RED TRUTH

REVEALED

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PSIONICS IN DAWNING STAR • • •

In designing the world of Dawning Star, we strived to adhere to two overriding guidelines: Make it fun, and make it believable. We knew from the beginning that we wanted to include psionics and that we would need to develop a unique take to meet both of our criteria. The result of all this hard work is Red Truth.

Psionics in Dawning Star differs from psionics in D20 MODERN due to its source. In Dawning Star, Psionics involves perceiving and modifying the information contained in a parallel dimension, called "Red Truth" by most who access it. Poorly understood even in the days of the Star Confederation, Red Truth is a dimension comprised of pure information. Depending on which Red Truth scholar describes it, this dimension lies "beneath" or "within" our own dimension-a reflection of our reality. Some Star Confederation psionicists believe that Red Truth is the "blueprint" of the universe left over by some creator god long ago; while others see it more secularly as a nigh-infinite puzzle containing the very secret of the universe. Over the millions of years that individuals have been interacting with Red Truth, thousands of theories, religions, and philosophies have cropped up about it. These beliefs have even inspired religious wars.

Most Star Confederation scientists theorized that Red Truth is the visual manifestation of the cosmic strings that make up all matter and energy. Viewing the energy signatures of these cosmic strings allows a practitioner to quickly perceive the incredibly dense concentration of information. For example, when a person breaches the barrier to Red Truth and regards a simple pebble, they do not see the pebble but instead perceive its exact mass, surface area, density, and age-even traces of people who have come into contact with it if they are skilled enough at sifting through the available information. By looking at a person an observer can discern how tall the person is, what model of gun they carry-even what they are thinking if the viewer is highly trained in deciphering Red Truth. Untrained observers are usually overwhelmed by Red Truth and can experience information overload, suffering severe mental damage. Trained individuals can look into Red Truth without immediate harm, but no one can withstand its overwhelming force for long. Prolonged exposure can lead to permanent brain damage, insanity, or even brain death.

Most species have no innate ability to break across the dimensional barrier that separates Red Truth from our reality. Some have developed technological means to overcome this obstacle. However, the dosai and yaom have an innate ability to breach the barrier to Red Truth due to a unique brain structure, including a dedicated lobe not found in other species. While both the dosai and the yaom can see Red Truth without assistance, prolonged exposure is still dangerous. (These species are described more fully in HELIOS RISING.)

But more than just information lies beyond the barrier. Mysterious creatures lurk in the recesses of Red Truth, including information ghosts formed from minds destroyed by exposure to Red Truth. Other creatures have only been encountered by yaom and dosai masters seeking the outer limits of their power; their reports describe entities comprised of pure information, massive by the standards of our dimension, and with an unfathomable purpose. Some seem to consume information; others create it at lightning-quick speeds; while still others seem to strain against fields of information that keep the creatures of our dimension from coming into contact with them. No one knows the truth of these otherworldly creatures.

At their most fundamental level, all psionics involve some interaction with Red Truth. Both the tentaari and the vaasi have learned to perceive and control Red Truth-though not to the extent of the dosai or yaom. Mechanically, a character's maximum power points represent the extent of his innate connection with the Red Truth and the amount of intense interaction he can withstand before such interaction becomes dangerous.

Due to the nature of Red Truth, psionics functions differently in Dawning Star than in D20 MODERN. While it is easy for psionicists to identify information in Red Truth, manipulating that information is far more difficult. For example, telekinesis is accomplished by literally rewriting the associated information in Red Truth, making it a difficult task.

In the Helios system, only the yaom and the vaasi phrenics have inherent psionic potential; for other species, psionic ability is more difficult to achieve. The tentaari and vaasi (other than the phrenics) use special immersion chambers that break the barrier to Red Truth using technological means. Generally, the other species do not possess such devices and can only access Red Truth by staying for an extended period of time in an area where Red Truth has infected this reality or by other dangerous and inefficient methods. Accordingly, among these other species, the number of psionicists is few to none.

Psionics works using the same basic system as detailed in d20 Modern, with the following changes:

1 Wisdom is the key ability for all powers.

2 A character gains bonus power points based on his Wisdom instead of his Charisma.

3 Power points represent a character's ability to interact with Red Truth safely, and once that safety buffer is gone further interaction causes damage to their mind. A character who expends all of his power points may gain extra power points by taking a like amount of temporary Wisdom damage. (A character who takes damage equal to his Wisdom score falls unconscious.)

4 Areas infected with Red Truth allow freer access to that dimension. In such areas, the power point cost of all powers is reduced by 2 to a minimum cost of 1. However, a character cannot regain power points in such areas. Furthermore, each time a psionic character uses a power in such an area, he must make a Will save (DC 15 + the number of times he has opened himself to the Red Truth or used a psionic power in the affected area during the last 24 hours) or suffer 1 point of Intelligence and 1 point of Wisdom damage.

LEARNING PSIONICS • • •

Learning psionics is difficult for species other than yaom and phrenics, because they lack a natural connection to Red Truth. There have been individuals among each species that had some ability to contact Red Truth naturally, spawning tales of psychics and wizards. However, while amazing by the standards of their own species, the abilities of these individuals have been simple quirks of fate and limited in power. Non-yaom characters may select the Wild Talent feat without being exposed to Red Truth, but they cannot advance further in the study of psionics. This represents some small innate ability to contact Red Truth but grants little power on its own. To develop greater talents, a character must be exposed to Red Truth.

This exposure can take the form of spending time in an immersion chamber, such as those used by the tentaari and vaasi, or an extended stay in an area infected with Red Truth. In either case, the character must suffer at least one point of permanent Wisdom drain through this exposure to be able to learn more psionic powers. This damage represents physical alteration of the character's brain chemistry as it tries to accommodate the information flow of Red Truth.

Once this point of Wisdom drain is inflicted, the character must train with another psionicist to learn the basics of harnessing Red Truth. This requires training eight hours per day for 30 days. The monasteries of Thres are a perfect setting for such training. At the end of the 30 days, the character must make a Wisdom check (DC 20). Characters training in a Red Truth thin spot or in a yaom settlement receive a +4 bonus to this check. If the check succeeds, the character can take levels in any psionic class. If the Wisdom checks fails, the character has failed to attain the requisite level of ability to wield psionics. The character may train for another 30 days and try again, gaining a +1 bonus to the check for each additional 30-day period of training. He may continue doing so until he succeeds or until he has trained for 600 days without succeeding, indicating that he simply doesn't have the necessary mental fortitude to master Red Truth. (This is only possible if the character has a Wisdom

penalty.) Such a character can never take psionic levels. This training can be done at any time, but the benefits only accrue when the character gains a level in a psionic class.

EXPOSURE TO RED TRUTH • • •

Any non-yaom creature without psionic ability that stays within an area infected by Red Truth (such as the Green Reach Facility) must make a Will save (DC 15 + 1 per hour spent in the affected area) each hour they remain in the area. Failure means the creature takes 1 point of temporary Wisdom damage, but also gains a cumulative +1 bonus to Intelligence and Wisdom-based skills. This unique effect is the result of information overload. Any creature who suffers Wisdom damage equal to their Wisdom score falls into a coma. For each additional hour spent in the area after such an event, he continues to suffer one point of permanent Wisdom drain (no saving throw). If the character's Wisdom is reduced to 0, they suffer brain death. Non-yaom characters do not notice this Wisdom damage as it occurs, but instead suffer terrible headaches, feel paranoid, confused, and see things that may or may not be there. The GM should only inform them of the Wisdom damage after they leave the area.

Yaom and psionicists in the Green Reach Facility do not suffer Wisdom damage unless they open themselves to Red Truth or use psionic powers. When they do so they must make a Will save (DC 15 + the number of times they have opened themselves to the Red Truth or used a psionic power in the affected area during the last 24 hours). Failing this save inflicts one point of Wisdom damage on the yaom or psionicist. Within the area affected by the Red Truth the bonuses to Intelligence and Wisdom-based skills gained from a yaom opening up to the Red Truth are doubled and the power point costs of psionic powers are reduced by 2 (to a minimum of 1). If the yaom's or psionicist's Wisdom is reduced to zero, he is transformed into an information ghost. A yaom or psionicist is aware of the Wisdom damage he suffers and can warn his non-psionic allies about the danger.

DETECTING RED TRUTH • • •

Unfortunately, it is difficult to detect areas infected by Red Truth. Infected areas have a visible red tint that overlays everything, but this effect is only noticeable from within the area. From the outside it looks normal. Non-psionic creatures suffer from headaches, hallucinations, and paranoia when in areas affected by Red Truth.

Psionicists only suffer mental strain from Red Truth when they use psionic powers in infected areas or open themselves to Red Truth. Any creature with psionic powers knows instantly when it is in an area infected by Red Truth and can detect

such areas to a range of 60 ft. with a successful Psicraft check (DC 20).

Red Truth areas can be detected by ship sensors, but doing so is very difficult. Sensors that scan areas infected with Red Truth experience more interference than normal. Within such an area all Computer Use rolls involving sensors suffer a -10 penalty, and sensor range is reduced by half. Recognizing such an area requires a successful Psicraft check (DC 15). Once identified, Red Truth interference can be filtered out with relative ease.

RED TRUTH IMMERSION CHAMBER • • •

A relic of the Star Confederation and the Vaasi Empire, these Progress Level 10 devices were rare before those two civilizations fell, and are all but nonexistent currently. The tentaari stuck in Helios have one, as do the vaasi in the Cronus belt, but neither is likely to share their immersion chamber with any other faction. There may be more such devices hidden on Eos or in the gateway station, but they remain unknown for now.

Red Truth Immersion Chambers are cube-shaped devices measuring ten feet on a side. A large, thick door allows access to the chamber, and a control panel is mounted on the outside of the door. The surface of the tentaari version is all polished chrome and illuminated control panels, while the vaasi version is a black and gray monstrosity with organic looking curves and bulges on its exterior surfaces. Activating and programming the device takes one minute. Once activated the area inside the immersion chamber is opened to Red Truth. The Red Truth Immersion Chamber uses powerful forces to weaken the barrier between Red Truth and this reality within the chamber. This creates an effect similar to an infected area. The length of the exposure to Red Truth is established by the initial program but may also be stopped immediately by a fail-safe mechanism on the control panel. When properly used the immersion chamber inflicts a point of permanent Wisdom drain and allows the subject to learn psionic powers. If the device is not properly programmed, the subject might suffer more damage than intended. In emergencies, the vaasi and tentaari have used the chamber to gain the temporary boost to Wisdom and Intelligence skill checks, but doing so is dangerous and thus rarely attempted.

As long as the immersion chamber is maintained and undamaged, there is no danger of Red Truth infecting the area outside the chamber. Like most technology the tentaari possess, however, they have been less than faithful in keeping their immersion chamber repaired. A bit of Red Truth leaks outside the chamber each time it is used. The tentaari only use it rarely, and in a different location each time, to avoid too much Red Truth energy overtaking one area.

A Red Truth Immersion Chamber weighs 3 tons, has a hardness of 30, and has a self-contained power plant. It is a PL 10 item and is essentially priceless; its Purchase DC would be at least 70+ in most civilizations.

NEW PSIONIC POWERS • • •

Following are new psionic powers, unique to Dawning Star.

◇ ABSORB INFORMATION
Level: Peacebringer 1/Red Truth Master 1/Telepath 1/Yaom Mystic 1
Display: Mental;
Manifestation Time: Attack action
Range: Touch
Target: One item that holds information, such as a book or computer disc
Duration: Concentration
Saving Throw: None
Power Resistance: No
Power Point Cost: 1

By viewing an object that contains information, such as a book, computer disc, or tablet of pictograms you may grasp the meaning of the information stored within. For the duration of the power you have complete knowledge of the information stored in the item targeted, and can recite it with perfect clarity regardless of its length or complexity. You can also read any language when using this power, but cannot understand coded or encrypted information without making an appropriate Decipher Script or Computer Use skill check, to which you receive a +4 competence bonus. This power only works on one item per use. After the power has lapsed, the character retains a basic understanding of the information contained, but cannot recall specifics such as names or dates. If the object targeted by this power houses an entity with a Wisdom rating, such as an artificial intelligence entity's data crystal, this power automatically fails.

◇ CALL TO MIND
Level: Peacebringer 1/Red Truth Master 1/Telepath 1/Yaom Mystic 1
Display: Mental
Manifesting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you. On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

◇ CLOUD MIND

Level: Peacebringer 2
Display: None
Manifesting Time: Attack action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You make yourself completely undetectable to the subject, erasing all awareness of your presence from its mind. This power has the following effects:

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment-for example, attacking a creature aside from the subject or moving a large or attended object the subject can see-the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

◇ COMPUTER EMPATHY

Level: Peacebringer 2/Red Truth Master 2
Display: Visual
Manifestation Time: Full round action
Range: Touch
Target: 1 computer or computer network
Duration: Concentration, up to 1 minute/level
Saving Throw: None
Power Resistance: Yes
Power Point Cost: 3

By concentrating on the dense information flow surrounding the targeted computer you can predict its actions and interact with it on a different level of consciousness. You need not access its storage to look at files; you can look at them through Red Truth. You gain a +8 competence bonus to all Computer Use checks while using this power. This power also allows non-corporeal creatures, such as information ghosts, to interact with corporeal computers.

◇ CONCEAL THOUGHTS

Level: Peacebringer 1/Red Truth Master 1/Telepath 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as read thoughts or mind probe).

◇ DESTROY INFORMATION

Level: Peacebringer 2/Red Truth Master 2
Display: Mental, Visual
Manifestation Time: Attack action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature, object, or information storage device
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Point Cost: 3

One of the more feared powers among the yaom, this psionic power reaches through Red Truth and rends the information in a specific area of Red Truth, eliminating it from existence. This can have several effects in this reality based on how this destruction is targeted. If a living being is targeted this power causes them to suffer pain and wounds as information regarding their body is erased, inflicting 2d6 points of damage. It can also be used to destroy all the data contained in a single information storage device, such as a computer disc or book. An item erased in such a fashion will either be blank or contain a random jumble of useless information, at the manifester's discretion. If used on an item that houses an entity with a Wisdom score, the entity must make a Will save (DC 12 + the manifester's Wisdom bonus) or be rendered nonfunctional for 2d6 hours. This power may be use to attack creatures of pure information, inflicting 4d6 points of damage.

◇ DESTROY INFORMATION, GREATER

Level: Peacebringer 4/Red Truth Master 4
Display: Mental, Visual
Manifestation Time: Attack action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature, object, or a number of information storage devices equal to the user's manifester level

Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Point Cost: 7

This functions as destroy information but with greater power. If used against a creature or object it inflicts 4d6 points of damage. If used to erase information from a book, computer disc, or other storage media it will erase one item per manifester level of the user, or one computer network. If used against an information ghost or other creature of pure information it inflicts 8d6 points of damage.

◇ DETECT HOSTILE INTENT
Level: Peacebringer 2/Red Truth Master 2/Telepath 2
Display: Mental
Manifesting Time: Attack action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: No; Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. As long as this power is active, you cannot be surprised or caught flatfooted.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

◇ EMPATHY
Level: Peacebringer 1/Red Truth Master 1/Telepath 1/Yaom Master 1
Display: Mental
Manifesting Time: Attack action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can be perceived. This power affects all creature types, from robots to information ghosts.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

◇ INFORMATION BARRIER
Level: Peacebringer 3/Red Truth Master 3
Display: Visual
Manifestation Time: Full round action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Any two-dimensional area with a surface of no more than 100 sq ft., and the longest dimension cannot be more than 20 ft.
Duration: Concentration, up to 1 minute/level
Saving Throw: None
Power Resistance: None
Power Point Cost: 5

This power creates a zone in the Red Truth through which information that is not tied to a material object cannot pass. This barrier is a flat black, non-reflective barrier through which characters cannot perceive anything, radio broadcasts will not travel, information ghosts cannot pass, psionic power cannot penetrate, etc. No form of information can cross the barrier. The barrier can be placed anywhere within the range of the power and in any shape desired that meets the area requirements, though there can be no holes in the barrier. Physical objects can pass through the barrier without a problem unless they are being moved by psionic powers.

◇ INFORMATION BARRIER, GREATER
Level: Peacebringer 5/Red Truth Master 5
Display: Visual
Manifestation Time: Full round action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Any two-dimensional area with a surface of no more than 100 sq ft., and the longest dimension cannot be more than 20 ft.
Duration: Concentration, up to 1 minute/level
Saving Throw: None
Power Resistance: None
Power Point Cost: 9

A more powerful version of information barrier, this power also blocks all physical matter from passing through the barrier.

◇ INFORMATION BLOCK
Level: Peacebringer 3/Red Truth Master 3
Display: Mental
Manifestation Time: Attack action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Point Cost: 5

By stopping the flow of Red Truth, you are able to temporarily limit the sensory abilities of the target. Any type of creature or machine that has sensor elements, such as a robot or a video camera, can be targeted by this spell. This power is negated with a Will save.

On a failed save, the target loses one sense for the duration of the power. Targets can be rendered deaf or blind using this power. The target can also be made to lose the sense of touch, which inflicts a -4 penalty on all physical activities such as attack rolls, Reflex saves, and Dexterity and Strength based skill checks. Cutting off information from the target's sense of smell eliminates the Scent ability and makes straas unable to communicate with pheromones. A character whose sense of taste is removed cannot taste anything in their food, including poison. This power has no affect on a creature's ability to perceive Red Truth.

◇ Information Block, Greater

Level: Peacebringer 5/Red Truth Master 5
Display: Mental
Manifestation Time: Attack Action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Point Cost: 9

A more powerful version of information block, if the target fails its save, it is cut off from all sensory input, including the ability to perceive Red Truth. The character is effectively blinded and deafened, in addition to suffering the penalties described under information block. All targets have complete concealment and the character suffers a -4 penalty to Defense, attack rolls, skill checks, ability checks, and saving throws in addition to being flat-footed. The character cannot use the Open to Red Truth yaom racial ability and gains no bonus to Intelligence and Wisdom checks from being in an area infected with Red Truth. The character is also immune to any sort of damage from Red Truth for the duration of the power, including items hurled with telekinesis.

◇ Know Direction and Location

Level: Peacebringer 1/Red Truth Master 1
Display: Mental
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

You generally know where you are. This power is useful to characters who end up in unfamiliar locations after being transported while unconscious or being transported to unknown locations via a relic. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

◇ Mindwipe

Level: Peacebringer 5/Red Truth Master 5
Display: Mental
Manifesting Time: Attack action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 9

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it falls unconscious and remains so until one hour passes. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

The subject loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

◇ Read Thoughts

Level: Peacebringer 2/Red Truth Master 2/Telepath 2
Display: Mental
Manifesting Time: Attack action
Range: 60 ft.
Area: Cone-shaped emanation starting at the manifester
Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Power Resistance: No
Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher and at least 10 points higher than your own Intelligence score, you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

POWERS IN DAWNING STAR

The following powers are generally not available in Dawning Star:

Burst, Claws of the bear, Electric charge, Finger of fire, Firebolt Firestorm, Greater bioweapon Lesser bioweapon, Lesser body attunement, Lightning strike Metaphysical weapon, Psychofeedback, Verve, Vigor, Whitefire

The following powers are one level higher in Dawning Star:

Concussion, Control object, Far hand, Far punch, Lesser concussion, Levitate. Mind bolts, Telekinesis

◇ Tongues

Level: Peacebringer 2/Red Truth Master 2
Display: None
Manifesting Time: Attack action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 3

This power grants you the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. You can speak only one language at a time, although you may be able to understand several languages. Tongues does not enable you to speak with creatures who don't speak. You can make yourself understood as far as your voice carries. This power does not predispose any creature addressed toward you in any way.

◇ Transform to Information Ghost

Level: Peacebringer 5/Red Truth Master 5
Display: Mental, Visual
Manifestation Time: 1 hour
Range: Personal
Target: You
Duration: Special
Saving Throw: None
Power Resistance: No
Power Point Cost: 9

One of the rarest powers among the yaom, this power transforms you into an information ghost for limited amount of time. To activate this power you must meditate for one hour without interruption. You spend the power points to activate this power at the beginning of your meditation. If you stop meditating before the hour is up, you lose the power points. Assuming you are able to meditate for one hour without interruption, your consciousness leaves your body as an information ghost, gaining the information ghost template described in Chapter 4. Your body remains where it is, unconscious until your consciousness returns. Your body breathes and still needs food and water while you are gone, so during extended sessions as an information ghost it is wise to have someone look after your body. If your body is attacked while you are an information ghost, you immediately know. If your body is killed while you are an information ghost you are stuck in that form forever; no one has ever managed to return from being trapped as an information ghost.

While in information ghost form you can act normally, but take none of your equipment with you through the transformation. The duration of the transformation lasts for one hour, but 9 power points can be repeatedly spent to extend the duration by one hour. When the duration ends or your Wisdom is reduced to 0 you automatically return to your body instantaneously.

CHANGES TO PSIONICS • • •

Because of the way psionics is represented in Dawning Star, telekinesis and other powers that manipulate the physical world are more difficult to use. They effectively require an individual to rewrite information in Red Truth.

Not surprisingly, these rule changes make the battlemind advanced class much less suited for use. In the Dawning Star universe, psionics are not used in combat without highly specialized training.

Modify the NPC stats from Operation Quick Launch with the following changes.

Tentaari Telepath: 1st-Level: Change lesser body adjustment to object reading. Power Points: 32
Vaasi Battle Mind: 0th-level: Remove verve. 1st-level: Change fire bolt to finger of fire, and change vigor to far punch.

Add the following new powers to the telepath power list:
1st-Level: absorb information, call to mind, empathy.
2nd-Level: conceal thoughts, detect hostile intent, read thoughts.

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