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Introduction

You are now reading the third and last book in the Lifeshapers series. Volumes one and two dealt with mutations and organic technology, this volume deals with the weird(er) stuff: Masau'u energy.

For those of you who don't have the Center Space Basic Rules, what is now known as the Masau'u is essentially an energy generator of unknown alien origin found on Earth sometime in the 23rd century (the exact date is uncertain). The object was of unknown substance, seeming to be both organic and non-organic. A previously unknown Earth quickly became the center of the galactic community. The grand Galactic Alliance offered Earth membership, and the powerful Vharata Empire declared war on the population Earth, promising to take the artifact for the glory of their Emperor. Luckily, with the protection of the Alliance, Earth was able to fend off the warlike Vharata. However, during this time there a greater threat was gathering strength, and patiently planning an invasion which would change the know galaxy forever...

Unbeknownst to the rest of the galaxy, a parasitic race known as the Thahazi was secretly infiltrated the Alliance and Earth, possessing the bodies of sentient species. And when they and the Vharata Empire were weakened, the Thahazi invaded with full force unleashing their superior organic technology on an unprepared galaxy, leaving nothing but waste in their path. Once Earth was conquered, the Thahazi opened the Masau'u, becoming virtually unstoppable. Alliance worlds were altered to suit their purpose, the very ecosystems mutated. All worlds touched by the Thahazi became Thahazi worlds.

Eventually, after a 300 year occupation, the Thahazi were defeated. Life, however, was irrevocably altered. Most worlds were uninhabitable. On Earth the minority Homo Psionic found themselves the majority, out-populating Homo Sapiens. These new Humans completely depleted of any other fuels found a way to siphon the Masau'u energy for fuel. And all technologically capable species, equally starved of energy, became dependant on its energy, now distributed by the Human run Masau'u Distribution Corporation. Only a few understand its true nature, where its real power lies.

For the next 50 years the galaxy knew peace, the Alliance and Empire kept relative peace and order, and the MDC provided fuel for all. But eventually, as Humans often do, the MDC grew greedy. They slowly become the single ruling power over Earth space and grew to expand, previous sanctions by the Church of Science (the major religion of the Homo Psionic) regarding Masau'u research, as well as treaties with the Alliance and Empire, were increasingly ignored. Eventually the ruling body of the MDC did the unthinkable.

Unknown to all except the "Pank" (mutants that live in the tainted wilderness of Earth) the Thahazi never completely left Earth. Most regretted the invasion and learned to live in peace with the mutant outcasts. But some wished only for the former glory of the Thahazi Collective to return, "to spread life where there is none, for all worlds to become Thahazi words.."

Some in the MDC schemed with these Thahazi, and together use the Masau'u secrets to one day conquer the galaxy.

It is now 100 years after the defeat of the Thahazi, and the Earth and its surrounding worlds are under the military rule of the MDC. The leaders of the Church of Science have been replaced by puppet leaders now ruled by the Order of Dawn, and using Thahazi technology, have created a military to rival that of the Empire and Alliance.

What is the Masau'u?

What is the Masau'u? According to the Church of Science and most Alliance species, the artifact had been created by a race simply known as the Ancients, whose evidence can be found in other worlds scattered across the galaxy as well. They refer to it as the Center Space, the center point of all energy in the Universe. The Xenists (the major Homo Sapiens religion) call it the Masau'u, believing it to have been built by demons who betrayed the Annunaki (their word for the Ancients). The Pank call it the Panku, the origin of all life, and the Vharata call it Abyss, where the dishonorable are taken after death.

It is the life-blood of the galaxy. It powers starships and cities. All trade and civilization in the galaxy centers around it - controled and distributed by a once insignificant sentient species known as Human.

But it is not only fuel source. To those who have learned some of its secrets, it is life force itself. With it these individuals are imbued with incredible powers, capable of healing wounds, altering the DNA of organisms, unleashing powerful bolts of energy, and even bending space.

Of course most do not believe it is even possible, and those that do color their knowledge with fear and superstition. Notable exceptions are the Andavi, Pank, and the once rogue order dedicated to the study of the Masau'u: the Order of Dawn who have even gone so far as to collaborate with surviving Thahazi to achieve their goals.

Chapter One: Spirit

When I creating the new class, the Channeler, I realized there was some problems with the Spirit system. The main one being that there were too many numbers to deal with! The goals for making the Channeler was to stream-line the class, create more options, and make a class that fits the story behind Masau'u energy and protolife better. While doing this, stream-lining the Spirit system just sort happened naturally.

The Basics

Spirit is your mental and spiritual energy. Certain strenuous or supernatural abilities, and exposure to things like demons cause you to lose Spirit. Every class has a set amount of Spirit, plus their Wisdom bonus at first level, and then adds 1 or 2 Spirit points per level.

Class	Reserve	Level 1	Per Level
Channeler	4 + Wis bonus	4 + Wis bonus	2
Engineer	3 + Wis bonus	3 + Wis bonus	1
Martial Artist	3 + Wis bonus	3 + Wis bonus	1
Politician	3 + Wis bonus	3 + Wis bonus	1
Psychic	4 + Wis bonus	4 + Wis bonus	2
Soldier	2 + Wis bonus	2 + Wis bonus	1
Stalker	2 + Wis bonus	2 + Wis bonus	1
Unseen	3 + Wis bonus	3 + Wis bonus	1

Altered Class Abilities

Channeler: See chapter two of this book.

Engineer:

Improve Tech, Improvise Tech - 1 Spirit
Improvise Skill - 2 Spirit (Greater 4 Spirit)
Lightning Mind - 3 Spirit (Improved 5 Spirit)
Commune With Tech - 3 Spirit
Improvise Class Ability - 5 Spirit

Martial Artist:

No change (but see Psychic Powers below)

Politician:

Charismatic Speech, Lesser: 1 Spirit
Charismatic Speech, Advanced: 2 Spirit
Minor Favor: 3 Spirit
Lesser Favor: 5 Spirit
Major Favor: 7 Spirit
Greater Favor: 10 Spirit
Charismatic Speech, Greater: 3 Spirit
Ultimate Favor: 15 Spirit

Psychic:

Special Abilities: Cut all costs for Spirit in half.
Psychic Powers: See table below.

Power Levels	Spirit
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5

Soldier:

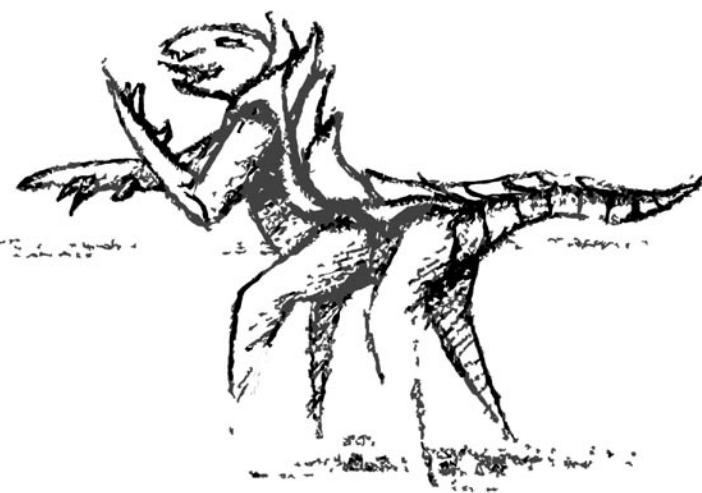
Power Surge: 5 Spirit

Stalker:

Sixth Sense: 1, 2, 3/ round respectively.
(Improved 4 Spirit)

Unseen:

Digestive Adaption: 1 Spirit
Respiratory Adaption: 2 Spirit
Dermal Adaption: 3 Spirit
Environmental Adaption: 3 Spirit
Ghost Walk: 6 Spirit



Level	Soldier Stalker (Fighter, Ranger...)	Engineer Martial Artist Politician Unseen (Rogue, Bard...)	Channeler Psychic (Wizard, Psion...)
1	2 + Wis bonus	3 + Wis bonus	4 + Wis bonus
2	3	4	6
3	4	5	8
4	5	6	10
5	6	7	12
6	7	8	14
7	8	9	16
8	9	10	18
9	10	11	20
10	11	12	22
11	12	13	24
12	13	14	26
13	14	15	28
14	15	16	30
15	16	17	32
16	17	18	34
17	18	19	36
18	19	20	38
19	20	21	40
20	21	22	42
21	22	23	44
22	23	24	46
23	24	25	48
24	25	26	50
25	26	27	52

Universal Uses of Spirit

Any class can spend spirit for the following once per encounter.

Spirit	Effect
1	+1 to Attack
1	+2 to Defense
1	+2 to one save
1	+2 to one skill or ability check
2	move or swift action
5	regular action
10	impossible action
10	automatic critical/vitals attack

Recovering Spirit

A character can spend one full action to gain 1 Spirit. You can do this once per encounter. You can attempt to gain more by making a successful Mental Focus skill check.

DC	Spirit
15	Wisdom Bonus
20	Wisdom Bonus +1
25	Wisdom Bonus +2

A full rest gains the character their full amount of Spirit.

Spirit Damage

Certain Psychic powers, exposure to raw Masau'u energy, or being in the presence of demons, can drain Spirit. Once your Spirit reaches zero, you begin to lose your Reserve Spirit. Losing Reserve Spirit can have a number of detrimental effect.

Zero or less Spirit: You are dazed until you can gain Spirit again. You receive a -2 to all d20 rolls. You can regain spirit the standard ways.

Zero Reserve Spirit or less: You are in a state of shock and risk insanity. You cannot take any actions other than free action, move at half your speed, and receive a -4 to saves and defense. You must make a DC 15 Mental Focus check to gain 1 Reserve Spirit again. (You may attempt once per round)

Exposer to Masau'u Energy and Demons

Demons have a trauma DC (see Chapter 5). When you first encounter a demon, roll a Will save against the DC. If you fail you lose Spirit and be dazed until you make a successful save.

Failed by	Spirit Lost
0-4	1
5-9	3
10 or more	5

Insanity

Zero or less Spirit: If you lose more Spirit in one round than your Wisdom bonus, you temporarily receive one mental disorder. This remains until you gain one Spirit again.

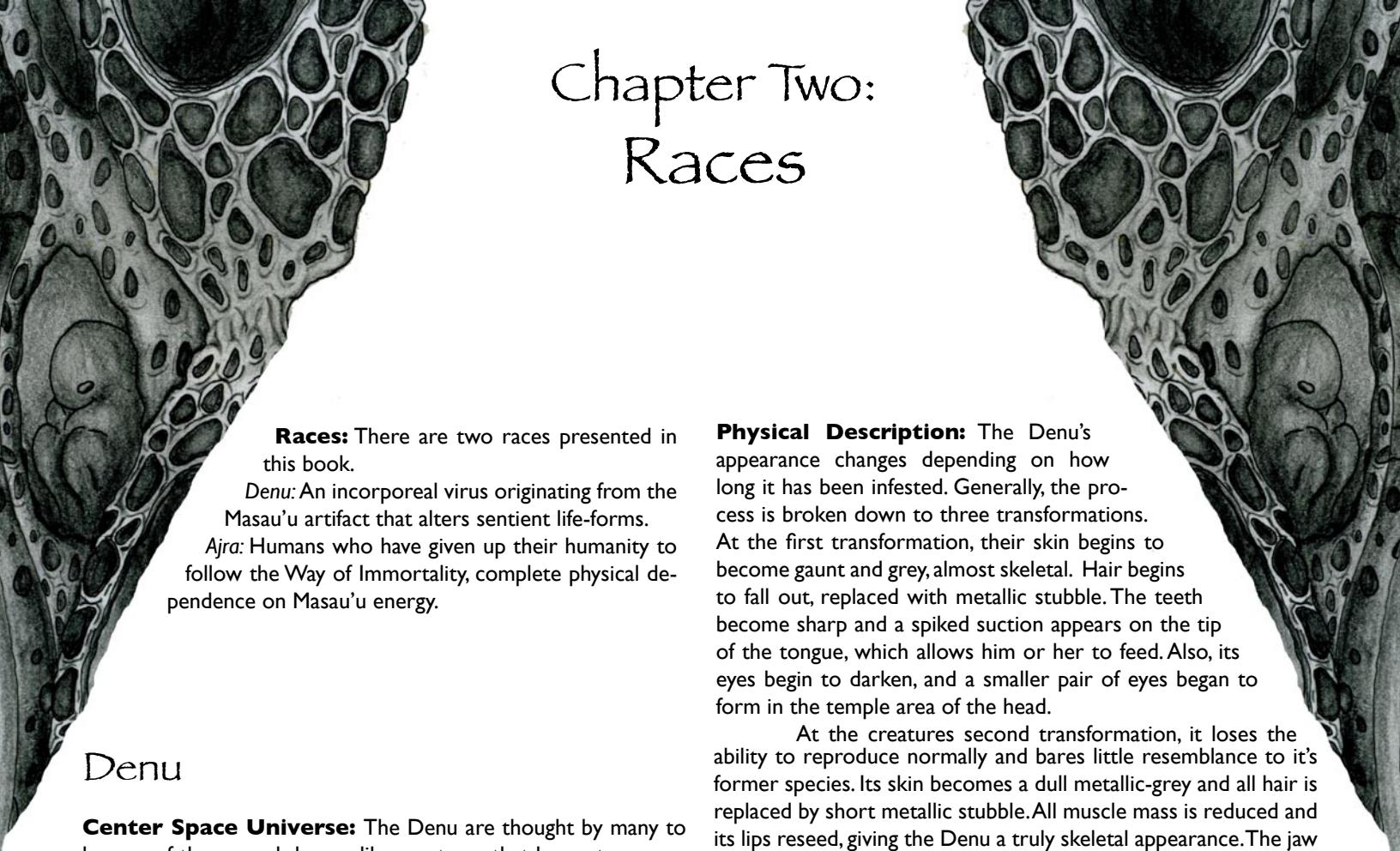
Zero Reserve Spirit: If you lose more Spirit in one round than your Wisdom bonus, you permanently receive one mental disorder. This remains until you receive extensive therapy (see the Counselling skill in Center Space Basic Rules.)

Example Disorder (Anxiety): You are prone to sudden panic attacks for no apparent reason. Every time the character changes his or environment (this can be anything from walking to the store to engaging in combat) he or she must roll a percentile die. If a 15 or lower is rolled, the character is frightened for 1d6 rounds and shaken for 3d6 minutes after.

See the Center Space Basic Rules for more mental disorders.

Using Spirit in Other Campaigns

If you are not using this book for Center Space and want to use it for your own campaign world, there are a number of things you should consider. If you are using the Channeler class as is, you should allocate Spirit to all PCs. (See the table in the upper left). Of course, if you do, you should also consider using the equivalent of Masau'u energy for balance. One suggestion is to have fear effects (spells, dragon fear, etc.) also cause Spirit loss as mentioned above.



Chapter Two: Races

Races: There are two races presented in this book.

Denu: An incorporeal virus originating from the Masau'u artifact that alters sentient life-forms.

Ajra: Humans who have given up their humanity to follow the Way of Immortality, complete physical dependence on Masau'u energy.

Denu

Center Space Universe: The Denu are thought by many to be one of the several demon-like creatures that began to appear once the Masau'u was opened. There are many similarities to the other demons, such as their affinity with masau'u energy. However, there is one major difference: while demons seem to be beings of chaos with little or no apparent pattern to their behavior, to say the least of anything resembling sentience as most species know it, the Denu are sentient and capable of interacting and relating to other species. In a sense they are demons, but not entirely...

In reality, the Denu are the result of the symbiotic relationship of an incorporeal virus from the Masau'u and a sentient being. When the Masau'u was opened by the Thahazi, it is thought that a number of various species from another universe were inadvertently released. One of them was a non-sentient microscopic "life-form" (although not in the sense that we know the word), which feeds of Masau'u energy. In order to feed, however, it must have a host body. Once a host body is found, that body goes through various transformations, embodying it with great power: at the price of forcing it to feast on Masau'u energy, or when that is not available, the very life-force of others, transfiguring it into Masau'u energy.

The Denu is usually created by transferring the virus from another Denu. The process is not unlike the vampire Earth legend. A single Denu that has passed its final transformation may transfer the virus to a sentient creature that has been brought to 0 Constitution by that Denu. It is not known who the first Denu was, or how it required the virus.

Although not necessarily evil, a creature infected by a Denu lives only to feed, and shows little mercy or empathy for other sentient beings. Denu are fiercely loyal to one another and have their own non-verbal telepathic language based on masau'u energy, that has yet to be deciphered by any non-Denu.

Physical Description: The Denu's appearance changes depending on how long it has been infested. Generally, the process is broken down to three transformations. At the first transformation, their skin begins to become gaunt and grey, almost skeletal. Hair begins to fall out, replaced with metallic stubble. The teeth become sharp and a spiked suction appears on the tip of the tongue, which allows him or her to feed. Also, its eyes begin to darken, and a smaller pair of eyes began to form in the temple area of the head.

At the creatures second transformation, it loses the ability to reproduce normally and bares little resemblance to its former species. Its skin becomes a dull metallic-grey and all hair is replaced by short metallic stubble. All muscle mass is reduced and its lips reseed, giving the Denu a truly skeletal appearance. The jaw begins to lengthen, becoming almost canine. Also, by this time its eyes become solid black and the second pair of eyes become fully formed.

At the final transformation, its limbs and neck lengthen, and the skin on its face becomes almost transparent, revealing only skeleton. Its skull also lengthens further and its teeth become transparent.

Needless to say the Denu is truly fearsome to behold. They generally do not wear clothes save for a small bag for equipment and a melee weapon, usually a large sword or pole arm.

Relations: Denu are feared by all other species but because they make excellent assassins, they are often hired by the more unsavory individuals in the galaxy, including the Zoth-em. Their very presence is banned among most other species. Although they are extremely efficient at their job, they are infamous for their disloyalty to masters. Denu care for no species save for their own kind.

World-view/Religion: The Denu have no religion per say, although some individuals have worship more powerful demons--some even becoming Demon Acolytes. Feeding is the one purpose in life for most. Saying this some seem to believe that they god-like creatures, natural rulers of the universe.

Organizations: Although it is clear the Denu are organized in some way, nothing is known about its structure. Denu do have a secret telepathic language and communicate with each other, but the language is simple, usually limited to informing one another of a feeding or job. The Denu may have gatherings but no such gathering has yet been witnessed or at least witnessed and survived. Otherwise the Denu tend to work alone.

Names: The Denu language is non-verbal and so far no one has been able to decipher the language. They have Denu names but since they are impossible to communicate to non-Denu, they generally by one simple syllable to use with other species.

A Denu gives up his or her “original” name once the First Transformation takes place.

Roleplaying: The Denu is meant to be a NPC but is of course not impossible to use it as a player race. There are (at least) three possibilities:

Incognito: The Denu is an average Denu, caring only power and its next feeding. Possibly it has a more mystical outlook towards its Denuness, believing the Denu virus has chosen them to live a god-like existence, spreading the virus to those it deems to strong enough, and treating others like the food-source they are. This Denu may join a party because it believes life with a group can serve their needs better than life on their own, but will hide its true form even to its allies, at least at first. This Denu will value its party members (and not attempt to feed on them) only because it believes they can serve its needs.

Lost Humanity (Sidurity, etc...): This Denu either became one against its will or became a Denu of its own volition but strives to return to its former self. It is filled with self-hate of what it has become and guilt over what it must do to satisfy its hunger. It usually feeds solely off Masau’u energy but there are times in which such energy

is not available and other forms of energy, namely other living beings, must be consumed. This Denu may hide its nature until it believes that it can trust one or all of the party members. Returning to its former self may even become an adventure hook in itself. Of course, it must not have passed through its second transformation.

Other Worlds: The Denu resembles a vampire in many ways and can possibly be adapted to be a variant vampire in a future or fantasy campaign. Its Masau’u energy is not used in your campaign, other possibilities are radiation, cosmic energy, or magic.

Denu Traits

Characters can start as Denu or choose to undergo the transformation by taking the Denu Transformation feat.

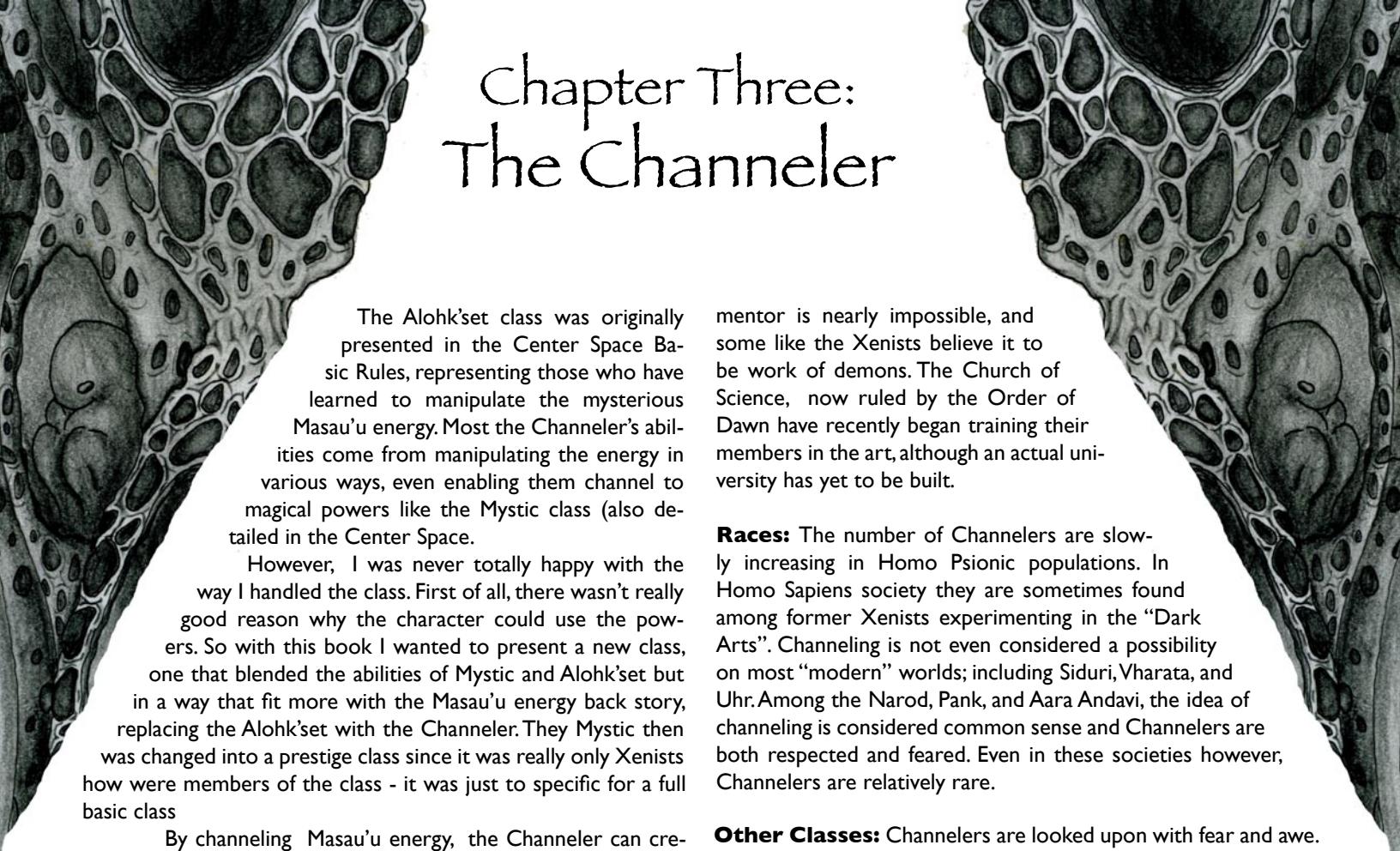
Abilities: Denu have a -2 to Charisma

Movement: 30 feet

Size: Medium

Feeding: The Denu needs only Masau’u energy or “life energy” to survive and cannot gain nutrients from food or water. The Denu must feed once per day, or begins to starve. A small Masau’u container will provide the Denu with a few weeks (a good benchmark is one game session) worth of sustenance. A living creature can also be drained by “sucking” the energy out of the creature.





Chapter Three: The Channeler

The Alohk'set class was originally presented in the Center Space Basic Rules, representing those who have learned to manipulate the mysterious Masau'u energy. Most the Channeler's abilities come from manipulating the energy in various ways, even enabling them channel to magical powers like the Mystic class (also detailed in the Center Space).

However, I was never totally happy with the way I handled the class. First of all, there wasn't really good reason why the character could use the powers. So with this book I wanted to present a new class, one that blended the abilities of Mystic and Alohk'set but in a way that fit more with the Masau'u energy back story, replacing the Alohk'set with the Channeler. They Mystic then was changed into a prestige class since it was really only Xenists how were members of the class - it was just to specific for a full basic class.

By channeling Masau'u energy, the Channeler can create fire, heal wounds, and even bend space-time itself. Channelers are extremely rare and the GM should not allow more than one Channeler per party. Although due to the unprecedented Masau'u experimentation of the Church and its Order of Dawn, the manipulation of Masau'u energy by a sentient life-form has proven not to be a myth after all (outside the Church many races do not even believe channeling Masau'u energy is possible). And those that do know, associating with the Dread Thahazi, see it as an act of evil.

Adventures: Channelers adventure in order to deepen their understanding of the Masau'u. Some Channeler worship the Masau'u energy and see themselves as "mere vessels" or "servants" to powers greater than themselves. Other's see Masau'u energy simply as a tool to used. These Channeler usually wish to gain more power for themselves through their great power.

Characteristics: Channelers gain their power form Masau'u energy. They have poor physical combat abilities but make up for it with their Powers. By channeling Masau'u energy, they can fly, heal wounds, conjure demons-like phantasms, or even teleport.

Background: Channelers usually discover their talent for manipulating Masau'u energy at a young age and from there seek out a mentor to further develop their powers. In most cultures finding a

Note to GMs: To show that Channelers are very rare, the GM should make certain restrictions for this class. Two suggestions are requiring players to multi-class with this class and/or only allowing one Channeler per party.

mentor is nearly impossible, and some like the Xenists believe it to be work of demons. The Church of Science, now ruled by the Order of Dawn have recently began training their members in the art, although an actual university has yet to be built.

Races: The number of Channelers are slowly increasing in Homo Psionic populations. In Homo Sapiens society they are sometimes found among former Xenists experimenting in the "Dark Arts". Channeling is not even considered a possibility on most "modern" worlds; including Siduri, Vharata, and Uhr. Among the Narod, Pank, and Aara Andavi, the idea of channeling is considered common sense and Channelers are both respected and feared. Even in these societies however, Channelers are relatively rare.

Other Classes: Channelers are looked upon with fear and awe. Because of this they often hide their identity and their abilities. This can be exceedingly difficult as the experienced Channeler's body is often altered and deformed from channeling Masau'u energy.

Other Campaigns: The channeler is similar to the sorceror or psion in other games but the mechanics are obviously very different. Instead of casting spells, the Channeler makes attacks which generally cause damage on a hit. With many powers, the target gets a chance to make a save but these are usually secondary effects. The damage caused is therefore more on par with a fighter or soldier than sorceror or psion, and the powers are balanced to be more or less equal to spells of the same level. You could use this class to replace the normal magic or psionic mechanics, or it may be interesting to use the two systems side by side for variety.

If using the Channeler in another setting, consider altering the Masau'u energy to fit the setting. Any "mysterious energy" will do (cosmic, hellfire, etc.) as long as it is uncommon and can be carried on the character's person without major risk to the party.

Primary Attack Bonus (Wisdom): masau'u powers and disciplines.

Wounds: 1d6

Spirit: 4 + Wisdom /2 level

CLASS SKILLS

Channelers gain Academics, Foreign Languages, Mental Focus, Metabolic Control, Sense Motive, and Lifeshaping as class skills.

Skill Points at 1st Level: (2 + Int modifier) x4.

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

CLASS FEATURES

Weapon and Armor Proficiency: The Channeler is proficient in simple melee, simple firearms and light armor.

Masau'u Energy Source: To use masau'u powers, the Channeler requires a source of masau'u energy. Generally this means a Masau'u container is carried with them. Andavi typically create a long staff, placing the container at the end. Pank and Humans typically carry on their person, hiding it under their clothes. Using Masau'u powers slowly drains energy from the Channeler's Masau'u supply. About every month, the Channeler should replace the container. (About once per session.) A Channeler can create his or her own container with the Manipulate Protolife Feat (see Lifeshapers Volume II).

Masau'u Powers: At first level, and again every level after, the Channeler gains a masau'u powers. There are 5 ranks of powers. Using a power costs Spirit. You cannot use more Spirit in a round than you have Channeler levels. Also, depending on the power, they Channeler must make a Lifeshaping or Mental Focus check, or an attack role. For attack roles, use the Channelers primary at-

tack bonus. Channeling masau'u energy does have risks however, and unsuccessful lifeshaping checks can have lethal effects on the user (see individual entries for details).

Rank	Level	Spirit	Skill Check
1	1	1	10
2	6	2	15
3	11	3	20
4	16	4	25
5	21	5	30

Augmentation: The Channeler may also choose to augment a power by spending one extra Spirit. The results of the power is then treated as a critical success. If they Channeler then actually roles a critical success, they regain that Spirit point.

The Channeler can also choose to extend the area or range of a power by spending 1 Spirit. Area/ Range can be increased 150%, and target can be increased by one in this way.

Save DC: Unless otherwise noted, save DC = 10 + 1/2 Channeler level).

The Channeler

Attacks			Defense		Saves			Powers
Level	Primary	Secondary	Fortitude	Reflex	Will	Special		
1	+1	+0	+0	+1	+0	+2	Energy Bolt, Masau'u Sense, Minor Energy Surge	1
2	+2	+1	+1	+1	+0	+3		2
3	+3	+1	+1	+2	+1	+3	Masau'u Talent	3
4	+4	+2	+2	+2	+1	+4	Bonus Feat	4
5	+5	+2	+2	+3	+1	+4	Masau'u Talent	5
6	+6	+3	+3	+3	+2	+5		6
7	+7	+3	+3	+4	+2	+5	Masau'u Talent	7
8	+8	+4	+4	+4	+2	+6	Bonus Feat	8
9	+9	+4	+4	+5	+3	+6	Masau'u Talent	9
10	+10	+5	+5	+5	+3	+7	Manipulate Lifeforce	10
11	+11	+5	+5	+6	+3	+7	Masau'u Talent	11
12	+12	+6	+6	+6	+4	+8	Bonus Feat	12
13	+13	+6	+6	+7	+4	+8	Masau'u Talent	13
14	+14	+7	+7	+7	+4	+9		14
15	+15	+7	+7	+8	+5	+9	Masau'u Talent	15
16	+16	+8	+8	+8	+5	+10	Bonus Feat	16
17	+17	+8	+8	+9	+5	+10	Masau'u Talent	17
18	+18	+9	+9	+9	+6	+11		18
19	+19	+9	+9	+10	+6	+11	Masau'u Talent	19
20	+20	+10	+10	+10	+6	+12	Bonus Feat	20
21	+21	+10	+10	+11	+7	+12	Masau'u Talent	21
22	+22	+11	+11	+11	+7	+13		22
23	+23	+11	+11	+12	+7	+13	Masau'u Talent	23
24	+24	+12	+12	+12	+8	+14	Bonus Feat	24
25	+25	+12	+12	+12	+8	+14	Masau'u Talent	25

Masau'u Healing (General)

Prerequisite: Masau'u Affinity, Masau'u Gift.

Benefit: The character can expend one Masau'u container to heal their own wounds. This takes 10 minutes and cannot be used during combat. The character heals, 2d6 hit points, any ability damage, fatigue, hunger, or thirst.

Masau'u Infusion (General)

Prerequisite: Manipulate Protolife, Augment Life, Lifeshaping Rank 12, and Masau'u Affinity or the ability to channel.

Benefit: The character can infuse organic tech with Masau'u energy, imbuing it with channeling powers. Only protolife based technology can be used to create such technology. The character must imbue Masau'u energy from a masau'u container - creating one item will drain the entire container. See below for more details.

Special: Channelers do not need a lab to create Masau'u tech.

Masau'u Interface (General)

Prerequisite: Ranks in Computers, ability to channel masau'u energy

Benefits: The user can interface with a computer and the Nim using a masau'u container instead of a typical interface. See the Center Space Basic Rule book for details on the Nim.

Masau'u Navigation (General)

Prerequisite: Ranks in Navigation, Masau'u Affinity or Chan nel class, or at least 4 ranks in Lifeshaping

Benefit: This allows the character to operate vessels powered by Masau'u energy in order to navigate through wormholes. As long as the vessel is powered by Masau'u energy, the character gains a +4 to all Navigation checks and the FTL speed of the vessel increases by 1 parsec/ day.

Special: If the character also has the Masau'u Ritual feat, they can use the Masau'u Amplifier of a vessel to use the powers through the vessel. See Masau'u Tech in this chapter.

Feats	Prerequisites	Benefits
Masau'u Affinity	-	+2 Fort vs Masau'u, detect Masau'u
Masau'u Gift	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel	one rank 1 masau'u power
Masau'u Novice	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel, Masau'u gift, Wisdom 15, level 8.	one rank 2 masau'u power
Masau'u Adept	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel, Masau'u Gift, Masau'u Novice, Wisdom 17, level 13	one rank 3 masau'u power
Masau'u Savant	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel, Masau'u Gift, Masau'u Novice, Masau'u Adept, Wisdom 19, level 18	one rank 4 masau'u power
Masau'u Healing	Masau'u Affinity, Masau'u Gift	ability to heal with Masau'u energy
Masau'u Infusion	Manipulate Protolife, Augment Life, Lifeshaping Rank 12, and Masau'u Affinity or the ability to channel.	create Masau'u tech
Masau'u Interface	Ranks in Computers, ability to channel masau'u energy	interface with computers without gear
Masau'u Empowerment	Masau'u Affinity, Masau'u Gift	add Masau'u damage to weapons
Masau'u Navigation	Ranks in Navigation, Masau'u Affinity or at least 4 ranks in Lifeshaping	navigate masau'u powered vessel
Masau'u Penetration	Masau'u Affinity, Masau'u Gift or Channeler class	attacks penetrate DR 2
Masau'u Purge	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel	use masau'u container as a bomb
Masau'u Portal	Ranks in Lifeshaping, Masau'u Affinity, Masau'u Window or the ability to channel	transport self or other through masau'u energy source
Masau'u Ritual	The ability to channel, Masau'u Stabilization, Masau'u Purge,	meditate to empower masau'u powers
Masau'u Stabilization	Ability to channel	extend the duration of masau'u powers
Masau'u Sense	Masau'u Affinity or the ability to channel	detect masau'u energy
Masau'u Shaping	Ability to channel	gain superior control of masau'u energy
Masau'u Tech Adaptation	Lifeshaping rank 4, non-Channeler	+4 Fort vs trauma from masau'u tech
Masau'u Window	Ranks in Lifeshaping, Masau'u Affinity or the ability to channel	“see” great distances though masau'u energy
Specialist: Masau'u	-	+5 to Academics checks for masau'u



The Demon Acolyte

Demon Acolytes are those rare Channelers, who study the mysterious demons and phantasm which originated from the Masau'u. While most people do not even know the existence of these beings, the demon acolyte have dedicated their channeling skills to imitate them.

Wounds: 1d8

Spirit: 2/level

Primary Attack (Wis): masau'u powers/ disciplines.

REQUIREMENTS

Skills: Academics (8 ranks)

Feats: Specialist (Masau'u)

Special: The character must be able to channel at least one power with the word Phantasm in it.

CLASS SKILLS

Class Skills: Academics, Awareness, Diplomacy, Intimidation, Lifeshaping, Mental Focus, Metabolic Control, Sense Motive, Surveillance, and Swim.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Demon Acolyte gains no new proficiencies.

Masau'u Manipulation: The Demon Acolyte can choose one manipulation power every level. As a source of masau'u energy itself, the Demon Acolyte never needs an external source.

First Transformation: Like the Denu, the Demon Acolyte goes through a series of three physical transformations. The first one provides them with the following benefits:

Semi-shadow form: The character gains a +5 to Stealth and the ability to hide in plain sight, regardless of cover. They also receive a DR of 2.

Demon Affinity: Also at first level, the character gains a limited telepathy, allowing it to "talk" to demons. The character can use any Charisma based skill or psychic power that effects the mind with a demon without penalty.

This ability also gives the character a +5 to saves against trauma when exposed to a demon.

Phantasm Companion: The character can summon a scrying phantasm as a free action at any time without spending any Spirit spent. On a phantasm does not count for the normal encounter limit for spending spirit.

Demonic Senses: At second level, the character gains demonic senses. They cannot be blinded or deafened and are not hindered by darkness. This also gives them a +4 initiative and the ability sense life.

Sense Life: They can sense the presence of life within 40 feet. Cover does not hinder this.

Phantasm Mastery: When using Create Phantasm or Greater Phantasm powers, range is doubled and the phantasm gains a +2 to Defense and all rolls, +1d6 to damage, and speed increases by +10. In addition Spirit on a phantasm power does not count for the normal encounter limit for spending spirit.

Demonic Trait: At levels 4, 7 and 9, the character can choose one of the following special demonic abilities.

Class IV

Colossal Demon CR 26

Terrors of the space ways, there is no pilot who does not fear encountering these demons. Few have seen them and survived, and many that have are left permanently insane.

In appearance they are similar to Thahazi living vessels, which has given rise to the belief that they are actual Thahazi vessels mutated by masau'u energy. Their long black, shadowy forms are covered in writhing tentacles with two pairs of luminous gossamer wings. They have what appears to be two large eyes but no other visible senses.

There is no predicting the behavior and they are found on land as well as in space. Sometimes they attack, other times they simply use their Mesmerizing Light or Maddening Scream ability and leave. It is not known what provokes them to attack, or even if they are capable of thought.

When they do engage in combat they use their either or both their Mesmerizing Light or Maddening Scream ability and then an energy burst until they are close enough to drain the energy from their victims.

Hit Dice: 41d10+451 (697)

Spirit: 5

Damage Reduction: 20

Initiative: +4

Speed: 60, atm 250, space 3000 ft.. (clumsy), FTL 5/day

Defense: 22 (-8 size, +20 natural)

Base Attack/Grapple: +41/+75

Space/Reach: 100 ft..

Fear: DC 41 (500 feet)

Saves: Fort +33, Ref +22, Will +33

Abilities: Str 47, Dex 10, Con 33, Int 10, Wis 33, Cha 10

Skills: Awareness +55, Mental Focus +55, Intimidate +44, Surveillance +55, Sense Motive +55, Stealth +44

Special Attacks/ Qualities

Shadow Form: The demon can change its form into a that of shadow; it is impossible to determine where the shadow begins and its "physical form" begins. This gives a +10 to Stealth and the ability to hide in plain sight, regardless of cover. In a heavy shadowy area or in darkness, such as space, the demon is effectively invisible until it attacks.

Demon Senses: Class IV demons have supernatural senses. They cannot be blinded or deafened and are not hindered by darkness. This also gives them a +4 initiative and the following abilities: *Sense Life*: They can sense the presence of life within 1 mile. Cover does not hinder this.

True Sight: The demon can see through invisibility and illusions.

Shadow Tentacles: Class IV demons can form tentacles or claws to reach out to an opponent. Attack +41, Damage 4d6+18. *Drain Life*: Opponents hit must roll a Fortitude save (DC 40). Failure: 4d6 hp drained. The demon gains half damage taken. Failure by 5: -2 to attack and, -2 damage die for the remainder of encounter or until next save is made.

Grapple: The demon can role again to grapple as a free action. Hp can be drained once per round (see above) if grapple is successful.

Energy Burst (Spirit I): The demon can release a powerful burst of energy. Damage 30d6, Reflex save (DC 40) for half damage. Fail save by 5: receive -2 to attacks and damage until the end of the encounter or a save is made (attempt once per round).

Restoration (Spirit I): If the demon takes no actions for one round, it can heal 4d10 hp.

Mesmerizing Light (Spirit I): The demon can extend its luminous wings to produce a blinding light. Those who fail a Fortitude save (DC 40) are dazzled. Failure by 5: the opponent is blinded for remainder of the encounter or until another save is made (attempt once per round). Sensors of vessels are also effected by the light. This has a area of 2000 feet.

Maddening Scream (Spirit I): The demon can also produce a high pitch "scream" that can stun organic life-forms and



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