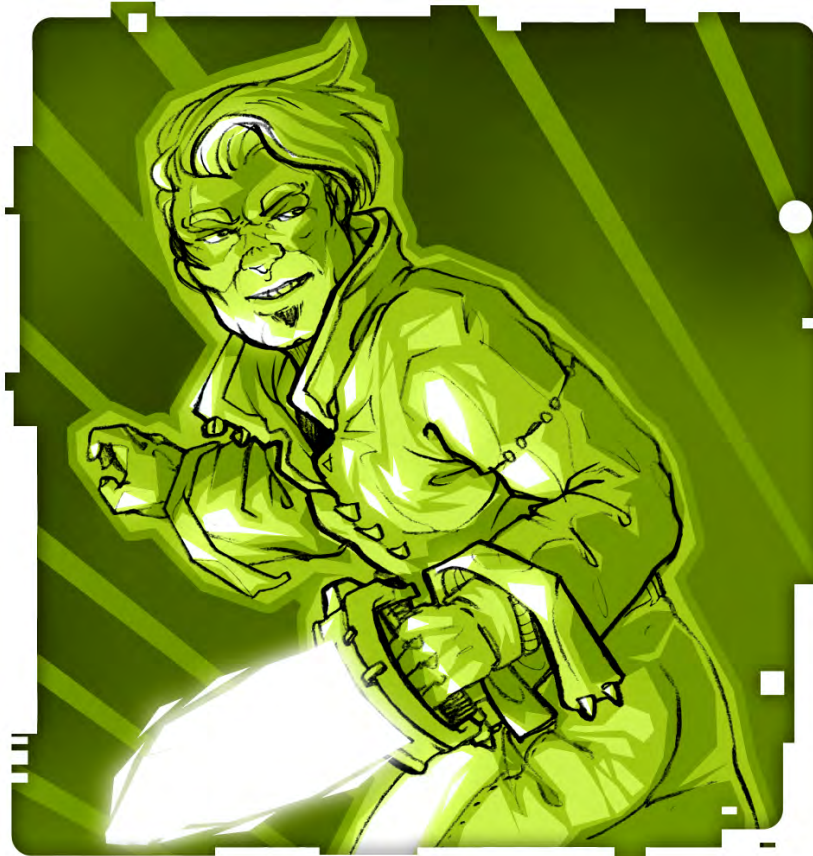


TERRAFORMER

SHAPE YOUR WORLD



HUMAN FIGHTING STYLES

BY LEE HAMMOCK



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

HUMAN FIGHTING STYLES

As on Earth and other inhabited worlds, the practice of learning schools of combat is a common training method among the combatants of Eos. Many of these training methods are remnants of techniques carried to Eos from Earth, such as kung fu, karate, tae-kwon-do, and wrestling. The traditional martial arts are widely taught in both the EDF and EFL in basic training, and they are used in many large cities as forms of exercise among the civilian population. In the parks of Dawning Star City it is not uncommon to see groups of tai chi practitioners in the mornings going through their routines. These surviving styles have not changed much in the years since coming to Eos, but many of the martial arts once practiced on Earth are now all but forgotten. Escrima, silat, bando, sambo, and many others have no known teachers on Eos.

Several new fighting styles have also appeared on Eos as its inhabitants adjust to their surroundings. The velin have several stylized fighting methods, most of which are based on the more unusual weapons used by their warriors. Meanwhile among the human inhabitants of Eos, new fighting techniques have appeared for fighting in zero gravity and other circumstances that would have previously been considered unusual. Many velin warriors take up a fighting technique to fill their free time, but few velin consider it a fun activity. Similarly, the new styles developed by humans are generally utilitarian in nature and while effective, are not popular forms of recreation.

Most of the fighting styles that are native to Eos are found within a specific group, society, or subculture responsible for the technique's

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

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

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⚔ ABOUT LEE HAMMOCK

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

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creation. Among the velin these are often specific tribes; among humans they are often military organizations. It is rare to find someone knowledgeable in these techniques outside the group that created them because these groups often jealously guard their secrets. Some instructors and schools are harsher than others, and some are even willing to kill to keep their secrets.

This issue of TERRAFORMER presents fighting styles unique to humans of Eos.

Fighting Style Mechanics

Fighting styles are mimicked by feat chains. Most of the martial arts that were developed on Earth can be mimicked using the existing feats in the d20 Modern Roleplaying Game. For example, aikido may be represented by the Defensive Martial Arts and subsequent feats; kendo by Weapon Focus and Power Attack. For fighting styles developed on Eos, new feats are presented below. These feats have specific prerequisites to ensure that they are taken in order, representing increasing proficiency in that fighting style. Each fighting style has four feats, and characters that have the last feat in each chain are considered masters of their style.

Gamemasters may wish to require characters to find teachers of styles they wish to learn before allowing players to select these feats. Such teachers can be found in places appropriate to the style they teach, such as the Sadler Orbital Facility for Zero-G Boxing. These instructors may require some form of payment, such as money or services, for their instruction.

Human Fighting Styles

While much of Eos is unsettled and dangerous, most of the population lives in the relatively safety of urban areas such as Dawning Star City and Roger's Point. In these areas, advanced fighting skill is rarely necessary. Instead, in these places, fighting styles like Dawning Star Kung Fu are practiced for fun and exercise. It's rare to find a martial artist with real combat experience in many of the dojos of Dawning Star City. In the frontier regions of the planet this is not the case. In these areas, knowing how to fight is a readily used skill, though most ranchers, miners, and other frontier folk know more about plain old fisticuffs than karate or kung fu. In these places knowing a few special moves can prove a lifesaver. Finding someone to get training from can be difficult though.

Both the EDF and EFL train their troops in basic unarmed combat skills, most of which are cobbled together from a number of different martial arts styles. This instruction is rarely in depth, instead providing only the basics of the style. Elite or special purpose units, such as the Eos Space Force or the EFLSF (see TERRAFORMER 4) often receive additional training to better function in their designated roles.

All in all it is rare to find a true martial arts master among the humans of Eos since few of them have the dedication, skill, or time to pursue such training.

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Dawning Star Kung Fu

“A flower is more beautiful than a single petal.”

History: Dawning Star Kung Fu is a blending of a number of different schools of kung fu known to the first generation of settlers on Eos. Many of these settlers were Chinese, and the predominate style among the founders was Shaolin Kung Fu. Accordingly, Dawning Star Kung Fu is most similar to Shaolin Kung Fu. Other schools incorporated into the form include Wing Chun, Changquan, and Liu He Ba Fa. The first dojo for Dawning Star Kung Fu was opened in Dawning Star City on 2134, and several others have opened in the city in the years since. Dojos have recently opened in Iron Scar and Greenville as well, though they are struggling to find students.

Dawning Star Kung Fu developed out of a desire from the Chinese members of the survivors of Earth to strengthen their cultural bonds. Instead of practicing dozens of different martial arts styles, many of the Chinese practitioners set aside the differences inherent to their schools and tried to develop a common school. In the earliest days of its creation Dawning Star Kung Fu was only seen in the predominately Chinese neighborhoods of Dawning Star City, but it has since branched out so members of all ethnicities and nationalities practice it. Much like the different races of Earth have become mingled on Eos, their ways of combat have melded and changed into a new style they all take part in.

Among the citizenry of the Republic, Dawning Star Kung Fu is the most popular recreational martial arts form, and tournaments are common in Dawning Star City. The current champion, Shia Rober, is a well known figure among sports enthusiasts on Eos as much for her skill in Dawning Star Kung Fu as her skills on the baseball diamond (she plays for the Dawning Star City Patriots). Instructors are easy to find at the many dojos, and it is not uncommon to see Dawning Star Kung Fu put to use by the law enforcement officers of the city.

Purpose: Designed as much as a social tool as a combat form, the basics of Dawning Star Kung Fu are easy to learn and of limited effectiveness, encouraging large classes of students. Even children as young as eight can master the simplest moves. This quality encourages social interaction, and the bonds among students of a dojo are often very strong. However, Dawning Star Kung Fu becomes much more challenging at higher levels. Few students make it beyond the middle ranks due to the dramatic increase in difficulty.

Technique: Similar to Shaolin Kung Fu, Dawning Star Kung Fu relies heavily on kicks and leaps, making minimal use of holds and throws. It is a very impressive-looking style that keeps the fighter moving regularly. It is most effective when the fighter can keep an opponent at range; it is weakest in grappling and other forms of very close combat. Many weapons are used in Dawning Star Kung Fu, the most common being the staff and the spear. Some students who face real combat have taken to using whipsticks.

Instructors: There are a number of dojos in Dawning Star City that can teach Dawning Star Kung Fu, in addition to dojos in Iron Scar and

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Greenville. All of these have regular classes that can be attended for a nominal fee (Purchase DC 6), making this style very easy to learn. These dojos often compete for promising students since the performance of each school's team at competitions reflects heavily on that school. The most famous of the Dawning Star Kung Fu dojos is the Northern Star dojo located in the northern end of Dawning Star City just inside Perimeter Road. This Dojo was the first to teach the style and has a long tradition of training champions, including Shia Rober. It has seen better days though, as has the neighborhood surrounding it.

While the Northern Star Dojo is the most well known school, the most prestigious dojo teaching Dawning Star City Kung Fu is the Black Hill School located east of Dawning Star City. Set among the idyllic plains and rolling hills outside the city and its suburban perimeter, this small, secluded school is far removed from the hustle and bustle of Dawning Star City. Built in the style of a traditional Shaolin Temple, the Black Hill compound covers several dozen acres and is one of the larger parcels of privately owned land on Eos. The school is owned by Lia Qian, one of the richest people in the Republic (though she comes in well behind Maximillian Dagos). Lia Qian has a strong interest in the industrial needs of the EDF and owns the factory that currently produces the bulk of the EDF-9 Auto-Pistols used by the EDF. Lia Qian built the Black Hill School so she could have a quiet place to relax, but she also uses it as a way to carry on the traditions of her ancestors. It is a strange mixture of advanced technology and traditional ways, and few from the outside world are welcome. Some believe it actually serves to train soldiers for Lia Qian's personal army, but despite these rumors few will turn down an invitation to study at Black Hill.

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Dawning Star Kung Fu Feats

The following feats represent the Dawning Star Kung Fu fighting style.

Split Kick

By leaping deftly into the air you can strike two targets simultaneously, as long as they are nearby.

Prerequisite: Base attack bonus +2, Combat Martial Arts

Benefits: As part of an unarmed attack, you may attack an additional target. The additional target must be in square adjacent to one of your other targets, and both targets must be within your reach. You attack as normal, but damage for each attack is reduced by -1. This feat may not be used in medium, heavy, or powered armor, or while carrying a heavy load.

Jump Kick

By getting a running leap you may strike an opponent with a great amount of force, possibly forcing them backwards.

Prerequisite: Base attack bonus +5, Split Kick, Improved Combat Martial Arts

Benefits: You may gain the benefit of this feat when making an unarmed charge attack. The critical range of the attack is doubled. If you successfully strike your target you may initiate a bull rush against that

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target without provoking an attack of opportunity from the target. The target must otherwise be susceptible to a bull rush, and you still provoke attacks of opportunity from characters other than the target. During the bull rush, you use your attack roll instead of a Strength check. This feat may not be used in medium, heavy, or powered armor, or while carrying a heavy load.

This feat may be combined with the Martial Artist class feature Flying Kick, granting an additional bonus equal to half the character's Martial Artists class levels to the attack roll.

Quick Strike

You are able to make a quick attack escape when grabbed by an attacker.

Prerequisite: Base Attack Bonus +7, Jump Kick, Defensive Martial Arts

Benefits: If someone attempts to grapple you, you may make a free attack against them at your highest attack bonus. You gain this attack even if the character attempting to grapple you is not subject to attacks of opportunity for grappling.

Blur of Motion

You are very adept at deflecting attacks directed at you, casting aside incoming attacks with ease.

Prerequisite: Base attack bonus +9, Quick Strike

Benefits: You gain a +2 dodge bonus against melee attacks when fighting unarmed or with a martial-arts weapon. This stacks with the bonuses from the Dodge and Defensive Martial Arts feats. This feat may not be used in medium, heavy, or powered armor, or while carrying a heavy load.

Other Suggested Feats: Acrobatic, Archaic Weapons Proficiency, Brawl, Combat Expertise, Combat Reflexes, Dodge, Improved Brawl, Mobility.

Shia Rober (NPC)

One of the most well known sports celebrities of Dawning Star City, Shia Rober plays shortstop for the champion Dawning Star Patriots. The Patriots have won the Eos Championship Series for three years running now, and Shia Rober has been an important factor in those victories. Renowned as much for her good sportsmanship as her skills on the field, Shia Rober is widely portrayed as a role model for children in the Republic. Adding to her media appeal is her longstanding interest in martial arts, which climaxed last year after winning several tournaments in Dawning Star Kung Fu. This has caused several of the leading dojos to latch on to her as the best marketing tool the style has ever had, and she can be seen on posters in almost every dojo in the city.

Of Asian and African descent, Shia Rober's good looks have not hurt the media blitz that has been following her lately. Despite all the attention she is largely the same person she has always been: soft spoken and unfailingly polite until pushed beyond her breaking point. She grew up in one of the lower class neighborhoods of Dawning Star City, a small area

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called Carson Hill that is largely made up of industrial workers. She still sends a large portion of her income to her parents to support them, but even a superstar in Dawning Star City doesn't make that much money. She can regularly be found teaching children Dawning Star Kung Fu or baseball, attending publicity events, or hiking in the hills north of Dawning Star City. While she isn't much interested in real combat or violence, she isn't one to back down from a fight and has bagged more than one mugger when visiting her old neighborhood.

The recent controversy surrounding Nick Howard's use of genetic treatments to enhance his performance has cast a shadow over many athletes in Dawning Star City. Although Shia Rober has never used such treatments, rumors have begun to circulate that she has secretly undergone several genetic resequencing operations. She is desperate to disprove these rumors and put the whole matter behind her.

Shia Rober (Fast Hero 4/Martial Arts 5): CR 9; Medium humanoid; HD 9d8+18; hp 70; MAS 14; Init +8; Spd 40 ft.; Defense 23, touch 23, flat-footed 19 (+4 Dex, +9 class); BAB +8; Grap +9; Atk +9 melee (1d8+1/19-20/x3, unarmed); Full Atk +9/+4 melee (1d8+1/19-20/x3, unarmed); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Flying kick, iron fist, living weapon (1d8); AL Dawning Star Patriots, the Dawning Star Republic; SV Fort +1, Ref +2, Will +1; AP 10; Rep +6; Str 12, Dex 18, Con 14, Int 8, Wis 10, Cha 14.

Occupation: Celebrity

Skills: Jump +4, Knowledge (Popular Culture) +1, Profession (Sports Star) +9, Read/Write Language (English), Speak Language (English), Tumble +13

Talents: Increased Speed, Improved Increased Speed

Feats: Advanced Combat Martial Arts, Combat Martial Arts, Defensive Martial Arts, Jump Kick, Improved Combat Martial Arts, Improved Initiative, Renown, Simple Weapon Proficiency, Split Kick

Possessions: Cell phone, info-comp, uniform or casual clothes

EFL Special Forces Style

"It's only dirty fighting if you lose."

History: The EFLSF fighting style was created by the small number of soldiers who would eventually form the core of the unit and actually predates the creation of the EFLSF. It is a mishmash of a dozen others combat styles, all focused on doing as much damage as possible to put the target down permanently. Brutal, dirty, and fast, it is all about efficiency and close combat. There are no flourishes to EFLSF Style.

The techniques that comprise EFLSF Style were first brought together by the EFLSF team known as the Bonefishers. Combining a number of techniques including knife fighting, pankration, tae kwon do, systema, and jujutsu, it was a style designed for maximum effectiveness with little concern for leaving the target alive. EFL Special Forces Style developed over several years of field operations and training routines, eventually turning from a mix of styles to a single, more cohesive set of techniques. The EFLSF Style was first referred to by that name in an

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EDF report on the EFLSF in 2140, and it has since become the common term for the style both among the EDF and EFL.

Since its creation by the Bonefishers, the EFLSF style has had as its public face Lieutenant Marcus duBois, brother of one of the better known Republic Rangers. An expert in assassination and close combat, he has shepherded the development of the EFL Special Forces Style since its inception and is the foremost authority on its techniques and history. For the last ten years Lieutenant duBois has spent much of his time training other EFLSF teams in the style, and most of the teams have received at least preliminary training from Lieutenant duBois. Some EFLSF teams take to this training while others largely ignore it and make little use of the Lieutenant's services. All EFLSF members have learned better than to question the effectiveness of the style in Lieutenant duBois's presence as he has a habit of calling out those that do.

Purpose: The EFL Special Forces style is expressly designed to render opponents incapable of fighting through injury and is little concerned with holds or other incapacitating moves. While it has some wrestling moves in its techniques, these principally include joint breaks and other damaging maneuvers rather than holds. The style is designed to be fast and effective, but it is not a good style for a long, protracted combat.

Technique: Concentrating on lock-breaking, punches, knees, vital points, and knife use, EFL Special Forces style is all about speed and power. The style has few set stances, instead molding to the situation at hand. The training incorporates fighting while prone, dirty tricks, and how to go for soft points like the eyes. There is minimal concern shown for defense, with overwhelming force being the primary thrust of the style. Most practitioners prefer using a knife to fighting unarmed.

Instructors: While there are several advanced practitioners of the EFL Special Forces style among the ranks of the EFLSF that are qualified to train new recruits, Lieutenant duBois does all the official training and any advanced training sessions personally. Outside of the EFLSF, the fighting school is all but unknown, and finding someone willing to teach those not in the EFLSF is nigh impossible. The EFLSF does not suffer deserters well, and those within the EFLSF are not likely to share such a closely guarded secret. The best way to learn the style is straight from the source, which makes it very difficult for anyone from the Republic to do so.

EFL Special Forces Feats

The following feats represent the EFL Special Forces fighting style.

Getting the Drop

When attacking someone who is not prepared to defend themselves, you can often end the fight before it begins.

Prerequisite: Base attack bonus +3, Weapon Focus (Knife) or Combat Martial Arts

Benefits: When attacking a flat-footed target with a knife or an unarmed attack, your critical threat range increases by +1 and your critical multiplier increases by +1.



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Dirty Fighting

You are trained to remain an effective fighter, even when lying on the ground or when in close combat with your opponent.

Prerequisite: Base attack bonus +6, Getting the Drop

Benefits: While prone you do not suffer a penalty on melee attack rolls or to your Defense against melee attacks. When attacking with a light weapon while grappling your critical threat range increases by +1.

Gut Punch

By hitting your target in the right place you can send them reeling in the throes of nausea.

Prerequisite: Base Attack Bonus +9, Dirty Fighting

Benefits: Using the full attack action, you may make a single melee attack against an adjacent target. You must use a knife or an unarmed strike. If the attack succeeds it deals damage as normal, and the victim must also make a Fortitude save (DC 10 + the damage inflicted) or become nauseated for 1d4 rounds. This feat has no effect on creatures that are immune to critical hits.

Debilitating Strike

You are trained to strike at nerve clusters and other weak points, making it difficult for your target to move.

Prerequisite: Base attack bonus +12, Gut Punch

Benefits: Using the full attack action, you may make a single melee attack against an adjacent target. You must use a knife or an unarmed strike. If the attack succeeds it deals damage as normal, and the victim must make a Fortitude save (DC 10 + the damage inflicted) or suffer 1d4 points of Strength or Dexterity damage (your choice). This feat has no effect on creatures that are immune to critical hits.

Other Suggested Feats: Brawl, Cleave, Combat Martial Arts, Improved Combat Martial Arts, Improved Critical, Power Attack, Quick Draw, Streetfighting, Weapon Focus (Knife).

Lieutenant Marcus duBois (NPC)

One of the better known members of the Bonefishers, among the rest of the EFLFSF he has become the face of the unit in recent years. An infiltration specialist, he excels at getting into places quietly and killing people with minimal disturbance. While there are no records anywhere of the missions Lieutenant duBois has completed, it is said that he is the man Patricia Rogers asks for when she needs a problem removed.

Unfortunately, such tasks only come up rarely, and Lieutenant duBois is not the sort of man you want to have on crowd control or border patrol duty. So to fill his down time he began developing the disparate fighting techniques used by the Bonefishers--based on tried and true unarmed and knife-fighting styles--into a regimented combat style. After several years of work, by which time the EFLSF was established and spreading through the EFL, the style that emerged was ready for use with a training regimen compiled by Lieutenant duBois. He has now spent the last few

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years training other EFLSF teams in his spare time, a process that is invariably short and brutal. Lieutenant duBois believes that for his students to respect him he must prove he can kill them--so he likes to get off on the right foot by coming as close as possible on the first day of training.

A gruff man with little patience, Lieutenant duBois is a strong believer that the Dawning Star Republic will only grow more despotic with time and hopes to prepare an army of liberation in the EFL for that day. This is all despite the fact his brother is a Republic Ranger; the two have not spoken in over a decade. Lieutenant duBois rarely speaks except when necessary, and seems to do little besides his job. His only habit of note is reading, particularly the classics of old Earth. He can usually be found with his nose in a book when not training or on assignment, and he is even considering writing a novel of his own.

A large man with a close-cut beard and hair, he is now in his late forties and is surprisingly spry for his age and girth. When not on a mission, he wears comfortable slacks and a button-up shirt, never wearing any sort of insignia or sign of rank. He always carries at least two concealed knives on him. In the field he prefers EFLSF Covert Armor and the Daxion arms line of weapons when expecting a real fight; when going on an infiltration mission he usually goes in alone, with minimal weapons and equipment.

Lieutenant duBois (Strong Hero 3/Soldier 10): CR 13; Medium humanoid; HD 3d8+9d10+29; hp 110; MAS 16; Init +4; Spd 30 ft.; Defense* 19, touch 19, flat-footed 17 (+2 Dex, +7 class); BAB +10; Grap +13; Atk +14 melee (1d6+9/18-20, durasteel knife), +12 ranged (3d4, D-3 Rail Gun Pistol); Full Atk +14/+9 melee (1d6+9/18-20, durasteel knife), +12/+7 ranged (3d4, Rail Gun Pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Critical hit (knife), greater weapon specialization (knife), improved critical (knife), improved reaction, tactical aid, weapon focus (knife), weapon specialization (knife); AL EFL, Bonefishers; SV Fort +5, Ref +3, Will +2; AP 12; Rep +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 7

Occupation: Military

Skills: Demolitions +10, Hide +18, Intimidate +8, Knowledge (Tactics) +10, Listen +4, Move Silently +18, Spot +4

Talents: Improved Melee Smash, Melee Smash

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Combat Martial Arts, Combat Reflexes, Debilitating Strike, Dirty Fighting, Getting the Drop, Gut Punch, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency

Possessions: 2 durasteel knives, 4 normal knives, intellipicks, universal communicator, D-3 Rail Gun Pistol with 3 clips, 2 hackcards, display contacts, motion sensor

*When wearing EFLSF Covert Armor his Defense becomes: Defense 24, touch 19, flat-footed 22 (+2 Dex, +7 class, +5 armor)

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Zero-G Boxing

“It’s zero gravity, but 100% ass-kicking.”

History: A new fighting style--developed within the last two decades by the members of the Eos Space Force--Zero-G Boxing is a mixture of fighting techniques that are most effective when used in zero-gravity conditions. Zero-G Boxing is primarily concerned with grabbing your opponent while keeping a free limb to strike them with. This basic principle avoids the twin problems of knocking your opponent out of your own reach or sending yourself careening out of control. Not very effective in more than light gravity, it is only commonly known among the members of the Eos Space Force, particularly the crews of the Nebraska and the Sadler Orbital Facility.

Zero-G Boxing began as a recreational activity among the crew of the Sadler Orbital Facility, who used to stage zero-gravity wrestling matches and mock combats in some of the larger cargo bays on the station. Eventually these contests turned into more serious events with betting becoming commonplace. As crew tempers wore thin over the years (due to the limited contact with outsiders as a result of the rust spores), the fledgling Zero-G Boxing style cropped up in genuine brawls. Eventually the officers on the facility instituted an organized sparring league so the crew could blow off steam, a league in which a healthy rivalry developed between the crews of the Nebraska and the Sadler Orbital Facility. To this day the crews of both claim to have the superior zero-g boxers, but the differences in their fighting styles are virtually non-existent.

Regular contact was reestablished with Eos after the discovery of the tentaari ship in the Bergen Lowlands. At that time, the Eos Space Force began using the zero-g skills learned by the crews of the Nebraska and the Sadler Orbital Facility to construct a zero gravity combat regimen that could be taught to all members of the Eos Space Force. While recruits get only basic training in zero-g combat since boarding actions are so rare, most veterans have spent some time learning Zero-G Boxing. The league on the Sadler Orbital Facility continues to this day, and most ships in the Eos Space Force fleet have a pecking order of who the best fighter in the crew is. These contests are rarely brutal or even particularly bloody, and proving yourself an expert in Zero-G Boxing is a good way to earn respect quickly in the Eos Space Force.

Purpose: Zero-G Boxing was created to try and use maneuvers from existing combat techniques in a fashion that would make them more effective in zero gravity. Zero-G Boxing was created by borrowing techniques from traditional boxing, wrestling, and the basic martial arts training provided to all soldiers, but only those moves that would remain effective in a zero gravity environment were retained. The style is primarily concerned with controlling the movement of your opponent, keeping them close when you want to strike them and sending them flying when you wish to put some distance between them and you.

Technique: The basic technique of Zero-G Boxing involves getting some kind of hold on the opponent and pummeling them so they don't

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float away. More advanced levels of the fighting style involve various zero-g maneuvers, such as pushing off walls to body block opponents. The style has two basic modes: close combat and ramming combat, which is normally done at range. Most practitioners try to charge their target and body block them into a wall before grabbing them. Then the pummeling commences.

Instructors: Instructors of Zero-G Boxing can be found on most Eos Space Force ships with a crew of more than 50, and numerous instructors can be found on the [Sadler Orbital Facility](#), the [Nebraska](#), or any Eos Space Force training facility. The longest running champion of Zero-G Boxing is Chief Montgomery Terula, director of docking operations on the station. He is now past his prime and spends his time training new recruits instead of fighting.

Zero-G Boxing Feats

The following feats represent the Zero-G Boxing fighting style.

Zero-G Grab

You are well trained at grabbing your opponents in zero gravity to make sure they don't try to escape.

Prerequisite: Base Attack Bonus +2, Zero-G Maneuvers, Improved Grapple

Benefits: When grappling in zero gravity you gain a +4 bonus on all grapple checks. When grappling in zero gravity your unarmed combat damage enjoys a +1 bonus.

Ram

You are skilled at launching yourself across open space in zero gravity, ramming targets with your body.

Prerequisite: Base Attack Bonus +5, Zero-G Grab

Benefits: When performing a Bull Rush action in zero gravity you gain a +2 bonus to your Strength check and may make an unarmed attack of opportunity against your target. If the target runs into a larger object before the movement from the Bull Rush is complete both the target and the larger object suffer damage equal to your unarmed combat damage.

Redirect

By changing an attacker's direction, you can use their own inertia to send them hurtling in zero gravity.

Prerequisite: Base Attack Bonus +7, Ram

Benefits: When you are the target of a charge, bull rush, or overrun attack that provokes an attack of opportunity while in zero gravity you may choose to use this attack of opportunity to redirect the attacker. To do so you must beat the attacker in a grapple check. If successful you may send the character moving in any direction away from you at the rate of speed they had when they entered your square. They may make no melee attacks this round and instead go flying off until something else stops their movement.

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Float and Weave

You are able to use the lack of gravity to your advantage, making yourself a very difficult target to strike in zero gravity.

Prerequisite: Base Attack Bonus +9, Redirect

Benefits: When fighting in zero gravity you gain a +2 dodge bonus to Defense.

Chief Montgomery Terula (NPC)

If there was not such a shortage of qualified spacers in the Eos Space Force, Chief Terula would have been piloting a desk long ago. But as it stands he is still needed on active duty in the place he has called home for the last half-century: the docking bay of the Sadler Orbital Facility. Chief Terula was a lowly petty officer when the Dawning Star left Earth, a product of the rush to train enough crew for the evacuation fleet. Chief Terula has been in service ever since, spending most of his life in space. He has only spent a combined total of five years out of the last 50 on Eos, and now finds the prospect of living on a planet distinctly uncomfortable. He is far more at home among the steel and recycled oxygen of the Sadler Orbital Facility, or “Old Saddy” as it is called by its veteran crew.

In his prime, Chief Terula was known for lifting fuel pods single-handedly, and he had quite a temper in those days as well. He was heavily involved in the formation of the early zero-g fighting competitions, eventually fighting his way to the top of these contests and earning some recognition in the process. Ten years after reaching Eos he was promoted to Chief and has been in charge of the docking bays of Old Saddy ever since. For fifteen years running he was the Zero-G Boxing Champion of the Eos Space Fleet, but he gave that up 20 years ago after being forced to realize he really was getting to old for such activities. Still wanting to be a part of the action, he has taken up training new recruits to the Eos Space Force and is considered the best trainer for zero-g combat in the fleet. He is well loved in the fleet, especially on the Sadler Orbital Facility, and disrespecting him is a good way to make a lot of enemies quickly.

While Chief Terula is no longer the mammoth man of his younger days, he is in surprisingly good shape for being over 70 years old. He exercises regularly and eats well, though he takes little other interest in his appearance. His thin, white hair tends to float every which way and his clothes are old and worn now. He usually has a number of tools on him, but is never armed unless the station is being boarded.

Chief Montgomery Terula (Smart Hero 3/Strong Hero 2/Engineer 5/Charismatic Hero 3): CR 13; Medium humanoid; HD 11d6+2d8-15; hp 35; MAS 9; Init -1; Spd 30 ft.; Defense 18, touch 16, flat-footed 17 (-1 Dex, +6 class, +2 armor, +1 Dodge); BAB +7; Grap +12; Atk +11 melee (1d8+2 nonlethal, unarmed); Full Atk +11 melee (1d8+2 nonlethal, unarmed); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Craft XP reserve (500 xp), quick craft, reconfigure weapon, sabotage, superior repair; AL Eos Space Force, Dawning Star Republic; SV Fort +5, Ref +3, Will +3; AP 12; Rep +3; Str

HUMAN FIGHTING STYLES

12, Dex 8, Con 9, Int 18, Wis 12, Cha 16

Occupation: Spacer

Skills: Bluff +8, Climb +6, Computer Use +17, Craft (Electronic) +15, Craft (Mechanical) +15, Craft (Structural) +17, Diplomacy +12, Disable Device +10, Gather Information +8, Intimidate +8, Jump +6, Knowledge (Physical Sciences) +15, Knowledge (Technology) +15, Navigate +10, Pilot +10, Profession (Spacer) +11, Repair +25, Search +15, Tumble +8

Talents: Coordinate, Exploit Weakness, Inspiration, Melee Smash, Savant (Repair)

Feats: Brawl, Dodge, Float and Weave, Gearhead, Improved Brawl, Improved Grapple, Ram, Redirect, Weapon Focus (Unarmed), Zero-G Grab, Zero-G Training

Possessions: Flight suit, universal communicator, deluxe mechanical tool kit (+2), deluxe electrical tool kit (+2)

Human Fighting Styles in a Dawning Star Campaign

Fighting styles can serve as a way to reinvigorate combats that are becoming stale. If the PCs face off against one of their practitioners and see the style's effectiveness first-hand, they may be apt to try and learn the style themselves. Alternatively, the material might encourage the GM or the PCs to develop fighting styles unique to other species, organizations, or cultures.

Human Fighting Styles in Other Science-Fiction Campaigns

In other campaigns, the fighting styles can be easily attributed to more appropriate groups. Additionally, in campaigns where space combat is more commonplace, the Zero-G Boxing style could be expanded further to give combat-oriented PCs interesting avenues to develop.

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