

TERRAFORMER

SHAPE YOUR WORLD



GRASS WIDOW APC

BY LEE HAMMOCK



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

GRASS WIDOW ADC

Grass Widow Advanced Class

Among the velin tribes, the grass widow is a tragic figure few would wish to emulate. Grass widows are born from those velin who lose their mates in sudden and tragic fashion, and are not interested in continuing their old lives alone. Some grass widows are driven to grief by the loss of family besides mates, even some that are children bereft of parents. These individuals, often ruled by grief and guilt, instead give themselves over to the spirits, seeking out the wisdom of other realms where their grief gives them strength. Most grass widows come from the warriors and hunters of the velin who often fight side by side with their mates, but they can come from any sector of velin society.

When a velin decides to use their grief for their tribe's advantage and become a grass widow they travel to a ruin located on western Dawnhome called the House of Worlds. This ruin is one of the most revered among the velin—only the Council Ruin being more sacred to them. The location of the House of Worlds has not been revealed to the humans on Eos and the ruin is relatively small, making it difficult to spot from the air and leaving it untouched by humanity. The ruin itself is located in the desert 200 miles northeast of Iron Scar. The only visible portion of the ruin on the surface is a small square building barely large enough to contain the stairwell inside. The inside of the ruins contains a weak point in the barrier between this reality and the information dense existence known as Red Truth. Those velin who wish to become grass widows stay

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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, and is the writer on the main story in the HALO Graphic Novel from Marvel Comics.

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in this ruin long enough to have their minds damaged by Red Truth; the velin believe that being in a state of deep despair helps with this process. While in the House of Worlds the velin goes through a long series of rituals, involving various herbal hallucinogens and stimulants that help deal with exposure to Red Truth. When the next evening falls the velin will either leave the House of Worlds as a grass widow, endowed with powers over Red Truth, or will spend the rest of his limited days comatose in the House of Worlds, driven mad by Red Truth.

Once the grass widow returns to his tribe he is expected to aid his people by interacting with the Red Truth, which the velin view as the spirit world from which all existence comes. The grass widow acts as an advisor to tribal leaders and is expected to aid in the defense of the tribe, particularly against the vaasi. For the remainder of their lives, nearly all grass widows remain within the domain of their home tribes but live apart from their fellows as shamans; however, a small number take up a nomadic lifestyle where they wander from tribe to tribe, assisting those who do not have a grass widow within their own ranks. Grass widows often work with guardians and daybringers to protect their tribes.

The fastest path to this advanced class is through the Dedicated hero class, though other paths are possible. While all grass widows are currently velin, it is conceivable that members of other species could earn the trust of the velin and become grass widows—a truly monumental achievement.

Requirements

To become a Grass Widow, a character must fulfill the following criteria.

Allegiance: Velin Tribal Council or Velin Tribe.

Base Will Save: +3

Special: To become a grass widow the character must suffer a great personal loss, such as the death of a mate or close friend. The character must enter the House of Worlds and remain there for at least 24 hours and take at least one point of permanent Wisdom damage from exposure to Red Truth.

Additionally, the character must be a velin or have the Velin Tribal Guest feat.

Class Information

The following information pertains to the Grass Widow advanced class.

Hit Die

The Grass Widow gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

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

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Class Skills

The Grass Widow's class skills are as follows.

Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Tribal) (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Tactics) (Int), Knowledge (Theology and Philosophy)(Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis).

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

Class Features

The following class features pertain to the Grass Widow advanced class.

Psionic Powers: The Grass Widow can manifest psionic powers through his control over the Red Truth. A Grass Widow's level limits the number of power points available for manifesting powers. In addition, a Grass Widow must have a Wisdom score equal to at least 10 + the power's level to manifest a particular power.

The Grass Widow's selection of powers is extremely limited, although he enjoys ultimate flexibility. At each level, the Grass Widow discovers one or more previously latent powers, as indicated on the table below. These powers are in addition to any already known by the Grass Widow due to levels in others classes. Powers must be selected from the list appearing later in this entry.

Grass Widow Level	Power Points Per Day	Powers Known By Level				
		0	1	2	3	4
1	2	2	-	-	-	-
2	3	3	-	-	-	-
3	4	3	1	-	-	-
4	5	3	2	-	-	-
5	8	3	3	1	-	-
6	11	3	3	2	-	-
7	16	3	3	2	1	-
8	21	3	3	3	1	-
9	26	3	3	3	2	-
10	33	3	3	3	2	1

The DC for saving throws to resist a Grass Widow's psionic power is 10 + the power's level + the Grass Widow's Wisdom modifier.

A Grass Widow can manifest a certain number of powers per day based on his available power points. He just pays the power point cost of a power to manifest it; no preparation is necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Grass Widow's Wisdom

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score, as shown on the table to the right. If a character receives bonus power points from more than one class, he only gets the highest number of bonus power points awarded by any one class.

Wisdom Score	Bonus Power Points Per Day
12-13	1
14-15	3
16-17	5
18-19	7
20-21	9
22-23	11

Grass Widow Powers: The Grass Widow chooses his psionic powers from the following list.

0-Level Grass Widow Powers: *daze, distract, missive, weather sense.*

1st-Level Grass Widow Powers: *calm animal, combat sense (defensive), combat sense (offensive), conceal thoughts, detect psionics know direction and location, object reading, precognition, vaasi sense.*

2nd-Level Grass Widow Powers: *calm animal, clairaudience/clairvoyance, cloud mind, darkvision, detect hostile intent, detect thoughts, sensitivity to psychic impressions.*

3rd-Level Grass Widow Powers: *deflection shield, escape detection, negate psionics, ubiquitous vision.*

4th-Level Grass Widow Powers: *escape detection, steadfast perception.*

Psionic Skills: A Grass Widow has access to the following psionic skills. These skills are considered class skills for the Grass Widow, and he can use his skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits. Check: The DC and effect depend on the task you attempt.

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Task	DC
Resist Fear	15
Memorize	15
Tolerate Poison	Poison's DC
Willpower	20

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as

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normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con): The normal Concentration skill expands to include psionic applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Danger Sense: At 2nd level, the grass widow develops the ability to read information from Red Truth even while not using any psionic powers, allowing him to detect threats before they strike. The grass widow gains a +2 insight bonus on initiative checks. If he is somehow cut off from Red Truth this ability no longer functions, but in areas where Red Truth has bled over into this reality this insight bonus increases to +4.

Bonus Feats: At 3rd, 6th and 9th level, a Grass Widow gets a bonus feat. The bonus feat must be selected from the following list, and the Grass Widow must be able to meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Archaic Weapon Proficiency, Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Dodge, Exotic Melee Weapon Proficiency, Focused, Guide, Heroic Surge, Improved Initiative, Iron Will, Renown, Stealthy, Track, Weapon Focus.

Augur: At 4th level, the Grass Widow gains the ability to sift through Red Truth for relevant bits of information for any tasks confronting him, looking a short distance into the future to find out what actions are most likely to lead to the desired result. This ability may be used once per day as a free action to grant the Grass Widow a +4 insight bonus to one skill check, ability check, saving throw, or attack roll.

Alternatively, the Grass Widow can confer the bonus granted by this ability on any ally within 30 feet able to hear or otherwise communicate

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with him. Conferring the bonus in this way requires a full-round action and does not provoke an attack of opportunity. When granting the bonus to an ally, the Grass Widow determines to what type of check it applies, i.e., skill check, ability check, saving throw, or attack roll.

At 10th level the Grass Widow gains the ability to use Augur twice per day.

Combat Manifestation: At 5th level, the Grass Widow becomes adept at manifesting psionic powers in combat. He gets a +4 bonus to Concentration checks to manifest a power while on the defensive.

Suppress Presence: At 7th level, the Grass Widow begins automatically suppressing the amount of information that enters Red Truth from him, effectively dimming his information signature in the universe. This makes him harder to see, more difficult to target, and more resistant to psionic powers. This power only remains active as long as the Grass Widow has at least five power points.

Any creature that attempts to detect the Grass Widow using Spot, Listen, Search, or other such skills, attacks the Grass Widow, or targets the Grass Widow with a psionic power must make a Will save (DC 10 + Grass Widow level + Wisdom bonus) or suffer a -2 penalty to such skill checks, to attack rolls, and to the DCs of their psionic powers against the Grass Widow.

The penalty conferred by this ability lasts until the affected creature stays at least 100 feet away from the Grass Widow (100 ft.) for at least one uninterrupted hour. A creature successfully saving against this ability is immune to it for one day. Creatures that exist in Red Truth, such as information ghosts, suffer a -4 penalty on a failed save.

Spirit Combat: At 8th level, the Grass Widow gains the ability to physically interact with objects of Red Truth as if they were solid, meaning the Grass Widow can fight creatures like information ghosts as if they were corporeal beings or pick up items that exist only in Red Truth. Also they may see all creature and objects that exist in Red Truth as if they were normal objects. This ability affects only the Grass Widow's own body and equipment he is in physical contact with; for example, it does not allow the Grass Widow to make ranged attacks against information creatures.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+0	+1	Psionic powers, psionic skills	+1	+1
2	+1	+2	+0	+2	Danger sense	+2	+1
3	+2	+2	+1	+2	Bonus feat	+2	+1
4	+3	+2	+1	+2	Augur 1/day	+3	+2
5	+3	+3	+1	+3	Combat manifestation	+3	+2
6	+4	+3	+2	+3	Bonus feat	+3	+2
7	+5	+4	+2	+4	Suppress presence	+4	+3
8	+6	+4	+2	+4	Spirit combat	+4	+3
9	+6	+4	+3	+4	Bonus feat	+5	+3
10	+7	+5	+3	+5	Augur 2/day	+5	+4

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New Psionic Powers

Following are some new powers appearing on the Grass Widow's power list and suitable for other psionic classes.

CALM ANIMAL

Level: Grass Widow 1

Display: Visual

Manifesting Time: 1 attack action

Range: Close (30 ft. + 5 ft. per level)

Target: One creature with the Animal or Magical Beast creature type

Duration: 10 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

If the creature targeted by this power fails its Will save it becomes very calm as information that may cause it to panic, such as loud noises, are filtered out of Red Truth. Anyone interacting with the animal for the duration of the power gains a +4 bonus to Ride and Handle Animal checks. The animal also gains a +2 bonus to Will saves for the duration of the power.

COMBAT SENSE, DEFENSIVE

Level: Grass Widow 1

Display: Material and visual

Manifesting Time: 1 attack action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Through perceiving Red Truth you are able to digest large amounts of information about your enemies, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to Defense and on all saving throws. If you lose your Dexterity bonus to your Defense (such as by being flat-footed), you lose the bonus conferred by this power.

COMBAT SENSE, OFFENSIVE

Level: Grass Widow 1

Display: Material and visual

Manifesting Time: 1 attack action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

You filter extra information from Red Truth regarding the weaknesses of your enemies, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack and damage rolls.



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DEFLECTION SHIELD

Level: Grass Widow 3, Red Truth Master 3

Display: Visual, Audible

Manifesting Time: 1 attack action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

By subtly altering the velocity and directional information on incoming attacks the manifester is able to deflect incoming attacks that have mass, such as bullets, swords, and punches. Weapons that inflict only energy damage are not affected by this power. This power grants the manifester a +4 deflection bonus to Defense against physical weapons and missiles.

ESCAPE DETECTION

Level: Grass Widow 3

Display: None

Manifesting Time: 1 attack action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

PRECOGNITION

Level: Grass Widow 1

Display: Visual

Manifesting Time: 1 attack action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your mind glimpses fragments of potential future events—extrapolations of all the information regarding the events. What you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a “precognitive edge.” Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

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You can use your precognitive edge in a variety of ways, gaining a +2 insight bonus to any attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after making the roll but before the result of the roll is revealed. Once you use your precognitive edge, the effect of the power ends immediately.

UBIQUITOUS VISION

Level: Grass Widow 3

Display: Visual

Manifesting Time: 1 attack action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 5

You have proverbial “eyes in the back of your head”—and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. For the duration of the power, you cannot be flanked and gain a +4 circumstance bonus to your Spot and Search checks. Concurrently, you suffer a –4 penalty on saving throws against effects based on vision, such as gaze attacks, flare attacks, and the like.

VAASI SENSE

Level: Grass Widow 1

Display: Visible

Manifesting Time: 1 attack action

Range: Personal

Area: 100 ft. +10 ft./level emanation starting at the manifester

Duration: 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power allows the manifester to sift through Red Truth for the tell-tale information signatures created by the unusual physiology and minds of the vaasi. The manifester immediately knows if there are any vaasi in the area affected by the power, how many there are, and the approximate location of the vaasi. Vaasi who are concealed by a psionic power such as *information barrier* are not detected.

WEATHER SENSE

Level: Grass Widow 3

Display: Audible and visible

Manifesting Time: 1 attack action

Range: Personal

Area: 10 mile +10 mile per manifester level circular emanation starting at the manifester

Duration: 1 day per manifester level

Power Points: 1

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By reading the flow of information through Red Truth, the manifester can determine the weather patterns in the area of effect for the duration of the power. This information is completely accurate, including rainfall amounts and exact temperatures. Additionally, the power reveals unnatural changes in weather patterns and the location of their sources, such as terraforming equipment and alien relics.

The House of Worlds

Located two hundred miles to the northeast of Iron Scar, the House of Worlds was an old psionics training facility used by the Star Confederation Psionic Division to train psionic warriors called the Unknown. This facility churned out dozens of highly trained covert agents each year during the war with the Vaasi Empire. Most of these were dosai, but all species were present in some fashion, including most ward races.

While not the best psionics training facility, the House of Worlds was known for having an excellent combat and infiltration program. Despite their powers and advanced training, the Unknown suffered very high casualty rates because the missions they were sent on were always the most desperate and dangerous. While becoming a member of the Unknown was seen as quite the accomplishment in the Star Confederation and such individuals were highly respected, none expected them to live long.

The House of Worlds was among the secondary targets of the vaasi assault on Eos. It was targeted for ground assault instead of orbital bombardment in the hopes of obtaining Star Confederation information on psionics and training methods, which were generally superior to vaasi psionic techniques. The vaasi ended up using several thousand troops to invade the facility and suffered heavy casualties in the process despite the fact it was only defended by a few hundred staff and students. In the end the staff allowed the vaasi to penetrate deep into the facility before sabotaging their Red Truth immersion chambers, flooding the whole complex with Red Truth's influence. The vaasi were forced to retreat in disarray as their troops fell into madness. The surviving Star Confederation members used several safe areas of the facility as a base for anti-vaasi resistance operations for several months before being wiped out completely.

The House of Worlds was then left empty until the coming of the velin since it was too small to attract much attention from the humans. When the velin emerged from the cloning chambers that spawned them, the elder velin had knowledge of the location of the House of Worlds and how it could be used to train them in the powers of Red Truth. Unfortunately, the lack of information on the current damaged state of the House of Worlds has limited the effectiveness of this plan. The damaged state of the House of Worlds is what has created the tradition among the velin of using both a powerful emotional loss as a focus for dealing with Red Truth and also the practice of using the stone mind drug. If the facility was still functional, the velin would be able to receive more complete training from its automated systems, but repairing the facility is all but impossible now.

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No human has entered the House of Worlds, and only a few dozen velin have gone inside. Many velin leaders know of its location and some tribes camp in its vicinity regularly as part of their nomadic wanderings, but only those who hope to be grass widows dare enter. Among the velin there are numerous legends of various unworthy parties entering the House of Worlds and never returning. The region is also thick with rock snakes, large burrowing creatures that hunt through the surrounding loose sand and are known to attack humans and velin regularly. The Dawning Star Republic knows that the House of Worlds exists but understands little of its significance to the velin; it is thought just to be a small ruin of negligible importance. Knowledge of its existence is not widespread, meaning relic hunters do not visit it. Dawning Star University hopes to mount an expedition to the House of Worlds in the next five years.

From the surface the House of Worlds looks to be little more than a small metallic structure little more than ten feet tall and twenty feet on a side. Battered by wind and sand for years beyond count, it long ago lost all luster and is now a flat gray color. The building contains a single wide stairway leading down into the subterranean facility, which has ten surviving floors, all of which are only connected by stairs. No technology remains in the House of Worlds, though the place is filled with rubble and piles of dust where the dead fell. It is completely devoid of life—even insects—due to the repellant influence of Red Truth. There have been rumors among the velin of vaasi being sighted in the area of the House of Worlds.

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Stone Mind

Stone mind is a powerful mind-altering substance used by the velin for granting visions and surviving the Hall of Worlds despite its powerful poisonous effects. Stone mind is derived from the spores of the stone mind moss that grows in the forests of southern Dawnhome, though it is regularly traded among the velin and can be found in the possession of many velin shamans. Preparing stone mind is not difficult, though collecting enough for a full dose can be quite problematic as the stone mind moss produces a very small amount of spores. Only velin shamans and those wishing to become grass widows take stone mind normally, though desperate velin seeking wisdom or guidance have been known to use it, often killing themselves by taking an overdose when they do not immediately receive the guidance they crave.

Velin can only become Grass Widows by suffering Wisdom damage from exposure to Red Truth. So the velin use stone mind to restore some of their mental capacity and allow them to survive the experience. If the imbiber of stone mind fails both the initial and secondary saving throw, twelve hours later they gain a +4 enhancement bonus to their Wisdom score. This bonus decreases by +1 every three hours until gone.

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Stone Mind	Ingestion	18	1d4 Con	2d4 Con	22	Res (+2)	22	8 hrs.

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Mellai, Grass Widow

From birth Mellai was trained to take the fight into the dark places beneath Eos where the vaasi hid. She knew little of play or idle days as a child, instead working as hard as possible at training for battle. Her constant companion in these struggles was her sister Pelli, who shared her drive and goals. Unfortunately Pelli died during the pair's first major battle against the vaasi while patrolling the Council Ruins. Mellai spent months grieving before seeking the path of the grass widow, feeling there was no other way for her to move past the death of her sister.

Mellai barely survived Hall of Worlds, suffering permanent mental damage. Once she emerged she was able to manipulate the powers of Red Truth and immediately set to work using these powers to fight the vaasi. In the years since, her grief has never passed, but instead it drives her onward. Although she knows no number of slain vaasi will return her sister to her, through her grief she has mastered powers of worlds beyond and uses those to safeguard her people. Among her people she is widely sought out for her powers and knowledge. Mellai spends most of her time traveling from tribe to tribe, going wherever she is needed.

Small for a velin, Mellai is often underestimated by humans due to her size and dour demeanor. Even among the velin she is considered laconic, rarely speaking outside of making plans for combat or sharing words of wisdom. She always wears velin hunter armor and carries a warbow, continually prepared for battle.

Mellai (Velin Hunter 3/Velin Guardian 6/Grass Widow 4): CR 13; Medium humanoid; HD 3d8+6d10+4d8+36; hp 122; MAS 19; Init +2; Spd 30 ft.; Defense 23, touch 20, flat-footed 21 (+2 Dex, +8 class, +3 armor); BAB +12; Grap +14; Atk +15 melee (1d8+2, velin warbow), +15 ranged (1d8+2, velin warbow); Full Atk +15/+10/+5 melee (1d8+2, velin warbow), +15/+10/+5 ranged (1d8+2, velin warbow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Augur, danger sense, detect vaasi, guardian reputation, improved vaasi detection, low-light vision, region familiarity (Council Ruins), tribal collective memory, weapon focus (velin warbow), wilderness camouflage, wilderness training; AL Velin Tribal Council; SV Fort +9, Ref +4, Will +7; AP 12; Rep +3; Str 14, Dex 14, Con 16, Int 10, Wis 18, Cha 6

PL Familiarity: 3

Occupation: Hunter.

Skills: Autohypnosis +8, Concentration +7, Hide +12, Knowledge (Vaasi) +9, Knowledge (Tactics) +9, Listen +10, Move Silently +11, Navigate +2, Speak Language (English, Velin), Spot +10, Survival +21

Talents: Aware

Feats: Alertness, Archaic Weapon Proficiency, Armor Proficiency (Light), Blind-Fight, Educated, Exotic Weapon Proficiency (Velin Warbow), Guide, Improved Massive Damage Threshold, Iron Will, Precise Shot, Point Blank Shot, Stealthy, Track

Possessions: Velin hunter armor, velin warbow, 60 arrows, knife, rations, talismans, tokens from her sister

Psionic Powers: (12 power points, manifester level 4th) 0th – *daze*, *distract*, *weather sense*; 1st – *precognition*, *vaasi sense*.

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Eraj the Forsaken Grass Widow

Born to the Grey Forest tribe of southern Dawnhome, Eraj spent his early days learning the ways of medicine. He had few desires beyond a life of service to his people, but things went terribly wrong. Shortly after his marriage, a group of relic hunters ambushed the tribe, fearing they would interfere with their efforts. While most of the tribe survived, Eraj's wife was killed, driving him into an inconsolable rage. He used his knowledge of herbs to concoct poisons he later used to kill those relic hunters. Shortly thereafter, unable to let go of his grief and rage, Eraj asked the tribal elders for their blessings to undergo the rite of the Hall of Worlds, but it was withheld due to his boundless rage. But Eraj would not be stayed.

Using his knowledge of herbs he made the stone mind concoction on his own and traveled to the Hall of Worlds. He survived the ordeal on pure rage and crawled out of the Hall determined to use his newfound abilities to get his revenge. In the months since his experience he has taken to hunting down and ambushing groups of relic hunters throughout northern Dawnhome. He has completely wiped out several such groups and is a wanted criminal both by the Dawning Star Republic and by the EFL. The Velin Tribal Council has assigned a group of velin guardians to track him down and capture him, but they have yet to succeed.

Eraj is a young velin of lithe frame and cool confidence. His head is always shaved completely clean, and he wears velin hunter armor most of the time. He never smiles and instead shows nothing but contempt and arrogance. He can be found near any ruins commonly visited by relic hunters, which he usually eliminates by poisoning their supplies or ambushing them when they wander off alone.

Eraj (Dedicated Hero 3/Field Medic 1/Grass Widow 5): CR 9; humanoid; HD 2d6+6d8+18; hp 58; MAS 18; Init +1; Spd 30 ft.; Defense 20, touch 17, flat-footed 19 (+1 Dex, +6 class, +3 armor); BAB +5; Grap +5; Atk +5 melee (1d6, spear), +6 ranged (1d8, velin hunting bow); Full Atk +5 melee (1d6, spear), +6 ranged (1d8, velin hunting bow); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Augurx1, combat manifestation, danger sense, detect vaasi, low-light vision, medical specialist +1; AL ; SV Fort +7, Ref +2, Will +8; AP 10; Rep +4; Str 10, Dex 12, Con 15, Int 14, Wis 18, Cha 8

PL Familiarity: 3

Occupation: Hunter

Skills: Concentration +7, Craft (Chemical) +11, Craft (Pharmaceutical) +17, Hide +11, Knowledge (Earth and Life Sciences) +7, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Survival +10, Treat Injury +13

Talents: Healing Knack

Feats: Archaic Weapon Proficiency, Armor Proficiency (Light), Builder, Endurance, Improved Massive Damage Threshold, Iron Will, Medical Expert, Stealthy, Surgery

Possessions: Velin hunting bow, spear, knife, velin hunter armor, healing pack, 4 velin throwing blades, assorted herbs and poisons.

Psionic Powers: (15 power points, manifester level 5th) 0th – *daze*, *distract*, *missive*, 1st – *combat sense (Defensive)*, *combat sense (Offensive)*, *object reading*, 2nd – *cloud mind*.

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