasting any spell with a verbal component.

Caster Level: 7th; *Prerequisites:* Implant Spellware, *shout*; *Market Price:* 36,000 cr; *XP Cost:* 1,440; *Check DC:* 12.

Spinnerets: The drow's reverence for their Spider Goddess is well known throughout most of the galaxy. Mezzbone's ascension to the Dragon Empire throne has increased the presence of the drow in all levels of society, bringing with it greater tolerance and knowledge of drow culture, albeit unwillingly in some areas. As a result, many drow have taken to openly showing their devotion to the Spider Goddess. This enables them to both flaunt their long-oppressed religion in the face of those who find it inimical and to express deep levels of devotion within their own orders. Naturally, drow culture being as it is, it is hard to tell which motivation they find more attractive.

In additions to tattoos or other forms of body decoration, a number of drow are having spinnerets implanted. The spinneret is a small implant placed in the forearm. When used, it ejects material that forms a magical web, entrapping any unlucky enough to be captured within its sticky strands. This trend is much more common among female drow, the traditional members of the Spider Goddess's clergy, but is not unknown among males. This spellware design was not intended as anything more than a useful, non-lethal method of capturing targets, but its adoption by the drow has left more than one non-drow user suspected of evil tendencies.

A web can be flung up to 25 feet away. Enough web is created to trap one Large creature, two Medium-size creatures, three Small creatures, and so on. The webs last for one hour each. The spinnerets can make up to three webs per day.

A creature within the web's strands is entangled. Entangled creatures suffer a -2 penalty to attack, a -4 penalty to effective Dexterity, and cannot move. Any attempt to cast a spell while entangled requires a successful Concentration check (DC 15) or the spell will be lost. A successful Reflex save (DC 15) allows a creature to avoid becoming entangled. A Strength check (DC 20) or an Escape Artist check (DC 25) can allow a stuck creature to break free. The strands of the web are flammable, and creatures trapped within flaming webs take 2d4 points of damage.

Caster Level: 3rd; *Prerequisites:* Implant Spellware, *web*; *Market Price:* 12,000 cr; *XP Cost:* 480; *Check DC:*

12.

Voice Modulator: This enhancement sees great use in the entertainment industries, as well as among those in more illicit professions. Through arcane organ augmentation, the subject's vocal cords and throat are enhanced to allow them to replicate any sound made by a living creature. In addition, the spellware allows the bearer to project his or her voice, making it seem as though it issues from somewhere else (such as from another creature, a statue, behind a door, down a passage, etc.). The range of the effect is anywhere within a 25-ft. radius. Listeners who make a successful Will save (DC 13) realize the sound is illusory, but still hear it. The effect lasts for as long as the bearer maintains concentration.

If the bearer's voice is not disguised and the listener recognizes it, he will know who is actually making the sound. If the bearer is imitating another person or creature, the character must make a Charisma check (see table below for DC) to see how successfully he emulates the chosen person or creature.

Sound Type	DC
Same PC race, same gender	12
Same PC race, different gender	14
Different PC race	14
Non-PC race	16
Non-verbal creature	variable

Caster Level: 3rd; *Prerequisites:* Implant Spellware, *alter self*, *ventriloquism*; *Market Place:* 18,000 cr; *XP Cost:* 720; *Check DC:* 15.

Divine Spellware

Gods' Favor: This enhancement grants the character the ability to move and attack normally for the duration of the effect, even when under the influence of magic designed to paralyze or entangle, such as *hold person*, *paralysis*, or *web*. This also functions underwater and in the vacuum of space. It does not grant the ability to breathe underwater or in space.

Caster Level: 7th; *Prerequisites:* Implant Spellware, cleric of paladin's deity, *freedom of movement*; *Market Price:* 56,000 cr; *XP Cost:* 2,240; *Check DC:* 15.

Cleansing Light: This spellware enhancement is of great use to paladins who spend their time attempting to grant rest to the spirits of the undead. This particular design is typically only granted after the paladin has proved his prowess against undead beyond question. Once installed, it is considered a mandate from within the faith to take up the fight against undead abominations without ceasing.

This design allows the paladin to project a blast of light from his open palm. He must succeed at a ranged touch attack in order to strike his target, with a range of 150 feet. A creature struck by this attack takes 3d8 points of damage. An undead creature takes 5d6 points of damage, and undead who are vulnerable to sunlight take 5d8 points of damage. A successful Fortitude save (DC 15) halves the damage.

Caster Level: 5th; *Prerequisites:* Implant Spellware, cleric of paladin's deity, *searing light*; *Market Price:* 35,000 cr; *XP Cost:* 1,400; *Check DC:* 12.

Divine Sight: This enhancement allows the paladin to call upon divine power and reveal the presence of invisible assailants in her presence. This power works in a 25-ft. radius from the paladin, rendering any invisible forms in the area visible and outlining them in glowing blue light, enabling the paladin to determine those being revealed by the effect, even in a crowd. The power can be used three times per day and lasts for 10 minutes each time. Creatures without a visible form, such as an invisible stalker, remain invisible. The paladin is the only one who can see the invisible creatures; their invisibility is not stripped from them. They are merely revealed to the paladin, who may then take action as she chooses. *Caster Level:* 5th; *Prerequisites:* Implant Spellware, cleric of paladin's deity, *invisibility purge*; *Market Price:* 30,000 cr; *XP Cost:* 1,200; *Check DC:* 12.

Heavenly Shield: This enhancement allows the paladin to deflect attacks for a total of five minutes per use. The effect can be used two times per day, either on the paladin herself or another creature touched. The enhancement creates a shimmering, magical field around the touched creature that averts attacks. It grants the subject a +2 deflection bonus to AC against incoming attacks.

Caster Level: 1st; *Prerequisites:* Implant Spellware, cleric of paladin's deity, *shield of faith*; *Market Price:* 3,000 cr; *XP Cost:* 120; *Check DC:* 12.

CHAPTER FOUR

PSIONICS

Introduction

Like the art of magic, psionics are an ancient discipline in the Dragon Empire. And just as with magic, scientists have sought ways to combine technology with psionics to create tools that are not limited by the laws of physics. While not as completely successful as they were with magic, scientists did happen upon a few very important discoveries. As the awareness about the existence of psionics and how they worked grew, new technologies were developed to enhance the quiet mind with the enlightenment of the soul. It was soon discovered that the psionically active mind was able to link its power to the latent energy patterns of crystals and their matrices.

The age of psionic enlightenment began when artificial crystals were first grown. Now that the natural matrices of latent energy could be created at a pittance of the cost of mining, it became standard practice to engineer psionic individuals. Many of these fields are still very new and unproven, but this hasn't stopped the unscrupulous from experimenting.

Each citizen of the empire has his or her own beliefs about psionics, what they are, and how they work. Indeed many are skeptical and prejudiced out of fear. The bottom line, however, is not what is true, but who is using them, and more importantly, how they are being used.

The names and game mechanics of classes, feats, items, and powers in this section, as well as all game rules derived from the d20 System Reference Document, are designated as **Open Game Content**.

The Races and Psionics

Most of the races in the **Dragonstar** setting can manifest psionic powers without modification. Psionic ability is usually not a function of race but of mental training and potential.

Soulmechs and Psionics

The standard soulmech neural net will allow an individual to use psionics. A soulmech needs a special upgrade to the neural net to be able to manifest psionic powers. The cost of this upgrade, in credits and XP, is the same as the cost for the crystalware for creating a bio-psion (see page 119). Assume, however, that this cost has been paid for at character creation. This allows a soulmech to begin or multiclass as a psionicist without paying the cost in experience or credits.

Because of the dual nature of soulmechs—they are both constructs and living beings—many powers affect them differently than they might a flesh and blood creature, or even a standard construct. When a power designates the target as a creature or humanoid, assume that the power also works on soulmechs. Soulmechs retain their natural magical immunities and susceptibilities for psionic effects. Psionic attack modes affect soulmechs a bit differently. Any result that would cause Strength, Dexterity, or Constitution damage instead stuns a soulmech for a number of rounds equal to the ability damage. See the *Guide to the Galaxy* (page 118) for further details on psionics and soulmechs.

Soulmechs cannot use crystalware. Because of this restriction, soulmechs may not become bio-psions, as that would require a crystalware implant.

Tsalokhi (s-Humans)

There aren't many people who live on the edge of the Dark Zone who can claim to be truly free. The mind flayers once held dominion over the area of the galaxy the tsalokhi call home. It is therefore quite remarkable that the tsalokhi have been free of mind flayer control for many generations.

Natural evolution and active breeding programs led the tsalokhi to develop genetic psionic traits. There isn't a tsalokhi born that does not have some trace of psionic talent. If it wasn't for the mind flayers' overconfidence, the tsalokhi would never have succeeded in remaking themselves into a race of people naturally gifted at resisting the considerable psionic prowess of their former masters. For many years, the tsalokhi enjoyed a freedom that few, even those of the Dragon Empire, have known. They became complacent.

In their arrogance and pride, the tsalokhi refused to acquiesce to the Dragon Emperor's demands of subservience and their society was destroyed. Today, the few surviving tsalokhi have had some trouble adapting to lives in the Dragon Empire. Despite their difficulty, tsalokhi have earned the respect of many for their survival skills, strange powers, and inborn tenacity. The tsalokhi survive in the Dragon Empire as individuals on the fringe of society waiting for their chance to claim freedom once again.

Personality: The dichotomy of superiority and subservient survival that coexists within each individual creates an air of uncertainty around the tsalokhi. On the surface, a tsalokhi may seem aloof and contemplative. This, however, is not indicative of most actions they take. Often enough, seemingly rash and random acts have one common denominator—survive at all costs.

Tsalokhi also tend to patronize the other races of the Dragon Empire. Despite their history of subjugation to first the mind flayers of the Dark Zone and then to the Dragon Empire, tsalokhi honestly feel they are genetically superior to any race that hasn't remade itself. If those in the Dragon Empire were truly of the same caliber, they would have found a way to throw off the yoke of the dragons long ago. The tsalokhi are still trying to find their place in the Dragon Empire and are still forming their lasting racial reputation as a whole. The key traits of tsalokhi are aloofness, attitudes of superiority, and rash unpredictability. While their unpredictability usually has a specific focus, often survival, most people are hard pressed to understand the contradictory motivations of the tsalokhi.

Physical Description: At first glance, a tsalokhi resembles a tall, thin human. This is where the resemblance ends, however. Tsalokhi have a slightly bluish

tinge to their thin skin and their skulls are enlarged, giving their heads a bulbous appearance. They often shave their thick and silky hair into intricate patterns. Complimenting this odd grooming habit, tsalokhi sport colorful tattoos and numerous body piercings. Hair color and eye color are as varied as any human's, but rare metallic shades are valued above all others. Tsalokhi are as careful and fanatical about cleanliness and a groomed appearance as they are wild and chaotic with their choice of fashion.

Relations: Tsalokhi are relatively rare in the Dragon Empire and find it hard to get along with most everyone due to a combination of their superior aloofness and bitterness towards the empire. Most other races have a hard time dealing with these attitudes and usually treat the tsalokhi with some measure of disdain. The only races that frequently tolerate being treated as inferior are the various hybrid races and soulmechs, who put up with prejudice throughout the empire on a regular basis. As a whole, tsalokhi are not a very popular people in the Dragon Empire, and that is largely due to excessive hubris. A few tsalokhi, however, have integrated successfully into imperial society.

Alignment: The majority of tsalokhi who survived the Dragon Empire's invasion are chaotic by nature. It was the politicians who incited the Dragon Empire and the survivalists who fled prior to the invasion. Both of these factions exhibit chaotic tendencies. However, some few are true contemplatives and philosophers—students of thought. These few are usually lawful and are usually disdained by fellow tsalokhi as indecisive and weak.

Tsalokhi Lands: Most tsalokhi are nomads and do not have a world that they can call home. After the Dragon Empire's invasion, the tsalokhi abandoned their home world of Tsalokhiin. Many travel the stars in search of a new home where they find limited acceptance on other inhabited worlds throughout the empire. Some seek to find a new planet to call their own. Regardless of where they go, and why, tsalokhi do not have anywhere they can call tsalokhi lands. They could repopulate Tsalokhiin, but most look back at the near past with distaste. A small enclave, however, has petitioned the emperor for colonization rights on Tsalokhiin.

Religion: Living outside the influence of the Unification Church, it is a wonder that the tsalokhi have a similar concept of deific archetypes. Through their own self-realization during the time they remade themselves, the tsalokhi concluded as a culture that there really are only two all encompassing Powers in the universe. While Dualist and tsalokhi concepts might slightly differ in various minor ideologies and dogmatic practices, for all intents and purposes they are one and the same. Most tsalokhi believe there are two opposing

deities that represent all polar conflicts in the universe. This, however, is not necessarily a rule among tsalokhi. After the invasion and during their integration into the Dragon Empire, many tsalokhi had a crisis of faith. The Unification Church was quick to jump in and fill the void. Traditionally, tsalokhi did not worship the Creator or Adversary, but rather they worshipped both as two integral parts of the universe—two aspects of the same entity. Today, one would be as likely to see a tsalokhi paying homage to the Creator or Adversary as any of the Unification deities.

Language: All tsalokhi speak Tsalokhi, which is a silent, telepathic language. Tsalokhi also speak Common, as this was the language spoken by their primitive ancestors before they remade themselves.

Names: Parents usually name their children after a legendary hero or leader from the time when they began their genetic breeding programs. Additionally, any tsalokhi who made a stand, successful or not, against the mind flayers are eligible for immortality. Indeed, tsalokhi carry the superstition that when one of their children is given the name of a hero, leader, or martyr of the past, that great personality will live on and make the child great. As such, children often remain nameless until they become old enough to exhibit a recognizable personality. Tsalokhi surnames are traced back to the original primitive clans that once populated their planet before mind flayer oppression.

Tsalokhi Male Names: Tsalo, Czilkh, Khabbo, Llokn, Whven, Bhylmn, Fjolmod.

Tsalokhi Female Names: Ngoma, Lldoli, Gzarrt, Yvaal, Pfiilna, Ksukhee, Fjotra.

Tsalokhi Surnames: Sakiir, Inson, B'Coultra, bin



Zhouten, ben Chindu, Ulfhedin. Surnames are sometimes prefaced with an honorific attributed to their social caste. Because the mind flayers instituted the social castes, most tsalokhi have chosen to abolish the honorific. A few, however, still use them to show humility and as a reminder of how far a people can fall when even the smallest freedoms are relinquished. Common honorifics include: bin, ben, B', xel, ple, jhu.

Adventurers: Tsalokhi, by nature, are survivors. They thrive on challenge and taking rash actions. It took their society being destroyed for them to realize just how complacent they had become. The dangers inherent in adventuring are just the tonic needed for a prideful race to regain its identity. When resisting the urge to seek challenge, the nomadic tsalokhi find adventure as they search for a new home.

TSALOKHI RACIAL TRAITS

- +2 Constitution, +2 Intelligence, -2 Charisma: Tsalokhi, through years of mental training and meditation, have actively bred extreme intelligence, but tend to be aloof around other races, which they deem to be inferior.
- Medium-size: As Medium-size creatures, tsalokhi have no special bonuses or penalties due to their size.
- Tsalokhi base speed is 30 feet. A tsalokhi gains the feat Speed of Thought for free (see Feat Descriptions, *Psionics Handbook*) but must meet all the prerequisites of the feat to be able to use it.
- +1 racial bonus on Will saves against psionic attack modes.
- Psionic Abilities: Tsalokhi with Charisma scores of 10 or higher may use the 0-level power *missive* at will. Additionally they may use the Psionic Attack Mode

mind thrust and the Psionic Defense Mode *empty mind* each once per day. All tsalokhi have the psionic template (see Monsters, *Psionics Handbook*).

- Tsalokhi may always take Knowledge (psionics) as a class skill and receive a +4 racial bonus on checks using this skill.

- If using the s-Template Variance below, the tsalokhi, or s-human, does not gain the bonus feat or skill points, as they are too single-minded and focused on survival to be flexible and well rounded like true humans.

- Automatic Languages: Common and Tsalokhi. Tsalokhi is a silent telepathic language. Bonus Languages: Draconic and any other language or languages that are very commonly used on the planet they have taken as their new home.

- Favored Class: Psion or psychic warrior, chosen at character creation. A tsalokhi's psion or psychic warrior class does not count when determining whether he suffers an XP penalty for multiclassing. The tsalokhi have actively bred psionics into their gene pool and thus make exceptional psionists. Tsalokhi are considered true psionists and may not take any levels in the bio-psion class.

- Level Adjustment +1: Their many psionic talents make tsalokhi slightly more powerful than other common races in the Dragon Empire.

ALTERNATE S-TEMPLATE VARIANCE

Many tsalokhi stories circulate through the Dragon Empire of dwarves, elves, gnomes, halflings, and even orcs who lived on or near their home planet of Tsalokhiin. These other races, which maintain more traditional physical traits, either keep their abilities secret or have not tried to integrate into the Dragon Empire; some believe they were all killed in the invasion of Tsalokhiin. In any case, it is possible that a few rare such individuals exist in the Dragon Empire.

Treat the tsalokhi racial traits as a template, which would be added to the standard race. The extra racial traits added in the *Starfarer's Handbook* should be used when using the s-template variance. The s-template may not be added to half-dragons or dragons. Half-Dragons could only have this template if the non-dragon parent had the s-template. Dragons should use the standard psionic template, as they were never privy to the secret genetic breeding program on Tsalokhiin. Tsalokhi are considered s-humans, however s-humans only get the above racial traits and do not gain the additional feat or skill points. The s-template has a level equivalent of +1.

Original Psionic Classes

Psion

Psions have found life difficult in the Dragon Empire. For many thousands of years, their profession was misunderstood. They had to deal with prejudice and fear wherever they went. It wasn't until recently, during the age of psionic enlightenment, that psions became accepted throughout the Dragon Empire. This acceptance was hard fought and came at a cost. A psion can now walk openly in the streets and declare himself a psion without fear of legal reprisal, but many of his individual freedoms and privacy have been compromised for this right. Unlike magic, psionics are an art for which the ruling elite—the dragons—do not have a natural aptitude. As a result, they remain suspicious of its unconstrained use.

Despite the empire's grudging acceptance of psionics as a viable talent, the restrictions are fairly significant. Psions are required to register with the Imperial Committee for Psionic Oversight, which is itself overseen by the ISPD. Frequent activity reports to the ICPO by each individual psion ensure continued registration in good standing with the empire. Further, psions must report to local imperial administration at every port to which they travel. Any violation of the Psionic Code—a document dictating what a psion is and is not allowed to do regarding manifestation of their powers—can be punishable according to the laws of the ruling jurisdiction.

GAME RULE INFORMATION

The following new rules apply to psions.

New Class Skills

The psion's new class skills vary by the psion's primary discipline.

- The egoist's new class skill (and its key ability) is Freefall (Dex).
- The nomad's new class skills (and the key ability for each skill) are Pilot (Dex) and Navigate (Int).
- The savant's new class skills (and the key ability for each skill) are Freefall (Dex) and Use Device (Int).
- The shaper's new class skill (and its key ability) is Repair (Int).
- The seer's new class skills (and the key ability for each skill) are Cryptography (Int) and Research (Wis).

• The telepath's new class skills (and the key ability for each skill) are Cryptography (Int) and Urban Lore (Wis).

Class Features

All of the following are class features of the psion.

Weapons and Armor Proficiency: When a psion takes the Technical Proficiency feat, he gains proficiency with all high-tech simple firearms.

Technical Powers: When a psion takes the Technical Proficiency feat, the technical powers detailed later in this chapter become available (see page 123).

Crystalware: Crystalware requires that a psionically enhanced crystal be implanted into the psion. This is an invasive procedure and causes the psion's connection to his inner power to become partially disrupted. Because of this disruption, the psion loses the use of 1 power point per level of the power imbued into the crystalware (see page 119).

Psionic Code: Psions who have registered with the Imperial Committee for Psionic Oversight (ICPO) agree to follow the Psionic Code. The Psionic Code is a document that dictates when, where, and how a psion is allowed to manifest his powers. The document is filled with thousands of words of legal jargon, and each local jurisdiction has its own interpretation of the legalese. Despite what may seem an overwhelming amount of rules a registered psion has to know, they can generally be encapsulated in two principles:

1. One shall not use psionics to subvert the authority of the empire or those the empire invests with its authority.
2. One shall not unfairly garner fortune, standing, or influence by using psionics in a coercive, seductive, or subversive way against another citizen of the Dragon Empire.

True Psionist: Psions are considered true psionists as they come by their talents naturally. As such, psions may not take levels in the bio-psion class. Similarly, a bio-psion may not multiclass as a psion.

Psicrystals: When a psion begins play with the Technical Proficiency feat, he may choose an alternate type of psicrystal. The alternate type is called a psicrystal II. A psicrystal II has two components, one of which is implanted into the psion's brain. The other component is a psicrystal in all respects except as detailed by the chart below. The implant of this psicrystal does not result in the loss of the use of any power points.

Psion Level	Psicrystal II Intelligence	Special
1–2	6	Sighted, integral link
3–4	7	Remote connection
5–6	8	Self-propulsion
7–8	9	Communicate in digital
9–10	10	
11–12	11	
13–14	12	Sight link
15–16	13	Channel power
17–18	14	
19–20	15	

Intelligence: The psicrystal II's Intelligence score. This works identically to the psicrystal's Intelligence score.

Sighted, Self-propulsion, Sight Link, and Channel Power: These abilities work identically to the psicrystal's abilities.

Integral Link: This ability works like a data connection. The transmittal of data is used to communicate with the psion. The implanted component translates the data stream into coherent information that the psion can understand. This transferal of data from the psicrystal II to the psion works similarly to a modem connection and has a maximum range of one mile.

Remote Connection: This ability allows the psion to connect to the Net through his psicrystal II (see page 119). The computer terminal or datapad the psicrystal II is using to access the Net must have a net crystal upgrade.

Communicate in Digital: This allows the psicrystal II, and thus the psion, to communicate directly with a computer.

Psychic Warrior

Not unlike the psion, psychic warriors have often had to conceal their psionic talents. Fortunately, however, the psychic warrior has other abilities that helped compensate for the repression of their psionic powers. As long as they didn't stay in one place too long, a psychic warrior was usually able to pass himself off as a fighter or monk. Because of this deception, many found homes and professions within several monastic orders throughout the Dragon Empire.

Because they did not meet the same level of volatile prejudice that psions did, psychic warriors have not been affected in the same way by the age of psionic enlightenment. While they have enjoyed the freedom to use their psionic powers openly, though subject to the restrictions of the Psionic Code, they have also found acceptance in a variety of monastic orders that allow

them to use and develop their powers more freely. Most of the monastic orders, however, have registered their psionic brethren by proxy. This allows the psychic warriors to remain anonymous.

Even though psychic warriors have been able to legally avoid registration with the ICPO, their actions are still bound by the Psionic Code. It is just a matter of time before an anonymously registered member of one of the various monastic orders knowingly and maliciously breaks one of the rules mandated for all psionicists. When this time comes, it is likely that the Dragon Empire will not allow the orders to register by proxy any longer.

GAME RULE INFORMATION

The following new rules apply to psychic warriors.

New Class Skills

The psychic warrior's new class skill (and its key ability) is Freefall (Dex).

Class Features

All of the following are class features of the psychic warrior.

Weapons and Armor Proficiency: When a psychic warrior takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor.

Technical Powers: When a psychic warrior takes the Technical Proficiency feat, the technical powers detailed later in this chapter become available (see page 123).

Crystalware: Crystalware requires that a psionically enhanced crystal be implanted into the psychic warrior. This is an invasive procedure and causes the psychic warrior's connection to his inner power to become partially disrupted. Because of this disruption, the psychic warrior loses the use of 1 power point per level of the power imbued into the crystalware (see page 119).

Psionic Code: Psychic warriors who have either registered personally or had their monastic order register by proxy for them are required to follow the Psionic Code. The Psionic Code is a document that dictates when, where, and how a psychic warrior is allowed to manifest his powers. The document is filled with thousands of words of legal jargon, and each local jurisdiction has its own interpretation of the legalese. Despite what may seem an overwhelming amount of rules a registered psychic warrior has to know, they can generally be encapsulated in two principles:

1. One shall not use psionics to subvert the authority

of the empire or those the empire invests with its authority.

2. One shall not unfairly garner fortune, standing, or influence by using psionics in a coercive, seductive, or subversive way against another citizen of the Dragon Empire.

True Psionicist: Psychic warriors are considered true psionicists as they come by their talents naturally. As such, psychic warriors may not take levels in the bio-psion class. Similarly, a bio-psion may not multiclass as a psychic warrior.

New Bonus Feats: The psychic warrior can choose bonus feats from all new psionic feats and the following list, in addition to the standard ones: Autofire, Crack Shot, Gunner, Improved Far Shot, Improved Shot on the Run, Mobile Shot, Pressing Attack, Speed Load, Two-Gun Shooting.

New Psionic Class

Bio-psion

Technology is a byproduct of both the ambitious and creative. Many wonderful things have been invented, making life more comfortable. The good intentions of these creators have also given birth to many horrible things—truths have been discovered that were better left hidden. Then there are those creations that ride the fine line between morally acceptable and ethically criminal: Should mortals play at being gods?

Bio-psions are one of the focal points for this moralistic argument. Despite the bitter feud between the proponents and antagonists, bio-psions have been created and now cannot legally be denied their right to exist. Since creation is expensive, bio-psions often find themselves indebted to their financier. In many cases, the imperial government itself funds creation of a bio-psion. At least two different organizations—one sponsored by House Golion and the other by the ISPD—openly recruit volunteers. Regardless of the method of funding the creation of a bio-psion, they are always created with a specific purpose in mind.

Adventures: Bio-psions don't find many opportunities to adventure, at least not for personal reasons. That is, unless they try to flee from their indentured servitude, and then their lives become one big adventure. Despite the figurative and sometimes literal collars they wear, bio-psions can often act as liaisons for their master, who might hire a group of adventurers to perform a specific task. In most cases, the bio-psion would be sent along with the adventurers to ensure the successful completion of a job, within the acceptable parameters set.

While acting as the eyes and ears of an employer in this fashion, bio-psions are often given a limited form of autonomy to make their own decisions. Any decisions determined to be detrimental to their master will be reconciled after the mission is completed.

Characteristics: Whether volunteers or forcefully conscripted into service, bio-psions are engineered psionicists. They are built and molded into a tool for a particular purpose. While most are not designed specifically for combat but as acting agents for their master, some combat ability is usually necessary. Bio-psions are also not the best psionicists, but they are more closely linked to technology and the Dragon Empire than true psionicists.

Alignment: Bio-psions may be of any alignment. Volunteers most often exhibit at least one element of their masters' alignments, usually being within one step on the alignment chart. They gladly and willingly carry out the orders of their superiors and are fanatically loyal to their created purpose. Those conscripted into service include slaves, convicts, and unfortunates down on their luck. These few usually don't conform to their masters' alignments and are often submissive in nature.

Religion: Bio-psions don't usually follow any specific faith. They often pay homage, though, to the deity that meant the most to them prior to the procedure. Volunteers often worship or convert to the worship of their master's deity. Those unfortunate enough to be forcefully transformed into a bio-psion often pray to the Father, the Mother, and sometimes the Judge to deliver them safely from their unjust bondage.

Background: Bio-psions can come from just about anywhere. Volunteers are often already in their master's employ. They might be a bodyguard, soldier, or someone ambitious enough to want a more highly ranking position. Some will volunteer out of patriotism to a domain or the empire and hear the call as a commoner, aristocrat, or any station in between. The conscripted are usually not free prior to the procedure, and may be slaves, indentured servants, or convicts still serving a sentence.

Races: Characters of any race except soulmech are

eligible to become bio-psions. Dwarves and gnomes are probably the best able to survive the invasive surgery required, as they have high natural fortitudes. The job, however, for which they are created often determines what race is the best fit. Those whose purpose requires the use of the psychometabolism discipline require decent strength, so orcs or half-orcs work best, while elves and halflings would not. Conversely, elves and halflings would be best suited for any positions requiring use of the psychoportation discipline. Drow, on the other hand, find it difficult to survive the transformation, but if they do, they make great practitioners of the metacreative, psychoportive, and telepathy disciplines.

Other Classes: Designed as a specific tool, bio-psions often lack diversity in skill. Because of this single-minded focus, bio-psions often excel at tasks specifically related to their goals. Finding a way to get beyond any other obstacles can lead to extreme difficulty. Because of the narrow scope of their specialization, bio-psions often require other individuals with different skill backgrounds to assist them. This may be a team of several bio-psions all designed to perform different tasks. More often, however, others with more diverse abilities are hired or assigned to work alongside the bio-psion.



GAME RULE INFORMATION

Bio-psions have the following game statistics.

Abilities: Constitution is the most important ability for bio-psion, because it is the ability they most rely on to survive the surgery required to become a psionicist. As with psions and psychic warriors, however, all ability scores could be useful. Each discipline requires a good score in a different ability for optimal performance.

Alignment: Any.

Hit Die: d6.

Starting Gold: Same as psion.

TABLE 4-1: THE BIO-PSION

Level	Base				Special	Power Pts/Day	Powers Discovered								
	Attack Bonus	Fort Save	Ref Save	Will Save			0	1	2	3	4	5	6		
1	+0	+2	+0	+0	Crystalware affinity, pseudo-psionacist	5	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+0		5	1	—	—	—	—	—	—	—	—
3	+2	+3	+1	+1		5	2	—	—	—	—	—	—	—	—
4	+2	+4	+1	+1	Psionic combat mode	5/10	3	—	—	—	—	—	—	—	—
5	+3	+4	+1	+2		7/15	3	1	—	—	—	—	—	—	—
6	+3	+5	+2	+2	Crystalware implant	9/20	3	2	—	—	—	—	—	—	—
7	+4	+5	+2	+2		11/25	3	3	—	—	—	—	—	—	—
8	+5	+6	+2	+3	Psionic combat mode	13/34	3	3	1	—	—	—	—	—	—
9	+5	+6	+3	+3		15/41	3	3	2	—	—	—	—	—	—
10	+6/+1	+7	+3	+4	Integral Psionic Item	17/50	3	3	3	—	—	—	—	—	—
11	+6/+1	+7	+3	+4		19/59	3	3	3	1	—	—	—	—	—
12	+7/+2	+8	+4	+4	Crystalware implant, psionic combat mode	21/70	3	3	3	2	—	—	—	—	—
13	+7/+2	+8	+4	+5		23/81	3	3	3	3	—	—	—	—	—
14	+8/+3	+9	+4	+5		25/94	3	3	3	3	1	—	—	—	—
15	+8/+3	+9	+5	+6		27/107	3	3	3	3	2	—	—	—	—
16	+9/+4	+10	+5	+6	Psionic combat mode	29/122	3	3	3	3	3	—	—	—	—
17	+9/+4	+10	+5	+6		31/137	3	3	3	3	3	1	—	—	—
18	+10/+5	+11	+6	+7	Crystalware implant	33/154	3	3	3	3	3	2	—	—	—
19	+10/+5	+11	+6	+7		35/173	3	3	3	3	3	3	—	—	—
20	+11/+6/+1	+12	+6	+8	Two psionic combat modes, integral psionic item	37/192	3	3	3	3	3	3	3	1	—

Class Skills

The bio-psion's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Craft (Int), Freefall (Dex), Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), Remote View (Int), Repair (Int), Research (Wis), Stabilize Self (Str), Urban Lore (Wis), Use Device (Int), and Use Psionic Device (Cha).

Skill Points at 1st level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the bio-psion.

Weapon and Armor Proficiency: Bio-psions are

proficient with all simple weapons and all light or medium armor. Additionally, a bio-psion may choose up to two martial weapon proficiencies. Armor check penalties for some types of armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Powers: A bio-psion manifests powers similarly to a psion or psychic warrior. All the rules regarding the minimums for key ability scores apply to the bio-psion. A bio-psion may choose any psionic power and is not restricted by a specific power list. A bio-psion may choose a power of a level equal to the psion level of that power, assuming of course that the bio-psion can develop a power of that level. If the power only has a psychic warrior level, then the bio-psion may choose that power when he can develop a power equal to the psychic warrior level of the power. A bio-psion may never choose powers greater than 6th level.

Power Points: A bio-psion starts with five power points per day and does not start gaining more power points until 5th level. At 5th level and each level thereafter, a bio-psion gains two power points automatically. Because the crystalware implant used to create a bio-psion is a modification of a standard crystal capacitor, a bio-psion may choose to purchase upgrades to his power point total. Table 4-1 shows two numbers separated by a slash. The first number is the automatic number of power points a bio-psion has at each level. The second number is the maximum amount a bio-psion can upgrade to at each level. If the power point total is upgraded to the maximum for that level, and that amount is more than the automatic upgrade upon gaining a new level, then no new power points are gained. The credit and experience point costs of these upgrades are detailed later in this chapter (see page 119).

Crystalware Affinity: Unlike normal psions or psychic warriors, a bio-psion can use crystalware without committing any permanent power points. The bio-psion implant includes the artificial link, so the bio-psion never has to have an artificial link applied to any crystalware he might have implanted.

Pseudo-psionist: A bio-psion is a created psionist. As such, a bio-psion is restricted from multiclassing as a psion or psychic warrior. Similarly, a character who is already a psion or psychic warrior may not multiclass as a bio-psion. To choose bio-psion as your initial character class, the credit and experience point costs for the bio-psion implant are considered paid in full.

Crystalware Implant: At 6th, 12th, and 18th level, a bio-psion does not have to pay the experience point cost of one crystalware implant. Keep a record of the experience point cost. The bio-psion cannot gain a crystalware implant that would cost more in experience than he has before he would be reduced to the next lowest level (e.g., a 6th-level bio-psion who has 17,000 XP could not receive crystalware that would cost more than 2,000 XP). A bio-psion still has to pay the cost in credits for the crystalware.

Integral Psionic Item: At 10th and 20th level, a bio-psion is able to receive a special kind of crystalware implant. Any psionic item that requires charges to work may be implanted into the bio-psion. The bio-psion must pay double the XP cost of the item, as if he were going to create it. The bio-psion has the ability to recharge the psionic item with his pool of power points. It costs five power points per charge to recharge a psionic item. The normal number of XP must be expended to recharge the integral psionic item. Integral psionic items are considered crystalware, so bio-psions do not lose the use of power points when they are implanted.

Original Prestige Classes

Metamind

With the general mindset of the empire being one of ambition, metaminds fit into the fast-paced society of the Dragon Empire very well. While they are respected for their single-minded approach to gaining as much power as quickly as they can, metaminds are also regarded with more suspicion and paranoia than the average psionist. Despite the restrictions of psionic registration within the empire, many metaminds rise to positions of power on sheer tenacity alone.

If a metamind's ambition turns completely toward a personal race for the most possible psychic power, he can often be found among the anonymous psionic brethren of the various monastic orders that support their kind. Even though he doesn't seek secular or spiritual leadership, a powerful metamind often serves as the head of these monastic orders.

CLASS FEATURES

All of the following are class features of the metamind.

Weapon and Armor Proficiency: When a metamind takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple weapons.

Pyrokineticist

Fire has traditionally been the most dangerous element aboard a ship, from the archaic cutters and galleons to the modern submarines and spacecraft. Ship captains and crewmembers alike know that fire could doom them to slow asphyxiation while traveling in the vacuum of space—and that is the best-case scenario. As such, pyrokineticists are often banned from starships, or if discovered en route, ejected—many times without space suits or escape pods—into the depths of space. Many a mutiny has been staged when the captain refused to abandon a pyrokineticist.

Because of the prejudice against fire, pyrokineticists find it difficult to travel from planet to planet, let alone planetary system to system. Because of an extreme focus on fire and obvious gleeful love of open flame, a pyrokineticist finds it hard to hide his chosen profession. Pyrokineticists rarely receive the opportunity to leave their home world, and when they do, it is usually under strictly enforced restrictions on the use of their powers.

CLASS FEATURES

All of the following are class features of the pyrokineticist.

Weapon and Armor Proficiency: When a pyrokineticist takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple weapons.

Special Fire Abilities: The pyrokineticist has several abilities tied to the element of fire. All of these abilities work normally under normal conditions. In the vacuum of space, however, fire does not have oxygen to burn. See the section on powers and power clarifications in this chapter for further details on ectoplasmic fire. For example, the touch aflame ability will not set any flammable materials on fire by its touch alone while in an airless environment, but the pyrokineticist can cause an object or foe to light up using unstable ectoplasm much like alchemist's fire.

Slayer

The biggest threat to the sovereignty of the Dragon Empire, other than its own internal strife, appears to be the mind flayers of the Dark Zone. While this generally keeps slayers gainfully employed, it also shortens their life expectancy drastically. Regardless of the rampant paranoia against psionicists and the resultant repression of personal freedoms, slayers are often accepted gratefully into most social circles. Indeed, many slayers are hired to protect various nobles, cities, and planets, while those that are unscrupulous accept employment as assassins that target other psionicists. The ISPD maintains a unit of slayers trained to hunt down and destroy those psioncists who are seen as a threat to the Dragon Empire.

NEW CLASS SKILLS

The slayer's new class skill (and its key ability) is Urban Lore (Wis).

CLASS FEATURES

All of the following are class features of the slayer.

Weapon and Armor Proficiency: When a slayer takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple and martial weapons and all high-tech armor.

Soulknife

Of all the psionicists in the Dragon Empire, soulknives find it the easiest to travel incognito without consciously trying to hide their abilities. They rarely

exhibit their psionic powers or try to draw attention to themselves in any other way, as their professions as personal bodyguards and assassins require a certain level of discretion. Despite the popular use of soulknives, most approach them with trepidation and fear, much like a rich businessman approaching a street thug in a dark alley. Their penchant for violence is infamous, and few can be sure what might trigger a display of grisly carnage.

CLASS FEATURES

All of the following are class features of the soulknife.

Weapon and Armor Proficiency: When a soulknife takes the Technical Proficiency feat, he automatically becomes proficient with all high-tech simple weapons and all high-tech light armor.

New Prestige Classes

The following new prestige classes are designed for inclusion in **Dragonstar** campaigns that feature psionics prominently.

Cyberkineticist

As the age of psionic enlightenment surged across the Dragon Empire, many psionicists seized the opportunity to enhance their powers with technology. One of the ways they found to do this was to increase the ability to remote view by using electronic surveillance equipment as a viewing device. Cyberkineticists have perfected the practice and have consequently become some of the best surveillance experts in the galaxy.

Cyberkineticists are very rarely found on the front lines during any battles or skirmishes. They feel content to sit back and watch through their sensors, analyzing the best course of action for the troops in the field. Indeed, a cyberkineticist's skills are very useful to military commanders, prison wardens, highly secure government buildings, and other organizations with a premium on surveillance.

Hit Die: d6.

REQUIREMENTS

To qualify to become a cyberkineticist, a character must fulfill all the following criteria.

Manifesting: Ability to manifest psionic powers.

Base Attack Bonus: +3.

Skills: Knowledge (electronics) 5 ranks, Remote View 8 ranks, Repair 5 ranks, Use Device 8 ranks.

Feats: Gearhead, Technical Proficiency.

TABLE 4-2: THE CYBERKINETICIST

Class Level	Base				Special	Power Pts/Day	Powers Discovered			
	Attack Bonus	Fort Save	Ref Save	Will Save			0	1	2	3
1st	+0	+0	+0	+2	Electrical affinity, detect electronic surveillance	+3	—	—	—	—
2nd	+1	+0	+0	+3		+5	1	—	—	—
3rd	+1	+1	+1	+3	Electrical remote viewing	+5	2	1	—	—
4th	+2	+1	+1	+4		+5	3	2	—	—
5th	+2	+1	+1	+4	Greater electrical remote viewing	+7	3	2	1	—
6th	+3	+2	+2	+5		+7	3	3	1	—
7th	+3	+2	+2	+5	Network viewing	+7	3	3	2	—
8th	+4	+2	+2	+6		+9	3	3	2	1
9th	+4	+3	+3	+6		+9	3	3	2	2
10th	+5	+3	+3	+7	Superior electrical remote viewing	+9	3	3	3	2

CLASS SKILLS

The cyberkineticist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Knowledge (electronics) (Int), Knowledge (psionics) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Psicraft (Int), Remote View (Int), Repair (Int), Use Device (Int), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the cyberkineticist prestige class.

Weapon and Armor Proficiency: The cyberkineticist gains no additional weapon or armor proficiencies. Armor check penalties for some types of armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Power Points: Cyberkineticists gain extra power points per day, which are added to the character's previous total. Cyberkineticists gain bonus power points based on their Wisdom scores.

Powers Discovered: A cyberkineticist discovers powers as listed in Table 4-2: The Cyberkineticist. These powers are added to the character's previous powers known. Psionic attack and defense modes are

discovered as though the character had a number of psion levels equal to his levels in the prestige class.

Detect Electronic Surveillance (Sp): At 1st level, a cyberkineticist is able to detect attempts to spy upon him electronically. This ability works as the spell *detect electronic surveillance*. This ability is always active as long as the cyberkineticist has at least 3 power points in his power point pool.

Electrical Affinity (Ex): At 1st level, a cyberkineticist gains the benefit of rigorous training on all manner of electrical devices. The character gains a +2 bonus on all skill checks pertaining to electrical devices, electronics, and electricity. Additionally, cyberkineticists gain electricity resistance 5.

Electrical Remote Viewing (Sp): At 3rd level, a cyberkineticist is able to manifest some powers through electronic surveillance sensors. This ability works as the power *electrical remote viewing*. This ability may be used at will as long as the cyberkineticist has at least 3 power points in his power point pool.

Greater Electrical Remote Viewing (Sp): At 5th level, a cyberkineticist gains a greater ability to manifest powers through electronic surveillance sensors. This ability works as the power *greater electrical remote viewing*. This ability may be used at will as long as the cyberkineticist has at least 9 reserve power points in his power point pool.

Network Viewing (Ex): At 7th level, a cyberkineticist is able to use his electrical remote viewing or greater electrical remote viewing abilities on multiple monitors

simultaneously. A Concentration check is required to maintain this kind of focus (DC 15 + number of monitors viewing a different scene). A maximum number of monitors may be viewed in this manner equal to the cyberkineticist's level plus any other psionics levels he may have, plus his Intelligence modifier (if positive).

Superior Electrical Remote Viewing (Su): At 10th level, a cyberkineticist is able to manifest all powers, as well as psionic attack modes, through electronic surveillance sensors. This ability works similarly to the power *greater electrical remote viewing*, except there is no restriction on which powers may be used through the sensors. Any power not covered by *greater electrical remote viewing* only has a 5% chance per manifester level of working. This ability may be used three times per day and only if the cyberkineticist has 17 reserve power points in his power point pool.

Netwalker

Netwalkers are a strange and reclusive lot. They tend to spend all day, and in many cases all night as well, uplinked to their computers. They are addicted to surfing the Net, but their obsession has made them popular as the Dragon Empire grows in size. Their ability to expedite communication has its uses commercially, militarily, and in most business endeavors.

Netwalkers are usually independent, like most computer hackers, but will often find themselves in professions having to do with communications, computer science, and even teaching. Some will join the military and serve as communication specialists, code breakers, and covert operatives, as long as a minimum of actual combat can be assured. A very few use their unique skills to subvert the authority of the empire, commit other crimes, and generally create chaos across the Net.

Hit Die: d6.

REQUIREMENTS

To qualify to become a netwalker, a character must fulfill all the following criteria.

Manifesting: Must be able to manifest psionic powers.

Skills: Net Talk 8 ranks, Remote View 5 ranks, Research 5 ranks, Use Device 8 ranks.

Feats: Hacker, Technical Proficiency.

Special: Must have a net crystal crystalware implant.

CLASS SKILLS

The netwalker's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Cryptography (Int), Decipher Script (Int, exclusive skill), Knowledge (psionics) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Repair (Int), Research (Wis), Search (Int), Use Device (Int), and Use Psionic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the netwalker prestige class.

Weapon and Armor

Proficiency: The netwalker gains no additional weapon or armor proficiencies. Armor check penalties for some types of armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble.

Also, Swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Power Points: Netwalkers gain extra power points per day, which are added to the character's previous total. Netwalkers receive bonus power points as any previous existing psionic class, except their relevant ability score is Intelligence.

Powers Discovered: A netwalker discovers powers per his previous psionic class. Each level of netwalker adds a virtual level to his existing psionic class for the purpose of developing new powers. If the netwalker has more than one existing psionic class, then he chooses

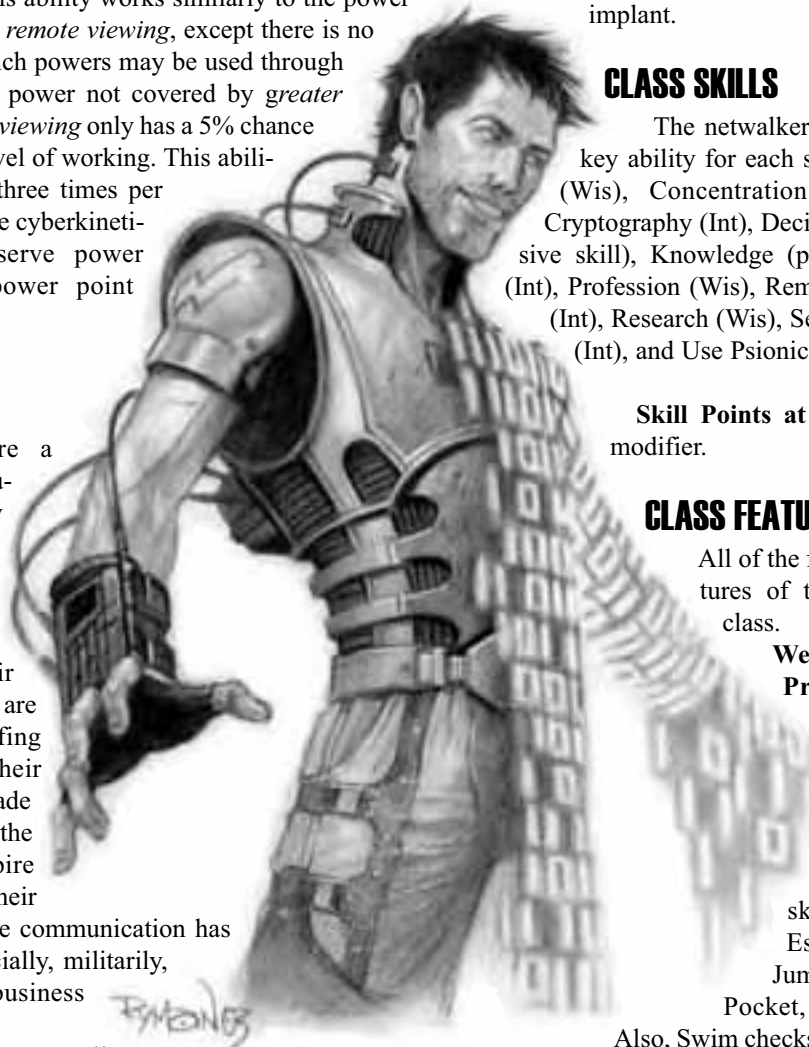


TABLE 4-3: THE NETWALKER

Class Level	Base				Special	Power Pts/Day	Powers Discovered
	Attack Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+0	+0	+2	Hyper search, remote uplink	+5	+1 level in existing class
2nd	+1	+0	+0	+3		+5	+1 level in existing class
3rd	+1	+1	+1	+3	Understand digital	+7	+1 level in existing class
4th	+2	+1	+1	+4		+7	+1 level in existing class
5th	+2	+1	+1	+4		+7	+1 level in existing class
6th	+3	+2	+2	+5	Transmit consciousness	+9	+1 level in existing class
7th	+3	+2	+2	+5		+9	+1 level in existing class
8th	+4	+2	+2	+6	Remote phase uplink	+11	+1 level in existing class
9th	+4	+3	+3	+6		+11	+1 level in existing class
10th	+5	+3	+3	+7	Transmit body	+11	+1 level in existing class

one to gain a virtual level for the purposes of developing new powers. These virtual levels add to the netwalker's manifester level. Psionic attack and defense modes are discovered as though the character had a number of levels in the psychic warrior class equal to his levels in the prestige class.

Hyper Search (Ex): At 1st level, netwalkers gain the ability to increase their research speed while uplinked with the Net. When making a Research check, a netwalker may take 10 without spending any additional time on the task, even when stress or distraction would otherwise prevent him from doing so. He may take 20 on Research checks when otherwise allowed to do so, and these tasks take no more time than taking 10 ordinarily would.

Remote Uplink (Su): At 1st level, a netwalker can link to the Net from anywhere, so long as he is within 100 feet of a computer with a net crystal upgrade. This ability may be used at will as long as the netwalker has at least 1 power point in his power point pool.

Understand Digital (Ex): At 3rd level, due to their nearly constant connection with the Net, netwalkers have gained the ability to understand Digital. This allows them to receive and transmit data directly to and from a computer without having to go through a standard interface. This doubles the speed for all programming, research, communication, and hacking tasks performed while uplinked to the Net.

Transmit Consciousness (Su): At 6th level, a netwalker can transmit his consciousness alongside a nor-

mal data stream. This allows him to gain access to computers across the empire more quickly. A netwalker cannot transmit his consciousness any faster than he could normally transmit data. When his consciousness has been transmitted, the netwalker's body is considered completely unaware and helpless. This can present a problem if the time of the transmission is extended. The netwalker must insure that his body is taken care of while he is away.

Normally, if a netwalker wanted to access a computer eight light years away, it would take him a specific amount of time dependant on the speed of his net crystal upgrade. This might take days, weeks, or even months. It would take the same amount of time to transmit the data back to his computer for perusal.

When a netwalker transmits his consciousness, however, it allows him direct and immediate access to the information found on the computer and the local network it is linked to. He can then send out communications from that computer or return to his body with the information. Returning to the body is instantaneous and any data traveling back with his consciousness returns at the same speed. This allows a netwalker to cut down on data and information retrieval time by exponential degrees.

Remote Phase Uplink (Su): At 8th level, a netwalker is able to physically enter the Net. As long as he has access to the remote uplink ability, a netwalker can cause his body to flicker in and out of existence with a strobeflike effect. This is a partial transmission of his

physical body into the Net. The netwalker is affected as though the *displacement* spell had been cast on him. The spell *true seeing* and similar effects reveal the displaced being's true location, but because the netwalker is not entirely on the physical plane, the 50% miss chance still applies. A magical weapon with the *ghost touch* ability affects the netwalker normally if his true location can be determined. This ability may be used three times per day.

Transmit Body (Su): At 10th level, a netwalker is able to physically transmit his body alongside a normal data stream. This ability works like the transmit consciousness ability, except that the entire physical body is transferred from location to location. While in transit, the netwalker's body does not need to breathe or eat. The netwalker can, as a full-round action that provokes attacks of opportunity, transmit his body into the local network. The next round, as a move-equivalent action, the netwalker can reappear anywhere within 100 feet of a computer with a net crystal upgrade that is connected to the local network. After reappearing, the netwalker can make a Concentration check (DC 15 + 1 per 1 mile from original location) to be able continue acting in the round. This function may be used once per day. The use of this ability can be dangerous. If the originating net crystal upgrade is destroyed, the netwalker's body will be shunted into the astral plane.

Ascetic of the Noetic Order

The Noetic Order is a secretive and mysterious monastic organization. Perhaps it was due to this secrecy, or maybe another more mysterious reason, but the Noetic Order has existed openly since the time of Emperor Kupric. Ascetics of the Noetic Order are monks, psions, and psychic warriors who have attuned their minds to the divine thoughts so closely that they have been charged to serve as missionaries.

Ascetics travel throughout the Dragon Empire teaching their Noetic philosophy. When they have a chance, they also try to bring any of their wayward brethren

back into the fold. Recently, as the age of psionic enlightenment has spread across the galaxy, ascetics have found themselves acting as liaisons and merchants for the psionic craftsmen of the Noetic Order. While this more secular job doesn't really appeal to an ascetic of the Noetic Order, they do understand the necessity.

Hit Die: d6.

REQUIREMENTS

To qualify to become an ascetic of the Noetic Order, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Manifesting: Must be able to manifest psionic powers.

Skills: Hide: 8 ranks, Listen: 5 ranks, Move Silently: 8 ranks, Spot: 5 ranks.

Feats: Delay Power, Dodge, Psionic Dodge, and one other metapsionic feat.

Special: Must be a member in good standing of the Noetic Order.

CLASS SKILLS

The ascetic's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Craft (Int), Freefall (Dex), Hide (Dex), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Psicraft (Int), Remote View (Int), Repair (Int), Research (Wis), Spot (Wis), Stabilize Self (Str), Urban Lore (Wis), Use Device (Int), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ascetic of the Noetic Order.

Weapon and Armor

Proficiency: Ascetics of the Noetic Order are trained in the same weapons as monks. They gain proficiency with all basic peasant weapons and special weapons with which monks are proficient. The are not proficient with any armor or with shields. Armor check penalties for some types of armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, Pilot, and Tumble. Also, Swim

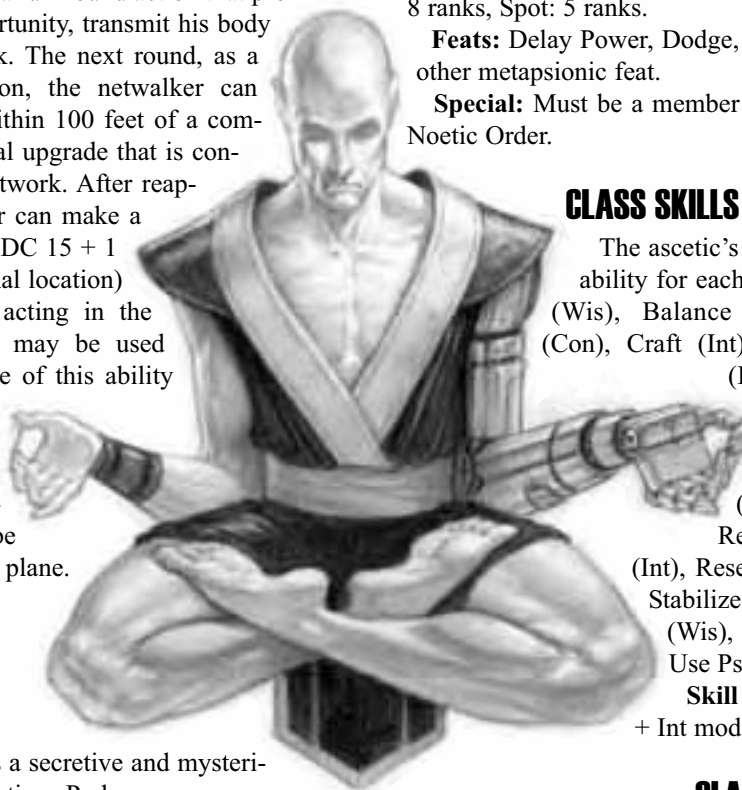


TABLE 4-4: THE ASCETIC OF THE NOETIC ORDER

Class Level	Base				Special	Power	
	Attack Bonus	Fort Save	Ref Save	Will Save		Pts/Day	Powers Discovered
1st	+0	+0	+2	+0	Hide Power feat, danger Sense	+3	+1 in existing psionic class
2nd	+1	+0	+3	+0		+5	+1 level in existing class
3rd	+2	+1	+3	+1	Bonus metapsionic feat	+5	+1 level in existing class
4th	+3	+1	+4	+1		+5	+1 level in existing class
5th	+3	+1	+4	+1	Bonus metapsionic feat	+7	+1 level in existing class
6th	+4	+2	+5	+2	Nondetection	+7	+1 level in existing class
7th	+5	+2	+5	+2	Bonus metapsionic feat	+7	+1 level in existing class
8th	+6/+1	+2	+6	+2	Adapt body	+9	+1 level in existing class
9th	+6/+1	+3	+6	+3	Bonus metapsionic feat	+9	+1 level in existing class
10th	+7/+2	+3	+7	+3	Join the circle	+9	+1 level in existing class

checks suffer a -1 penalty for every five pounds of armor and equipment carried.

Power Points: Ascetics of the Noetic Order gain extra power points per day, which are added to the character's previous total. Ascetics receive bonus power points as other psionic classes, except their relevant ability score is Dexterity.

Powers Discovered: An ascetic of the Noetic Order discovers powers as his previous psionic class. Each level of ascetic of the Noetic Order adds a virtual level to his existing psionic for the purposes of developing new powers. If the ascetic has more than one existing psionic class, he chooses which one to increase a level for the purposes of developing new powers. These virtual levels add to the ascetic's manifest level. Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class.

Bonus Metapsionic Feats: At 3rd level, an ascetic of the Noetic Order may choose his first bonus metapsionic feat. He may choose additional metapsionic feats at 5th, 7th, and 9th levels. An ascetic must first meet the prerequisites of any feat before he may take that feat as one of his bonus feats. These bonus feats are in addition to the feats that a character gets every three character levels.

Hide Power: At 1st level, an ascetic of the Noetic Order receives the Hide Power metapsionic feat for free. This is a bonus feat and is in addition to any feats that

the character gets every three character levels.

Danger Sense (Sp): At 1st level, an ascetic of the Noetic Order is able to intuitively sense when he is in danger. This ability works as the power *danger sense* as cast by a psion of the ascetic's character level. Additionally, this ability grants the ascetic of the Noetic Order a +4 circumstance bonus on ability or skill checks to avoid being surprised. This ability is always active as long as the ascetic has at least 5 power points in his power point pool.

Nondetection (Sp): At 6th level, an ascetic of the Noetic Order is able to hide his presence from spying eyes. This ability works as the power *nondetection* as cast by a psion of the ascetic's character level. This ability is considered to always be active as long as the ascetic has at least 5 power points in his power point pool.

Adapt Body (Sp): At 8th level, an ascetic of the Noetic Order is able to adapt his body to various hostile environments. This ability works as the power *adapt body* as cast by a psion of the ascetic's character level. The ascetic may use this ability once per day without power point expenditure. He may spend the normal power points required by the power to use it more than once per day.

Join the Circle (Su): Ascetics of the Noetic Order train rigorously to gain this final ability. At 10th level, a group of ascetics of the Noetic Order may all join together in a circle and manifest powers with a greater

ability than they are capable of individually. Ascetics of the Noetic Order often need this power to protect the secrecy and security of their order. This ability works as the power *metaconcert*. The ascetic may use this ability once per day without any power point expenditure or requirements. If an ascetic wishes to use this ability more than once, he must expend 9 power points as the power normally requires.

Original Psionic Skills

Each of the skills detailed in the *Psionics Handbook* is listed in the following section. Most of these skills are unmodified from their original descriptions. However, the technology and unique environments of the **Dragonstar** setting expand the scope and function of many skills.

AUTOHYPNOSIS [WIS; TRAINED ONLY; BIO-PSION, PSION, PSYCHIC WARRIOR ONLY]

You have trained your mind to resist fear, pain, and toxins. You can survive without air for a short time, even in the vacuum of space.

Special: You may make an Autohypnosis check to resist asphyxiation (DC 20).

Resist asphyxiation: In response to being exposed to the vacuum of space without any protective clothing or breathing apparatus, you can make an Autohypnosis check to remain conscious after you have expelled all your breath. A successful check grants you a +4 circumstance bonus to your Constitution check each round to keep from passing out for lack of air. Additionally, you can make this skill check when the threat of drowning or other forms of suffocation are imminent.

CONCENTRATION [CON]

You are trained at focusing your mind. The alternate uses of this ability outlined in both the *Psionics Handbook* and the *Starfarer's Handbook* work the same for psionics in the **Dragonstar** setting.

Special: If you are attempting to multitask while using the Net, Concentration checks are required to maintain multiple, simultaneous tasks (the DC is equal to 15 + 5 per extra task beyond the first two.)

Multitasking: Net crystals are capable of handling an unlimited amount of multi-directional data streams. The average mind is capable of handling several minor or inconsequential tasks at once as well. The use of a net crystal, however, requires mental focus and concentration and makes it very difficult to multitask. To add an additional task requires a Concentration check (DC 15).

Concentration checks (DC 20 + 5 per extra task after the first two) are required to maintain your multitasking under extreme or dangerous conditions.

KNOWLEDGE (PSIONICS) [INT; TRAINED ONLY]

You are knowledgeable about the mechanics of psionics and how they interact with the laws of physics.

Special: As with other knowledge skills, your knowledge of psionics is limited to your degree of contact with psionic manifestations. Even if you have had significant experience with psionic powers, you may not know that the manifestations were psionic, instead confusing them for arcane magic. Psionicists have hidden their powers behind the veil of magic for many thousands of years, so very few non-psionicists actually have detailed knowledge of the art.

PSICRAFT [INT; TRAINED ONLY]

Because the open practice of psionics is a relatively new phenomenon in the Dragon Empire, no changes have been evidenced to date. There are no modifications to this skill.

REMOTE VIEW [INT; BIO-PSION, PSION ONLY]

As with scry, psionic surveillance can be more effective and harder to detect than anything technology could create.

Special: This skill does not work with electronic surveillance devices, and it will not help you to detect such surveillance. It is only used for psionic remote viewing.

STABILIZE SELF [CON; TRAINED ONLY; BIO-PSION, PSION, PSYCHIC WARRIOR ONLY]

High-tech firearms make combat exceptionally dangerous in the Dragon Empire, and this is often a crucial skill.

Special: You can subconsciously stabilize your *trauma symbiote*. It is more difficult to stabilize a symbiote (DC 20) using this skill than it is to stabilize yourself.

USE PSIONIC DEVICE [CHA; TRAINED ONLY; BARD, BIO-PSION, PSION, PSYCHIC WARRIOR, ROGUE ONLY]

Regardless of whether an item is a hybrid of technology and psionics or a standard psionic item, all psionic items work the same across the known galaxy. There are no modifications to this skill.

Original Psionic Feats

Most of the original feats are unchanged. The ones listed here are those affected by new rules unique to the **Dragonstar** setting.

BODY FUEL

Soulmechs and any other robots or constructs may not “burn” physical ability points (Str, Dex, or Con). Any other creature or being that cannot alter an ability score, or does not have a particular ability score, may not burn that ability score.

CRAFT PSIONIC ARMS AND ARMOR

You must have the Technical Proficiency feat to create psionic, high-tech weapons and armor.

CRAFT UNIVERSAL ITEM

You must have the Technical Proficiency feat to create high-tech miscellaneous psionic items.

FELL SHOT

You can use this feat with high-tech ranged weapons, such as firearms, in addition to archaic projectile weapons.

MENTAL LEAP

Gravity can affect the distance and height you can leap. You may use Mental Leap under any gravity conditions beyond the norm. Apply the modifiers for gravity first, and then double the distances for mental leap.

PSIONIC METABOLISM

Soulmechs do not have a metabolism, and so cannot gain the benefits of this feat.

RAPID METABOLISM

Soulmechs do not have a metabolism, and so cannot gain the benefits of this feat.

RETURN SHOT

This feat only works against thrown or archaic missile weapons, such as arrows, stones, or crossbow bolts. You cannot use this feat to snatch a bullet or energy pulse and fire it back at your foe.

New Psionic Feats

The following new feats can be incorporated into a **Dragonstar** campaign that emphasizes psionic characters.

IMPLANT CRYSTALWARE [ITEM CREATION]

You can psionically enhance living beings with crystalware.

Prerequisites: Psionic Manifester level 5th+, Technical Proficiency.

Benefits: You can create any crystalware whose prerequisites you meet. Implanting crystalware in a patient takes 1 hour for each 1,000 credits in its price and costs half its price in raw materials, supplies, and equipment. The base price of a crystalware implant is the level of the power squared (0-level powers are considered 1st level) x the manifestor level (minimum of 5th) x 2,000 credits ÷ (5 ÷ charges per day up to a maximum of 5) x 2. The recipient of the crystalware must spend 1/25 of the enhancement's price in XP.

The surgeon is essentially implanting a modified power stone into the patient. A link is created between the patient and the power stone. If the patient is a non-psionic, the surgeon must create an artificial link, which



requires the recipient to spend double the XP cost. This artificial link need be done only once as it can be extended to all future crystalware implants.

More details on crystalware will be outlined later in this chapter (see below).

INERTIAL DAMPENING [PSIONIC]

Your mind gives you more control over your body in low-g or zero-g environments.

Prerequisites: Dexterity 13+, the Freefall skill, reserve power points 3+.

Benefits: You no longer need to make Freefall skill checks while in very low-g. You receive a +8 circumstance bonus to all Freefall checks while in zero-g.

NET SURFER [GENERAL]

You are naturally gifted at using the Net.

Prerequisites: Technical Proficiency.

Benefits: You get a +2 bonus on all Concentration, Research, and Use Device checks when using the Net.

PSIONIC G-TOLERANCE [PSIONIC]

Your mind allows you to ignore alternate gravity.

Prerequisites: Dex 13+, reserve power points 5+, Inertial Dampening, at least one of the following feats: High-G Tolerance, Low-G Tolerance, Zero-G Tolerance.

Benefits: You may treat any gravity environment as if it were 1g in all respects. You must have the specific gravity tolerance feat to affect that type of gravity environment with this feat. If you have all the gravity tolerance feats, then this feat will work in all gravity environments. You don't have to ignore the gravity if you wish to benefit from the effects. In all cases, however, the penalties to Dexterity or Strength are negated.

New Equipment

The following new equipment can be incorporated into **Dragonstar** campaigns that emphasize psionics.

Crystalware

The creation of crystalware implants works similarly to the creation of spellware. The surgeon needs the new item creation feat Implant Crystalware and must have ranks in Profession (surgeon). At least half of the cost in raw materials, equipment, and supplies must be in the form of a crystal or gem, which is empowered and then used as the actual crystalware implant. In some cases, the gem may need to be so expensive that finding one is

worth an adventure or two. See the Creating Spellware section of the *Guide to the Galaxy* (page 88) for further details on how to create and implant crystalware.

Bio-psion implant: To become a bio-psion, a character must have this implant, which is a modified crystal capacitor. The crystalware is implanted in the middle of the patient's brain and requires a Fortitude save (DC 15) to survive the surgery. A failed save results in death. The modifications to the crystal capacitor allow a non-psionic to become psionic. The crystalware replenishes its own power points every 24 hours, regardless of whether it is completely depleted or not. Once this crystalware enhancement is implanted, the patient may never become a true psionist because any real connection to his own inner power is destroyed when the brain surgery is performed. A bio-psion implant does not take up an available crystalware implant slot.

Manifester Level: 9th; *Prerequisites:* Implant Crystalware, Create Crystal Capacitor, *psychic surgery*; *Market Price:* 162,000 cr; *XP Cost:* 6,480; *Check DC:* 20.

Bio-psion implant upgrade: Bio-psions have the ability to purchase upgrades for their bio-psion implant at 4th level. This increases the amount of power points the bio-psion has available to use on powers or psionic combat modes. Since the surgery has already been done, the only cost incurred is the credit and experience point cost for each additional power point added to the implant's capacity.

Manifester Level: 9th; *Prerequisites:* Implant Crystalware, Create Crystal Capacitor; *Market Price:* 1000 cr; *XP Cost:* 40; *Check DC:* 10.

Standard crystalware implant: Any character, unless otherwise restricted, can receive a crystalware implant. These implants grant the patient the use of a single psionic power up to a maximum of five times per day. A maximum of six implants per individual is allowed. Once the daily charges have been used, a psionist may channel power points through the implant to manifest the power. The psionist loses a number of power points permanently from their power point pool, equal to the level of the power imbued into the implant. The market price below assumes a 1st-level power at a manifest level of 5 is being used. See the Implant Crystalware feat above for the full equation to calculate the market price and XP cost for higher-level powers and higher manifest levels.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Encode Stone, the power being imbued into the implant; *Market Price:* 4,000 cr (1/day), 8,000 cr (2/day), 11,976 cr (3/day), 16,000 cr (4/day), 20,000 cr (5/day); *XP Cost:* 160 (1/day), 320 (2/day), 479 (3/day), 640 (4/day), 800 (5/day); *Check DC:* 12 + 1 per power level.

Net crystal implant: A net crystal implant integrates a psionist's brain directly with the Net through a computer that has a net crystal upgrade. Normally, an individual would only be able to receive input and send output across the Net through the use of a computer terminal. A net crystal implant is considered a full brainport (see *Imperial Supply*, page 4) for the advantages it allows and dangers it incurs. A net crystal implant does not allow the use of skill chips. A net crystal implant takes up one available crystalware slot. *Manifester Level:* 5th; *Prerequisites:* Implant Crystalware, *uplink*; *Market Price:* 10,000 cr; *XP Cost:* 400; *Check DC:* 18.

Net crystal upgrade: A net crystal upgrade is a crystalline hardware upgrade for any computer not more than two years old. This upgrade gives any user the ability to access the Net through his computer terminal. These upgrades can be placed on servers, which would grant every workstation the connectivity benefit, or on an individual terminal. A standard net crystal upgrade allows communication from one side of the galaxy to the other in approximately one year. There are more expensive models that allow a faster rate of communication, but the faster the rate the more likely burnout or failure is to occur. There are five models of the net crystal upgrade. Model I is the standard model and allows the slowest rate of communication. A Use Device check (DC 10) is required to use this model effectively. If the check is failed by more than 5, then a burnout can occur. Have the net crystal upgrade make a Fortitude save (DC 14 + its model number) to determine burnout. If burnout does occur, then the connection is dropped and a new net crystal upgrade must be installed before the connection can be resumed. The creator must spend the XP cost for this psionic item, as it does not get implanted into a patient. Consequently, a Repair check is required instead of a surgery check to implant the item.

Model I allows communication from one side of the galaxy to the other in one year. The minimum time it takes to communicate outside of the instantaneous local network is one month.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Repair skill, *uplink*; *Market Price:* 10,000 cr; *XP Cost:* 400; *Check DC:* 12.

Model II allows communication from one side of the galaxy to the other in one month. The minimum time it takes to communicate outside of the instantaneous local network is one week.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Repair skill, *uplink*; *Market Price:* 20,000 cr; *XP Cost:* 800; *Check DC:* 15.

Model III allows communication from one side of the galaxy to the other in one week. The minimum time it takes to communicate outside of the instantaneous local network is one day.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Repair skill, *uplink*; *Market Price:* 30,000 cr; *XP Cost:* 1,200; *Check DC:* 18.

Model IV allows communication from one side of the galaxy to the other in one day. The minimum time it takes to communicate outside of the instantaneous local network is 12 hours.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Repair skill, *uplink*; *Market Price:* 40,000 cr; *XP Cost:* 1,600; *Check DC:* 20.

Model V allows communication from one side of the galaxy to the other in 12 hours. The minimum time it takes to communicate outside of the instantaneous local network is one hour.

Manifester Level: 5th; *Prerequisites:* Implant Crystalware, Repair skill, *uplink*; *Market Price:* 50,000 cr; *XP Cost:* 2,000; *Check DC:* 25.

Powers

Psionics and Magic

Psionics and magic are similar in that supernatural energies are being channeled and expended for a desired effect. This is where the similarity ends. While the magic-psionic transparency presented in the *Psionic's Handbook* is certainly a viable option, the **Dragonstar** setting assumes a variant transparency exists. Why a variant? So that the game balance between psionics and magic is maintained while still allowing for psionics to be a completely different set of abilities and powers. The variant transparency system is based on the effect of the magic spell or psionic manifestation, not whether it is specifically magic or psionic. If there is any question about how this variant system works, assume that if a resistance or immunity to a specific effect is not defined as resistance or immunity to magic or psionics specifically, it works against both magic spells and psionic manifestations.

SPELL RESISTANCE (SR) VS. POWER RESISTANCE (PR)

These two terms are interchangeable in the **Dragonstar** setting. Creatures with a natural SR gain an equal PR rating, and vice versa. Over the eons, creatures have evolved and gained equal resistance to the effects of both psionics and magic.



SAVINGS THROWS

Creatures that receive saving throw bonuses against certain types of magical effects, such as mind-affecting spells, poison, or disease, receive these same bonuses when a psionic power exhibits the same effect. Similarly, if they receive a Reflex save bonus against area of effect spells, they would receive the same save bonus against area of effect psionic manifestations. Specific saving throw bonuses against magic or psionics, however, are not interchangeable.

IMMUNITIES

Creatures that are immune to certain effects, such as fire, cold, or sleep, maintain the immunity regardless of whether it is a magical or psionic effect. Specific immunities to magic or psionics do not translate into immunity to the other.

ANTI-MAGIC AND DEAD-MAGIC AREAS

For all intents and purposes, psionics are not affected by anti-magic and magic is not affected by psionic dampening. This is not necessarily true for dead-magic areas. By the definition of dead magic, psionics are not affected and work normally in such an area. Dead

magic, however, is often accompanied by psionic dampening. This is mostly true in naturally occurring dead-magic areas, as those artificially created are usually fashioned by a pure spellcaster or psionicist rather than a combination of the two.

ECTOPLASMIC FIRE

Many psionic powers are tied to the element of fire, which works normally in most conditions and environments. However, in an environment without an atmosphere, fire no longer has oxygen to burn and therefore cannot exist without magical or psionic assistance. Psionic powers that use the element of fire often use unstable ectoplasm as fuel, and thus do not need oxygen to continue burning. This still does not allow for secondary combustion of flammable materials, but it does allow for a persistent effect to maintain its burn.

Original Powers

All of the powers originally outlined in the *Psionics Handbook* are available in the **Dragonstar** setting. In fact, you can even incorporate powers from other d20 System products. None of the original powers have been changed, but some of them need some new clarifica-

tions. These are described fully in this section. If a power doesn't appear here, you can assume there's nothing to add.

POWER CLARIFICATIONS

These power clarifications are presented in alphabetical order, just like the *Psionics Handbook*. Many psionic powers duplicate magic spells in both name and effect. Any special clarifications from the *Starfarer's Handbook* for specific magic spells can be applied equally to the psionic power that duplicates the spell or spell effect. Unless otherwise described below, psionic powers affect the universe in a similar fashion to magic spells and all general principles from the *Starfarer's Handbook* apply to psionics with the same game mechanics.

ADAPT BODY

This power allows you to adapt your body to the dangerous vacuum of space as though you were a creature native to this barren environment. This allows you to breathe and move normally while in space. This also means that any damage due to temperature extremes or unfiltered UV radiation is negated.

AFFINITY FIELD

If one or more of the creatures in the area of effect are soulmechs, then the soulmechs are only affected if the magic spell or psionic power targeting the manifester of *affinity field* could normally affect a soulmech.

ANCHORED NAVIGATION

This power is very useful for traveling around the known galaxy. As often happens, much to the delight of starship mechanics, navigational equipment and ship sensors often break down or are damaged during battle. *Anchored navigation* allows a pilot or navigator to correctly plot a course using the astronav computer, as long as the course is on a direct route towards an anchored location. As many jumps as desired or necessary to make the trip are allowed, as long as the course is direct. However, if the astronav computer is damaged, then you would still have no way to send the appropriate activation sequence to the starcaster.

CLAWS OF THE VAMPIRE

A soulmech may not take advantage of the healing this ability provides.

COMPRESSION

Like the *enlarge* spell, this power works on soulmechs and robots. It is one of the few powers that can affect the physical abilities of a soulmech or robot.

DIVERT TELEPORT

Starcasters can essentially teleport an entire ship and its crew across vast distances of space. This power allows you to divert even a starcaster, but you must first be aware that the starcasting is taking place. When you divert a starcast, you are affecting the astronav computer. The computer gets a saving throw with a bonus equal to the ship's sensor rating to avoid the diversion.

DREAM TRAVEL

Since soulmechs do not dream, this power does not work on soulmechs.

EMPATHIC TRANSFER

Soulmechs may transfer damage from others to themselves normally using this power. They may not transfer any disease or poison, as they are immune to both. Additionally, they may not transfer any physical ability damage, as they cannot alter their physical abilities.

EXPANSION

Like the *enlarge* spell, this power works on soulmechs and robots. It is one of the few powers that can affect the physical abilities of a soulmech or robot.

IRON BODY

This power physically alters the body of the manifester. Because the physical body actually changes, a soulmech does receive the physical ability adjustments this power confers. It is one of the few powers that can affect the physical abilities of a soulmech or robot.

MATTER AGITATION

A soulmech takes damage from this power as though he were a creature with organic skin.

OAK BODY

This power physically alters the body of the manifester. Because the physical body actually changes, a soulmech does receive the physical ability adjustments this power confers. It is one of the few powers that can affect the physical abilities of a soulmech or robot.

STOMP

Unlike the earthquake spell, this power works on artificial structures, such as starships and space stations, no matter how small they are.

SUSPEND LIFE

This power requires a living body to target. Since a soulmech does not have a living body, it can't be affected by this power.

TRACE TELEPORT

This power allows you to trace a starcaster, but you must first be aware that the starcasting is taking place. When you trace a starcast, you are "sensing" the astron-av computer's activation sequence that it sends to the starcaster. The computer gets a saving throw with a bonus equal to the ship's sensor rating to avoid the trace.

WHITEFIRE

An airless environment, like the vacuum of space, affects this power the same as it does any other fire-based psionic manifestation. However, any metal that *whitefire* melts remains molten for the duration of the power, even in space. Starship hulls generally do not have a low melting point in relation to metals like lead and gold, and so are not affected by this power.

New Powers

The following new powers can be incorporated into a Dragonstar campaign that emphasizes the role of psionics. They are listed alphabetically by discipline.

Clasentience

Detect Surveillance: As per the spell in the *Starfarer's Handbook*; bio-psion 2/psion 2/psychic warrior 3; power points 3.

Electric Remote View: As per the *electric scry* spell in the *Starfarer's Handbook*; bio-psion 2/psion 2; power points 3.

Darkvision and Missive may be manifested through electronic surveillance sensors normally. *Aura Sight* can be manifested through the sensors, but only at a 5% chance per manifester level.

Greater Electric Remote View: As per the *greater electric scry* spell in the *Starfarer's Handbook*; bio-psion 5/psion 5; power points 9. *Aura Sight, Darkvision, and Missive* may be manifested through electronic surveillance sensors normally.

Metacreativity

Irradiate: As per the *irradiate* spell in the *Starfarer's Handbook*; psion 8; power points 15.

Magic Bullets: As per the *magic bullets* spell in the *Starfarer's Handbook*; bio-psion 2/psion 2/psychic warrior 2; power points 3.

Refuel: As per the *refuel* spell in the *Starfarer's Handbook*; bio-psion 2/psion 2; power points 3.

Psychokinesis

Instant Reboot: As per the *instant reboot* spell in the *Starfarer's Handbook*; bio-psion 2/psion 2; power points 3.

Power Down: As per the *power down* spell in the *Starfarer's Handbook*; bio-psion 2/psion 2; power points 3.

Tractor Beam: As per the *tractor beam* spell in the *Starfarer's Handbook*; psion 7; power points 13.

Psychometabolism

Radiation Barrier: As per *energy barrier*, except this power protects the target against radiation; bio-psion 5/psion 5/psychic warrior 5; power points 9.

Total Energy Barrier: As per *energy barrier*, except the target is temporarily invulnerable to all of the elements (acid, cold, fire, electricity, and sonic) and to radiation as well; psion 7; power points 13.

REMOTE UPLINK

Telepathy (Cha)

Level: Bio-psion 3, Psion 3.

Display: Ma

Manifestation Time: 1 action

Range: Medium 100 feet

Target: A computer with a net crystal upgrade

Duration: 1 hour/level

Saving Throw: No (see text)

Power Resistance: No

Power Points: 5

You can link to the Net from anywhere, so long as you are within 100 feet of a computer with a net crystal upgrade. This allows you to receive and transmit data using the computer terminal you are uplinked to. If the computer you link to has someone already using the computer, then they can try to kick you off. This requires a contested Use Device check.

If the computer has an AI or firewall for security, then you need to make a successful computer hacking roll to bypass the security. Otherwise you are forcefully ejected from the uplink and will be stunned for one round.



SPACE WALK

Psychoportation (Dex)

Level: Bio-psion 2, Psion 2, Psychic Warrior 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Personal

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You can move around unerringly in a zero-g environment without having to make Freefall checks. This allows you to make direction changes without any solid object to push off of. Essentially treat a zero-g environments as though you were swimming underwater.

UPLINK

Telepathy (Cha)

Level: Bio-psion 1, Psion 1.

Display: Ma.

Manifestation Time: 1 action.

Range: Personal.

Target: Any computer.

Duration: 1 hour/level.

Saving Throw: No (see text).

Power Resistance: No.

Power Points: 1.

You can link to the Net from any computer. The computer does not have to have a net crystal upgrade. This allows you to receive and transmit data using the computer terminal you are uplinked to.

If the computer has an AI or firewall for security, then you need to make a successful computer hacking roll to bypass the security. Otherwise you are forcefully ejected from the uplink and will be stunned for one round.

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