

TERRAFORMER

SHAPE YOUR WORLD



DAWNING STAR UNIVERSITY

by SEAN T. MASTERS



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

DAWNING STAR UNIVERSITY

Dawning Star University (DSU) is the first major college of higher learning established on Eos since humanity settled on this new planet.

Agenda: The school's purpose is to further mankind's understand of this new world and the new technological wonders it promises, while preserving and sharing the history and knowledge that the humans brought with them to the stars.

Structure: Educational institution.

Symbol: An open book, encircled by the *Dawning Star* compass icon, with the motto "animis opibusque parati" inscribed in Latin across its face.

Most Common Allegiance(s): Dawning Star Republic

Requisition Limit: 33 (Licensed, 12 for weapons)

Overview

Since the landing of the *Dawning Star* on Eos, humanity has been determined to create a new home on this alien world. As Dawning Star City grew out of the body of the *Dawning Star*, the families of the terraformers and colonists realized the need for quality education of the children of generation Omega as well as the children of generation Eos. Initially, education was limited to home study, and a number of small rooms set aside in the ship. As the children born on Eos began to grow and the other 2 million were awakened from their cryogenic sleep, the city founders realized that the existing education system would not be sufficient. They developed a system for the complete range of schooling

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ABOUT DAWNING STAR

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.

ABOUT TERRAFORMER

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 SEAN T. MASTERS

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

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from pre-school through 12th grade. To support this need and future growth, four school districts were established in Dawning Star. The city planners soon realized that, as humanity took hold on Eos, a new center of human learning would eventually be needed. Land near the future Earth Memorial Park was reserved and a plan developed to build the greatest university humanity had ever seen.

In 2228, after Colonist 0 was resuscitated, ground was broken on the Dawning Star University foundation. The construction project was completed in 2238, the same year that Iron Scar was founded. The university was an engineering marvel, able to house 30,000 students and the full complement of administrative and educational faculty to support them.

As the center of human learning, the curriculum is very extensive, ranging from ancient Earth history and sociology to advanced astrophysics and xeno-archeology. However, the school allows some latitude in the classes that students take and the ideals that flow within these towers. Anything a student should want to study is available at the school, although some courses may end up as self-study or EONET-based curricula due to a lack of experts in these areas. The EDF also maintains a ROTC program at the school, although all formal military training takes place at the EDF headquarters.

As with many educational institutions, DSU inspires young Eotians to explore the world around them and form their own ideas. Thus, a superficial examination might lead one to conclude that the school has a liberal bent. The school security also looks the other way when it comes to student dorm parties (although any discovery of illegal drugs is dealt with swiftly and strictly). The school also supports a number of athletic programs, but they are not the focus of the school. No athletic scholarships are available; academic scholarships are available to all Eotians that qualify. On campus, the school has a football stadium, golf course, baseball field, and an all-purpose field that can be used for soccer, lacrosse, cricket, and polo (often played atop Dawson dragons). Each year, the Eos Professional Baseball League plays a few games at the university (in honor of the first few official games that were played at the school before the professional ballpark was built).

Enrollment at DSU is open to all people of Eos, including people from the faction camps--even velin. Unfortunately, students from the faction camps are rare; most campers feel that their children will be brainwashed by the Dawning Star Republic. Those students that do come from the camps provide a much-needed perspective on the wider world of Eos. A number of velin have come to the school, occasionally as students but principally to assist the velin arts and xeno-archeology departments, the latter being the largest growing department in the school.

The students of Dawning Star University are highly regarded within the Dawning Star Republic; many become influential members of society, such as Lieutenant-Commander Lauren Aysle, the science officer on the coming mission to Phaeton. Unfortunately, as with humanity, DSU has also produced its share of disappointments (in infamy if not in talent). Alumnus Alistair Sho, for example, is one of the leading members of the

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Terraformer's Guild.

The school is also very active in developing the social and artistic center of Dawning Star. Since the University opened its doors, it has established the DSU Orchestra, DSU Film and Holo Academy, and the Terran Museum of Art. These institutions serve both to remind humanity of their lost home and to lead the way in development of the arts on Eos.

Structure

Dawning Star University is divided into a number of major colleges of study with different departments. The major colleges of DSU are:

- College of Agriculture
- College of Art and Design
- College of Business
- College of Education
- College of Engineering and Science
- College of Human Studies
- College of Technology and Xenological studies
- College of Transportation operations and technology
- Graduate Studies

Each college offers a large number of classes. They also include new disciplines focusing on understanding the new species, technology, and history of Eos and the surrounding system. The most common DSU curriculum for new students provides a good grounding in science, technology, and the humanities as well as an introduction to more advanced disciplines such as xeno-political relations and nano-cybernetics. Students are advised to wait until the second semester their sophomore year before they declare a major.

Physical Campus

The campus consists of five towers of modern architecture, situated in a cross configuration. The buildings are connected by garden skyways at varying heights.

The North Tower houses the majority of the administrative offices and housing for those employees. The penthouse of the North Tower serves as the dean's living quarters and is home to a ceremonial garden where graduation has been held every year since the institution opened.

The East and West towers are student dormitories, capable of providing the student body of 30,000 with all their domestic needs. Each dorm room is a suite with a living room and kitchen with four spartan bedrooms, which house four students. Each floor has two co-ed bathrooms. Both towers also include cafeterias, a few commercial dining areas, the school bookstore, and other services. On the lower levels of each building are a gymnasium, basketball courts, and a swimming pool. School policy discourages students from owning personal vehicles; there are no parking facilities for the student body. The roof of the East Tower also houses the student rec center. The grounds at the base of that



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building offer a garden (maintained by the botanical college) and beach volleyball and street basketball courts. The West Tower roof is home to the library, which contains over 27 million electronic volumes, including a duplicate database of the U.S. Library of Congress and other important archives of Old Earth. A well-tended Zen garden also decorates the roof of the building.

The South Tower provides housing for the faculty and their families as well as the department offices. The roof of the tower holds the school's cathedral, a structure similar in design to the chapel of the old United States Air Force Academy. The cathedral sits amid a beautiful flower garden.

The Central Tower is the location of all of the classrooms and laboratories, as well as a state-of-the-art medical facility, particle accelerator (located underground), and observatory and satellite control center (used for numerous classes, including AP4017 Orbital Terraforming Techniques).

In addition to the main campus, Dawning Star University also has annexes at the Dawning Star Spaceport and numerous archeological and research stations around the globe. Several other institutions on Eos--such as the vocational school in Iron Scar--started as Dawning Star University Distance Learning Centers before becoming more specialized.

University Resources

Dawning Star University has access to a multimillion-credit budget, which it uses to provide the most advanced equipment to their students and faculty. This includes a pair of hummingbird shuttles, a number of AV, a few deep-sea exploration ships, and advanced scientific, engineering, and computer systems second only to the government facilities. As a rule however, the university budget is not used for weapon purchases. The DSU security force is actually a specialty posting for members of the DSU police force, and security for school archeological expeditions is provided by EDF troops. The EDF ROTC does not keep any military-grade equipment on campus. Much of the school's funding comes from government grants and private donations; Maximillian Dagos is one of the school's most notable patrons.

Involving the Heroes

There are numerous ways for players to become involved with Dawning Star University. The most obvious way is to introduce players as either DSU students, faculty, or some combination thereof. The school provides many advanced level classes that lead characters into ancient Star Confederation ruins or into the surrounding star system. The university also holds a number of research contracts with the Dawning Star Republic, many of which are focused on the history of Eos, observing the other planets in the Helios system, or studying newly discovered Eotian creatures, plants, and artifacts. Indeed, the DSR Bureau of Investigation suspects that the EFL has a number of operatives posing as students and faculty to gain access to this information.

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Using Dawning Star University

Dawning Star University provides a firm starting point for beginning characters. Faculty members can also be used as contacts, providing players with knowledge that their skills and experience do not cover. It could also be an interesting adventure site, with the characters attempting to stop (or start) student riots against the Dawning Star Republic and the Eos Defense Force. The university can be a boon of knowledge and a home base for the players, or it could be viewed as the ultimate statement of the monolithic establishment, and how it brainwashes the youth into the party line.

Learning about Dawning Star University

The heroes can learn more about DSU with appropriate Gather Information, Knowledge (Current Events), Knowledge (Local), or Research checks.

The following tables contain information PCs might learn in their investigations. In each case, success at beating a DC grants access to that DC's information and all the information indicated by lower DC results. At the GM's discretion, other Knowledge skills might be used to reveal particular information about the university.

Gather Information

A Gather Information Check only turns up news of what is going on around the campus, and what is affecting student life. Greasing the wheels (in the form of a donation of beer or food, Wealth DC 4) while gathering information confers a +5 to their check when talking to students.

DC 1: DSU is a good college. It has a great curriculum, and it even lets the college students be students, as colleges did back on Old Earth.

DC 5: DSU graduates are very distinguished on Eos. Over the last fifteen years, many of the leaders of DSR industry, politics, and the military have been DSU graduates.

DC 10: DSU tries to produce well-rounded students who are not only smart and educated but also live a moral life and support their community. The college is trying to become the greatest center of learning in the history of humanity.

DC 15: While DSU is a great school, the expectations of students are high. Since the school's first class, 20 people have committed suicide. These deaths are kept quiet since that would put a blemish on the school's reputation.

DC 20: Smash (a designer drug created from an Eotian plant) has become a major no-no here at the university. In the last year, it has made an appearance at a few frat parties, but DSU Security is quick to react. Someone told me that a few months ago; they even shot and killed a kid who was on it. Man, it just seems like the institution is trying to get down on us, we just want to experience every sensation this new world has to offer.

DC 25: Joseph, one of the faction-camp kids, was telling me of a meeting at a local bar. Apparently, there is a small EFL support group

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forming on campus. They say that the institution has been spreading Smash into the college groups it finds “undesirable”. Can you believe that? But it is amazing how quickly Security comes down on the parties that serve that stuff.

Knowledge (Current Events or Popular Culture)

This check reveals information about what the media is reporting about DSU and the activities associated with the university.

DC 1: This season the Dawning Star University Orchestra will be playing a number of classical earth melodies featuring Samuel Barber’s *Adagio of Strings*.

DC 5: The DSU introductory flight training program has suffered a number of unexplained malfunctions, resulting in the loss of a TAV-6. The crew ejected from the AV without any injuries.

DC 10: Lauren Aysle, valedictorian from the class of 2244, was chosen as second-in-command of the Republic Space Agency’s mission to Phaeton. Since her graduation from DSU, Lauren has served with distinction as an analytical physicist aboard the ESF’s Sadler Orbital Facility. With her transfer to the RSA, she has received a promotion to Lieutenant Commander. In a recent interview, Lt. Cmdr. Aysle confided that: “The moon of Phaeton has always drawn my eye with its mystery. I am proud to have been chosen for this historic mission.”

DC 15: This summer, DSU is sponsoring twelve archeological expeditions to a coastal city ruin located 450 miles northwest of Dawning Star City. These various expeditions are trying to find evidence of how multiple species may have co-existed within one society. The overall purpose is to come to a greater understand of the intelligent species that once lived on Eos.

DC 20: The 8th Annual DSU Independent Film and Holo Awards gala will be held on the 15th of May. This event usually brings the upper crust of Dawning Star to the forefront on a dazzling night. This year’s favorite is the multi-generation drama *Into the Outback*, a film about the struggles of a family that left Dawning Star to find their fortune in Lanner’s Crossing. The story tells of four generations struggling with their new life on Eos and how the human spirit can overcome all odds. It is up for a number of awards including Best Screenplay and Best Leading Actor.

DC 25: Maximillian Dagos recently announced that, starting this Landfall Day, he loan a small portion of his art collection for display at the Terran Museum of Art. This collection is focused on the exploration of man. The highlight of the exhibit is George Catlin’s *Missouri River*, which illustrates the departure of the Louis and Clark Expedition into the unknown territories of North America. This exhibit will be on display at the Museum until the next Lastday ceremony.

Knowledge (Local)

Using Knowledge (Local), the heroes can find out information about what the community thinks or feels about Dawning Star University.

DC 1: For the most part, the students at DSU are well-mannered, clean-cut kids.

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DC 5: The heroes learn the names of the nearest student hangouts.

DC 10: The heroes learn what a typical day in the life of a DSU student is like.

DC 15: There are a few activist groups within the school that often protest the DSR's abuse of Eos.

DC 20: The heroes learn the location of a base of operations for one of the local student activist groups.

DC 25: There is some level of coordination between the activist groups. In fact, there are seldom conflicts between them during various protests.

Research

This check represents what information a character can find about Dawning Star University through EosNet, court and public records, and library research. The difficulty of finding this information might change depending on how the character researches it. The DCs might be lower if the character hacks into the Dawning Star Republic municipal court mainframe. However, there is far more risk involved, then going through news archives. This table represents general information that is available about Dawning Star University.

DC 1: The Dawning Star University EosNet site contains information about enrollment, curriculum, and current activities that the university is sponsoring.

DC 5: Access to class schedules for the University's aerospace flight training and departure times for the deep-sea exploration missions.

DC 10: The budget of the xeno-archeological expeditions, making it one of the largest single expenditures and the largest source of extra revenue for the university through research grants and patents.

DC 15: A number of students have been expelled over the years for theft of xeno-artifacts. The most well known case was the discharge of Professor Neil Pritchard for unauthorized use of limited resources, illegal possession of Eotian artifacts, and black market sale of same. Since Pritchard's discharge, there have been two lawsuits by students that said they were framed and expelled with only circumstantial evidence. In both cases, the university has settled out of court.

DC 20: Dawning Star University has been subject to a recent wave of industrial espionage. Several technological innovations by the EFL may have been projects stolen from Dawning Star University. For example, the new revolutionary engine technology that researchers in Rogers' Point are working on is very similar to a set of plans promulgated by staff member Dr. Benjamin Ganesh. Dr. Ganesh claimed that the engine designs were developed in connection with an archeological expedition he led near Iron Scar. He stated that the translation of the plans was on his personal infocomp, when his pod crashed. When it rebooted the entire drive was empty. The university could find no evidence of sabotage. Dr. Ganesh has previously been labeled the "doctor that cries wolf"; he has made a number of prior claims of discoveries that end up going "missing".

DC 25: Various intercepted podcasts and EosNet chatter describes an EFL intelligence operation in progress at Dawning Star University. Since all the traffic is in some sort of code, there is no indication what the target



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of the operation is. The interesting thing about each of the transmissions is that it ends with a question mark.

NPCs

Following, are two NPCs associated with the University. Depending on which side of the fence the PCs sit, they could serve as either allies or enemies.

Doctor Alexander Van Hausen, Dean of Xeno-Archeology (Smart Ordinary 4/Charismatic Ordinary 3/Dedicated Ordinary 1): CR 8; Medium-size humanoid; HD 4d6+4 plus 3d6+3 plus 1d6+1; HP 37; Mas 13; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d6+1, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Dawning Star Republic, Family, knowledge; SV Fort +5, Ref +4, Will +6; AP 4; Rep +5; Str 13, Dex 13, Con 13, Int 10, Wis 15, Cha 11.

Occupation: Academic (Decipher Script, Gather Information, Research)

Skills: Bluff +3, Computer Use +7, Craft (electronic) +4, Craft (mechanical) +4, Craft (structural) +5, Craft (writing) +4, Decipher Script +10, Diplomacy +6, Gather Information +7, Investigate +9, Knowledge (Civics) +2, Knowledge (Current Events) +2, Knowledge (Earth and Life Sciences) +8, Knowledge (History) +8, Listen +4, Profession +8, Read/Write Language +4 (Star Confederation common), Repair +2, Research +9, Search +1, Sense Motive +6, Spot +4

Feats: Attentive, Educated (Knowledge [Earth and Life Sciences], Knowledge [History]), Gearhead, Simple Weapons Proficiency, Studious

Doctor Van Hausen was five years old when he boarded the *Dawning Star* and was put into stasis. His parents were part of the initial terraforming team, revived on landing. He traveled around the world with them as they set up terraforming stations in various parts of Dawnhome. These travels introduced him to the love of his life: the ruins of the Star Confederations. As a child, he would run and play in many of the ruins (not aware of the dangers that they represented). In between his explorations, he was tutored in the history of Old Earth, and he began focusing his studies on archeology. He was eventually granted an honorary degree in archeology by the Dawning Star's fledgling government. He spent many years working for the Dawning Star Department of Science, and he was one of the first people hired when the DSU opened its doors.

At the age of 58, Doctor Van Hausen has seen much of Eos, explored many of its most well-known ruins, and has many friends in the government and even a few on the Velin council. His signature accompaniment is a weathered brown fedora, an idea that he got from an age-old American movie he particularly enjoyed. He has been an inspiration to a number of aspiring xeno-archeologist across Eos.



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Professor Nicolas Faust, Unmentionable Intelligence Operative Prime (Charismatic Hero 3/Fast Hero 3/ Personality 2/ Infiltrator 1): CR 9; Medium-size humanoid; HD 5d6+1 plus 4d8+1; HP 71; Mas 13; Init +2; Spd 30 ft; Defense +21, touch 19, flatfooted 19 (+0 size, +2 armor, +2 Dex, +7 class); BAB +4; Grap +4; Atk +4 melee (1d8, whipstick), or +8 ranged (2d6+1, custom SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ Electric Vulnerability ; AL Unmentionables, Eos Freedom League, Self ; SV Fort +6, Ref +10, Will +2; AP ; Rep +; Str 10, Dex 14, Con 13, Int 14, Wis 10, Cha 14

Occupation: Academic (Computer Use, Knowledge (Technology), Research)

Skills: Barter +1, Bluff +5, Computer Use + 13, Diplomacy + 9, Disguise +2, Drive +2, Escape Artist +4, Gather Information +7 , Hide +8, Intimidate +5, Knowledge (Behavioral Science) +10, Knowledge (Current Events) +6, Knowledge (Popular Culture) +6, Knowledge (Technology) +6, Listen +2, Perform (Dance) +6, Profession +1, Research +12, Search +4, Sense Motive +3

Feats: Armor Proficiency (Light), Combat Martial Arts, Dawning Star Familiarity, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Trustworthy

Talents: Charm (Female), Coordinate, Evasion, Sweep, Uncanny Dodge 1, Unlimited Access

Equipment: Custom SITES M9 (with double-tap firing option, laser sight, smartlink, and suppressor, +1 mastercraft bonus), 5 box magazine, hip holster, scout armor (chameleon surface, integrated night-vision goggles, smart link with heads-up display link), DS belt-comp running App-3 Advanced, mesh vest, digital camera, 5 chemical light sticks, flash-seal, fusion torch, intellipicks, climbing gear, duracable, explorer vest, grappler tag, skill plexus (with Knowledge [Tactics], Navigation, Survival, and Treat Injury), stun baton, whip stick.

Professor Nicolas Faust is one of the most popular instructors at Dawning Star University, and he is the single most celebrated instructor in the Department of Psychology. Since he starting working at Dawning Star University, he has exposed numerous syndromes associated with the destruction of Earth, and surviving on an alien planet.

Professor Faust is the son of Dr. Melissa Faust, a physician. He grew up in a life of luxury within Dawning Star City, and was quite a problem child, until his mother decided to send him for individual advanced education in Sun City. There, Nicolas was able find his own route in life as well as explore his wilder nature.

While in Sun City, Nicolas was approached by agents of the Unmentionables, due to his position within the upper crust of Dawning Star society. Nicolas quickly embraced Squad Gamma Zero's philosophies and proved to be a valuable addition to the unit with his extensive knowledge of Dawning Star society and keen mind for psychological warfare.

After his training, Nicolas returned to the Dawning Star Republic and began working for DSR Central Hospital as a therapist. From this position, he was able to divert potentially valuable EFL contacts into the obscurity

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of the mental ward system, where they were often smuggled out of the Republic. Eventually he was offered a position within Dawning Star University's faculty, where he has become firmly entrenched.

Nicolas has become a very important operative for the EFL within the heart of the Dawning Star Republic. He is the central figure in a growing student movement attempting to sow change within the Republic. He uses them mainly as a subversive element, distraction, and a recruiting pool for his personal group of informants and muscle. He also runs surveillance on a number of key University figures from his apartment in the Southern Tower. This equipment is tied directly into a number of DSU security systems. Only an expert computer technician could discover their existence. All of this surveillance is routed through a number of anti-establishment hackers within the DSU community. This system itself was designed by another Unmentionable for Nicolas's use and was designed to ensure "Operative Prime's" anonymity. Usually, Nicolas distributes missions to his minions through private podcasts and EosNet dead drops that are monitored by his App 3 system. If an operative fails to update the system on deadline, a mission failure message is sent to Nicolas, who scraps the mission and terminates the operative.

Patricia Rogers is quite pleased with the performance of Operative Prime, who is responsible for stealing a number of key advancements from DSU, including the new engine technology the EFL is using.

Nicolas Faust is a dangerous enemy hidden within the heart of the Dawning Star Republic, who could not only turn the tide of the simmering EFL-DSR conflict but could also prove to be a powerful nemesis to player characters.

New Feat

The following feat is suitable for some character backgrounds.

DSU Alumni

You are a graduate of Dawning Star University.

Prerequisites: Student or Scholar occupation, Dawning Star Familiarity.

Benefit: You have a contact at the university who provides you information about a particular area. You should develop the character concept of the contact with the GM. The contact has a +12 bonus to one of the following skills: Computer Use, Craft (any), Decipher Script, Knowledge (any), or Research. Once per week, you may communicate with your contact to gain information related to his area of expertise.

Essentially, you use your contact's skill bonus in place of yours for one check. You must have some means of communicating with the contact, e.g., telephone, e-mail, face-to-face contact, etc.

Additionally, all bonuses you gain from the Dawning Star Familiarity feat are doubled.

Special: This feat may be taken multiple times. Each time it is taken you gain an additional contact (but gain no additional bonuses related to the Dawning Star Familiarity feat).

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