

Dominion Intel Briefing

Contents

Dominion Intel Briefing	3
Terrans Strategic Report	4
New Specializations	5
New Advanced Specializations.....	6
New Talents	6
New Weapons	8
New Item Upgrades	8
New Vehicle Upgrades	9
Upgraded Vehicles	9
Advanced Hellion (Tier 2).....	9
Advanced Hellion, Helbat (Tier 2)	10
Advanced Vulture Bike (Tier 2)	11
Firebat ‘Hellcaller’ Merc Description	12
Firebat ‘Hellcaller’ Merc.....	12
Frontier Pillager Description	13
Frontier Pillager.....	13
Frontier Pillager with Advanced Hellion	14
Frontier Pillager with Advanced Vulture.....	16
Rebel Insurgent Description.....	17
Rebel Insurgent	17
Guild Elite Assault Trooper Description	18
Guild Elite Assault Trooper	18
United Earth Directorate Medical Officer Description	19
United Earth Directorate Medical Officer	19
Threat Analysis: Protoss.....	21
Avenger	22
Avenger Description.....	22

Blade Dancer	23
Blade Dancer Description.....	23
Master Phase Smith	25
Master Phase Smith Description.....	25
Signifier	27
Signifier Description	27
New Protoss NPCs.....	29
Avenger Description.....	29
Avenger, Templar.....	29
Blackguard of Shakuras Description	31
Blackguard of Shakuras	31
Master Phase Smith Description.....	34
Master Phase Smith	34
Nerazim Signifier Description	36
Signifier, Nerazim	37
Threat Analysis: Zerg.....	39
Aquatic Broodling Description	40
Aquatic Broodling.....	40
Aquatic Broodling Swarm Description	41
Aquatic Broodling Swarm	41
Aquatic Brood Lord Description	42
Aquatic Brood Lord	43
Kaboomer Baneling Description	46
Baneling, Kaboomer.....	46
Infestor Choker Description	47
Infestor, Choker	48
Hunterling Description.....	50
Hunterling	50
Ravager Description	51
Ravager	51
Bone Ravager Description.....	53
Ravager, Bone	53

Royal Overseer Description.....	55
Royal Overseer	56
Swarmling Description	58
Swarmling	58
Special Thanks	60

Dominion Intel Briefing

This bonus StarCraft resource reveals the bonus content that patreon subscribers have benefited from for the past year. Within is additional content for terrans, protoss, and zerg. Some of this content may eventually appear in later supplements as-of-yet unreleased for the StarCraft RPG.

If you like what you see here, please sign up on our patreon at <https://www.patreon.com/leovauntgamedesign>. By standing at the 10\$ backer level, you will regularly receive content every month to enhance your experience with Leovaunt Game Design. If you can't support us, no problem. Everyone will gain access to 12 months' worth of content for free at the end of every year.

This supplement includes the content for every race.

-New terran specializations, advanced Specialization, and talents for new character builds, such as the UED Medic, the Hellbringer, the Highwayman, and the Assault Trooper. Also featuring new weapons, upgrades, and premade vehicles and NPCs related to these builds.

-Introducing protoss Renown classes, allowing protoss characters to further specialize in their chosen forms of combat. Renown classes are for mid-high level protoss characters. The Renown classes that are covered are the Avenger, Blade Dancer, Master Phase Smith, and Signifier. Example characters with these classes is included in the game as NPCs to introduce in your games.

-Ten new zerg strains to battle in your campaigns, including favorites from the Left 2 Die and Dead of Night missions in StarCraft.

Dominion Report

Colonel Samuel Mardin, Lead Military Commander of the Valhalla Installation

January 7th, 2504

Dear Sir or Madam,

I appreciate you placing time and consideration for my request for funding. While I appreciate the critical eye you have placed upon the immensity of the Odin development project, I intend to prove my work is not as 'over costed' or 'impractical' as you originally evaluated.

To prove this, I would like to prove to you the merits that the Valhalla installation has proven over the years. We are a leading military developer of state-of-the-art war engines that have revolutionized warfare for the Dominion. My personal stamp of approval was placed on the Minotaur-class battlecruisers that now dominate the Dominion fleet. I am just as sure the Odin can revitalize our ground based forces in the face of new adversaries.

To prove to you the diligence of my department, our commitment to improving our armed forces, and the new threats our Dominion is facing, I will be sending you regular tactical briefings detailing the changes we are encouraging for our military, and the activities of enemy forces across the sector. I am confident once you see the efficiency of my department and the danger of the threats we are facing, you will approve the funding required to finish the Odin research and distribute its model to every corner of the sector.

Thank you for your consideration. ~End Report

Terrans Strategic Report

This section includes options for new types of builds for terran characters. It includes specializations, advanced specializations, talents, and equipment upgrades. Finally, there are example NPCs for each of the new character builds, to be quickly introduced in gameplay.

Dominion Report

Colonel Samuel Mardin, Lead Military Commander of the Valhalla Installation

February 11th, 2504

Today, we document a series of battlefield strategies employed by foreign specialist units. These paramilitary outfits have deployed unorthodox tactics that might serve the Dominion Armed Forces after proper indoctrination and training.

I would like to add that the completion of the Odin project would render these additional endeavors irrelevant, and would reduce research costs but as much as forty-two percent.

Units we have overseen include:

-Kel-Morian Assault Troopers: Kel-Morian enforcers that use armor supplemented with jet packs. Possible recreations from thunderstrike armor used against them in the Guild War. Combines shotgun and shield combat. Very tough and mobile, could possibly replace/ supplement reaper units.

-UED Medic: UED Medics elevated the degree of field medicine in the Koprulu Sector to new levels with their nanite delivery systems. While nanites are common place now, these medics still have unsurpassed training in their use, as well as general field triage. Mimicking their training with Dominion personnel is recommended to decrease battlefield casualties. It is, however, difficult to find a living UED medical officer currently.

-Hellcaller: The firebat has been a proven battlefield model, but the specialty fire tactics used by a mercenary group known as 'Hellcallers' have intriguing results. Indoctrination of these individuals is recommended so our troops can learn from them. Afterwards, resocialize them and assign them into the marine corps.

-Frontier Pillager: Many fringe worlds have issues with local bandits preying upon supply routes and well-known roadways. While inconsequential for overall Dominion security, these bandits frequently use custom modifications on their vultures and hellions that would be worthwhile to adopt on our own vessels. Recommend kidnapping several pilots and seizing their equipment. Offer to pay them for their knowledge. Once their information has been extracted, resocialize them and assign them to outrider units.

End Report



New Specializations

This section includes four new specializations for the new character builds.

Directorate Medic

Requirements: United Earth Directorate Expedition Background

Ability Score: +1 intelligence

Talent: Powered Armor Training

Focus Skill: Medicine or Science

Special Ability (Efficient Aid): The character can make a first aid attempt on a character as a minor action once per turn. Using first aid on a character in powered armor only takes a standard action.

Pyro

Ability Score: +1 fortitude

Talent: Weapon Mastery (ranged)

Focus Skill: Ranged or Endurance

Special Ability (Scorch and Burn): The character gains +2 accuracy with any weapons with the Flames weapon trait.

Furthermore, any area-effect weapon the character uses with the Flames weapon trait has its area increased by 2 squares. For example, a flamethrower with a Cone (6) becomes a Cone (8) instead.

Raider

Requirements: Fringe Colonist OR Kel-Morian Background

Ability Score: +1 agility

Talent: Mobile Attacker

Focus Skill: Pilot or Defense Training

Special Ability (Hit and Run): The character is an expert at using light military vehicles that involve hit and run tactics. They gain the following benefits while piloting a bike, hellion, hellbat, or vulture: +50% acceleration rating, +2 defense, and +1 power rating of damage with all mounted weapons. With those vehicles, the character also never suffers penalties to accuracy for moving faster than their target. In addition, the character can make vehicle repair checks in half the time and restore 25 additional hit points.

Shotgun Hitman

Ability Score: +1 strength

Talent: Shotgun Spread

Focus Skill: Athletics or Durability

Special Ability (Shotgun Precision): When making attacks with any weapon with the Spread special rule, you gain a bonus to accuracy equal to the Hailfire trait the weapon has. Therefore, when attacking at short range with hailfire 2, you also gain +2 accuracy bonus. You instead gain +4 accuracy when using the shotgun spread talent.

New Advanced Specializations

This section includes four new advanced specializations for the character builds. Most of those require or directly correlate to the specializations above.

Assault Trooper

Focus Skill: Athletics

Special Ability (Assault Tactics): The character specializes in using a certain selection of gear, namely a jet pack, a ballistic combat shield, and a shotgun (any type). When using a jet pack, speed boosts to movement are 2 squares faster than normal, and the character can launch 2 more squares into the air than normal. Ballistic combat shields give the character +5 damage resistance against any attack with the Burst, Line, or Cone weapon trait. Shotguns gain Hailfire 3 throughout all short range, not just against adjacent targets.

Directorate Nano-Biologist

Requirements: Directorate Medic specialization

Focus Skill: Medicine

Special Ability (Miracle of Nanites): When the character heals an ally using the medical delivery system and by expending nanites, the target heals twice as many hit points as normal for the tier of the armor.

Hellbringer

Requirements: Pyro specialization

Focus Skill: Ranged

Special Ability (Watch it Burn): When the character sets an opponent on fire with a weapon with the Flames trait, the ongoing fire damage gains the Penetration (10) special rule. Furthermore, if a target is set on fire by this character and they spend a full-round action trying to put out the fire, they must make a DC 15 acrobatics tests to successfully douse the fire.

Highwaymen

Requirements: Raider Specialization

Focus Skill: Pilot

Special Ability (Glancing Blows and Rolling Slides): While the character is driving a bike, hellion, hellbat, or vulture, they can pilot nimbly to prolong the survival of their vessel. At the start of every turn, their vehicle gains a temporary hit points equal to the character's pilot skill. Furthermore, they can make evade attempts with their vehicle, even though they do not use character locomotion. This is made at the character's normal acrobatics although the vehicle counts as having the Cumbersome item trait if it does not have it already. When successfully evading, the character and their vehicle shifts a number of squares equal to the player's shift speed +1.

New Talents

Eight new talents relating to these character builds can be found here.

Cleansing Spray

Requirements: Medicine 6, Science 6

Benefit: When using nanites from an armor's medical delivery system, targets that are healed by the nanites gain a +10 bonus on endurance tests against poison and disease for rounds equal to the character's intelligence. In addition, the medical delivery system can be used on targets up to medium range, instead of short range.

Consistent Reload

Requirements: Fast Reload, Agility 4, Instinct 4

Benefit: The character is very used to reloading their hand-fed firearms while they perform other actions. When using a gradual reload weapon, they can ignore the normal reloading mechanics and instead automatically reload bullets when they perform the following actions. When the character performs a move action, they reload a single shot. When the character performs a shift or aim action, they reload two shots. After a character completes an attack action with their weapon, they reload a single shot to that weapon. All these features only effect gradual reload weapons.

Constant Repairs

Requirements: Raider or Highwayman specialization, Pilot 6, Science 6

Benefit: The character is skilled at making quick repairs to their chosen vehicle once they leave combat with their vessel. This vessel must be one that relates to the Raider or Highwayman specializations, namely a bike, hellion, hellbat, or vulture. Once the character gets out of combat, supposing their vehicle has at least 1 hit point remaining, they can immediately begin repairs to their vehicle. The character makes a science test. The vehicle recovers a number of hit points equal to its damage threshold, plus the science check result. This check takes 5 minutes, and must be performed no more than 10 minutes after the encounter ends.

Feel the Burn I-III

Requirements: Pyro specialization, Ranged 4/6/8

Benefit: The character is very good at lighting enemies on fire with weapons using the Flame trait. When making an attack with a flaming weapon, they weapon gains a +5 bonus to accuracy against targets' toughness, making them more likely to set enemies, namely larger enemies, on fire. This talent has multiple ranks, each with higher skill requirements. The second rank increases the accuracy bonus versus toughness to +10, and the third rank increases it to +20.

Fields of Red

Requirements: Hellbringer specialization, Jaded talent

Benefit: The character spins their flamethrower around with reckless abandon, laying waste to an entire area. Instead of the flamethrower being used in a cone or a line, it instead becomes a burst area centered on the character. The burst area is equal in size to the area trait on the weapon. Therefore, a Cone 6 flamethrower effects every target within a Burst 6 centered on the character. The character makes an attack roll with the flamethrower against every target within the area, friend or foe, including themselves. They count as the primary target of their own attack. Using a flamethrower in this way consumes 3 fuel per strike.

Mobile Barricade

Requirements: Defensive Training 6

Benefit: The character can choose to use their shield in a defensive formation instead of normally. They can crouch down and use their shield as a barricade instead of a normal shield. Doing this requires a move action. While in this form, all movement is Limited Movement and they must choose what direction they are facing. They lose their shield bonus to defense, but instead the shield provides them improved cover against all attacks in the 180 degree arc that they are facing. Outside of that arc, the character loses their shield bonus to defense.

Perfect Steering I-II

Requirements: Pilot 4/6, Agility 4/6

Benefit: The character is an expert at controlling a nimble craft. This effects bikes, hellions, and vulture vehicles. When piloting these vehicles, they can ignore vehicle facing and turning rules, at any speed, not just combat speed and without having to make a skill check. This talent has two ranks. The second rank allows any land or hover vehicle to do this if they succeed a DC 15 pilot check every round. No matter what type of vehicle makes the pilot check to use this talent, if they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

Spread the Love

Requirements: Medicine 6, Instinct 6

Benefit: When using nanites from an armor's medical delivery system, the character can heal 2 characters with a single use of nanites as the same action. These characters must be within 3 squares of another other.

New Weapons

Automatic Shotgun

Two-handed Rifle

Base Cost: 8,000 credits

Damage: 16

Accuracy: -1

RoF: Fast

Range: Short

Shots: 12 Shells

Power Rating: +3

Weight: 20lbs

Special Traits: Spread, Long Reload, Recoil

Description: This is the upgraded model of the Torrent military shotgun, designed for ultimate close quarters combat. These shotguns are typically used in indoor combat, are chiefly used to repel zerg or protoss attacker that were intruding into terran military installations. These weapons can produce an unrivaled hail of fire, capable of killing most anything that gets in their range. However, they are larger and bulkier than most combat shotguns, and therefore are not as effective against adjacent foes.

Incendiary Grenade

Thrown Explosive

Base Cost: 300 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5lbs

Special Traits: Burst (3), Energy Damage, Flames, Grenade

Description: The incendiary grenade is a combustible, explosive, incendiary grenade that sprays napalm over a large area. These weapons are very useful against large groups of light armored individuals. By the Dominion, they are used in equal measure against rioting citizens and zergling attack waves.

Molotov Cocktail

Thrown Explosive

Base Cost: 15 credits

Damage: 20

Accuracy: -4

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +3

Weight: 0.5lbs

Special Traits: Burst (1), Energy Damage, Flames, Grenade

Description: The classic armament of rioters and looters, the Molotov Cocktail is nothing more than a liquor bottle attached to a flaming rag, used as an impromptu explosive. While not a dependable weapon, it is easy to manufacture and nonetheless fills the purpose of setting fire to buildings and spreading general chaos.

New Item Upgrades

Integrated Thrusters

Powered Armor

Base Cost: 4,000

Science DC: 26

Benefit: This suit of power armor is retrofitted so the entirety of the armor is lined with thruster modules and exhaust ports.

The powered armor counts as having a jet pack as its mounted gear, equal to the tier of the armor. The downside is, due to the fuel expenditure, the integrated jet pack only has half the fuel capacity of a normal jet pack of that tier.

Secondary Barrel

Pistols, Rifles

Base Cost: 1,000

Science DC: 25

Benefit: This weapon has a secondary barrel used to send out shots. Not matter what attack speed the weapon is, the weapon fires one additional shot whenever it is used, therefore giving the +4 accuracy bonus for firing another round. This shot is on top of whatever the fire rate for the weapon is. Therefore, if you can normally make 3 strikes with a weapon, this upgrade allows for you to make 4 instead. This applies no matter the weapon's normal rate of speed.

New Vehicle Upgrades

Spiked Prow

Vehicle System

Base Cost: 1,000, x2 for every size category above large

Description: The vehicle has an extended front bumper covered with spikes. When the vehicle rams from the front, suffers a front-end collision, or is rammed from the front, it deals +25 damage and gains Penetration (10). The vehicle also gains +20 damage resistance to reduce damage to their own vehicle for front-end rams they initiate.

Upgraded Vehicles

Advanced Hellion (Tier 2)

Huge Terran Land Vehicle, High Threat

Base Cost: 100,000 credits

Hit Point: 310

Strength/ Fortitude: 12

Pilot Requirements: 2

Acceleration Rating: 40

Crew: Pilot

Damage Threshold: 43

Structure Rating: 7

Space: 2 by 3 squares

Max Speed: 160

Toughness: 37

Damage Resistance: 30

Reach: NA

Defense: 6 +Defensive Training +Agility

Base Gear: Treaded Tires, Headlights, Tier 3 Turret-Mounted Weapon (infernal flamethrower), Tier 3 Reinforced Hull

Optional Gear: Afterburners, Navigation System, Communication System, Improved Handling, Improved Capacity (up to 3), Hellbat Transformation, Spiked Prow

Special Trait (Wall of Fire): When attacking in a turn the vehicle also moved, the Hellion can spray a line of fire rather than projecting fire from the base of the vehicle. Essentially, this allows the origin point for the flame line to be anywhere within a burst 10 of the vehicle, and the ending point of the line to be anywhere within the same area. Everything in and between those squared suffers a hit from the weapon.

Special Trait (Napalm Canisters): If the weapon systems on a hellion are ever suffer the heavily damage condition, the fuel reserves explode. The entire vehicle is reduced to 0 hit points, and suffers an explode result.

Tier 3 Infernal Flamethrower

Base Cost: 24,000 credits

Damage: 34

RoF: Fast

Shots: 60 fuel

Accuracy: +2

Range: Special

Power Rating: +4

Special Traits: Line (12), Hailfire (1), Flames, Energy Damage

Description: The infernal flamethrower is a flamethrower designed to be used with the hellion. It projects a line of fire, incinerating anything in its path. The infernal flamethrower benefits from the same upgrades a regularly flamethrower can take advantage of.



Advanced Hellion, Helbat (Tier 2)

Huge Terran Land Vehicle, High Threat

Base Cost: NA

Hit Point: 310

Strength/ Fortitude: 12

Pilot Requirements: 2

Base Speed: 6

Crew: Pilot

Base Gear: Tier 3 Turret-Mounted Wide-Mouthed Advanced Infernal Flamethrower, Tier 3 Ballistic Combat Shieldx2

Headlights, Communication System, Tier 2 Huge Bashx2, Hellion Transformation, Tier 3 Reinforced Hull

Optional Gear: As Hellion

Damage Threshold: 43

Structure Rating: 7

Space: 3 by 3 squares

Defense: 14 +Defensive Training +Agility

Toughness: 37

Damage Resistance: 30

Reach: 2 squares

Special Trait (Cumbersome): The cumbersome vehicle gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks.

Special Trait (Arm Shields): Each arm has a large shield mounted on it. This protects the user from enemy attacks in the exact same fashion as a character-sized ballistic combat shield, except that the hellbat has two shields, and the bonuses stack between them (giving a total +8 defense bonus for Tier 3). The shield's defense bonus scales with each increased tier.

Special Trait (Hunker Down): If the walker does not move on its turn, it can spend a move action to 'hunker down' in location and create a shield wall in front of itself. While in this mode, it does not gain a shield bonus to defense, but receives a +12 bonus to defense against attacks within a 180 degree arc of its choice. It can still make attack with its flamethrower while in this form.

Special Trait (Wide-Mouthed Flamethrower): The flamethrower on the hellbat expands in width, giving a short but wider flamer. The flame becomes a Cone (10). Otherwise it is identical to the infernal flamethrower, and benefits from all upgrades to the Hellion's weapon.

Special Trait (Focused Strike): Instead of making two separate large bash attacks, the Hellbat can, on a charge or full-action attack, make a single Huge Bash attack. When performing a Huge Bash attack, the Hellbat can choose to perform a Knock Down or Push attack at the same time should the pilot choose.



Advanced Vulture Bike (Tier 2)

Large Terran Land Vehicle, High Threat

Base Cost: 80,000 credits

Hit Point: 198

Strength/ Fortitude: 12

Pilot Requirements: 2

Acceleration Rating: 75

Crew: Pilot

Base Gear: Headlights, Hover, Tier 2 Front-Mounted Grenade Launcher with Expanded Capacity, Navigation Unit, Spider Mine Layer, Tier 2 Reinforced Hull

Optional Gear: Improved Handling, Afterburners, Communication System, Spiked Prow

Damage Threshold: 38

Structure Rating: 6

Space: 2 by 2 squares

Max Speed: 400

Toughness: 32

Damage Resistance: 27

Reach: NA

Defense: 8 +Defensive Training +Agility

Special Trait (Open Topped): This vehicle is open-topped, and the rider can be attacked in addition to the vehicle. However, the rider has cover and they gain +5 to their defense.

Special Trait (Skilled Pilot): For every 2 points of Pilot skill the character has over the training requirements of this vehicle, the vehicle gains +1 defense.

Special Trait (Extremely Maneuverable): This vehicle is small and maneuverable enough that a skilled pilot can make many turns with it. As long as the pilot succeeds a DC 15 pilot check at the beginning of their turn, they can ignore vehicle facing and turning rules when within combat speed, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move. In addition to this benefit, this vehicle's pilot can perform bob and weave actions while controlling the vehicle.

Spider Mine Layer

Vehicle Systems

Base Cost: 5,000 credits

Description: This vehicle has a lower port that deploys a spider mine, which immediately burrows and waits for enemies to come by, using enemy identification procedures as set by the vehicle's pilot. The spider mine layer is used as a standard action. The spider mine layer can carry 3 spider mines, +3 spider mines per tier of the vehicle.



Firebat 'Hellcaller' Merc Description

'Hellcallers' are sociopathic, degenerates who manage to get claim on a suit of firebat armor, and decide to hire out their services. These individuals are very skilled and dangerous, but are equally unreliable. They are as likely to turn on their employer than not, and care nothing about friendly fire or civilian casualties.

Tactics

Hellcallers are up front and remorseless foes. They employ very little strategy or tactics, but simply charge forward to engulf as many foes in their flaming embrace as possible. They aim their flamethrowers for maximum number of targets, aiming both flamethrowers at different areas if necessary. They will use their Fields of Red talent when surrounded, and they can hit 6 or more enemies with their blast. They don't care if they hit allies, even their employers. Hellcallers do not use tactics, and typically use the Bob and Weave combat behavior.

Firebat 'Hellcaller' Merc

Level 16 Terran Non-heroic Character (Fringe Colonist/ Pyro/ Survivalist/ Brute/ Demolitionist/ Infiltrator/ Hellcaller/ Drug Specialist), Medium Threat

Skill Purchases: 15

Talent Purchases: 8

Ability Score Purchases: 8

Hit Points: 155

Healing Threshold: 7

Damage Threshold: 31

Defense: 22

Toughness: 30

Resolve: 18

Speed: 7

Shift Speed: 1

Morale Bonus: +6

Space: 2 by 2 squares

Reach: 2 squares

Initiative: +6

Damage Resistance: 22

Psionic Resistance: 14

-Flamethrower 1d20+13 accuracy (+23 versus toughness), 37 damage, +2 strikes maximum, 60 shots; *Special Traits:* Cone 9, Hailfire 1, Energy Damage, Flames, Close Quarter

-Flamethrower w/ Dual-Wielding 1d20+8 accuracy (+18 versus toughness), 37 damage, +2 strikes maximum, 60 shots; *Special Traits:* Cone 9, Hailfire 1, Energy Damage, Flames, Close Quarter

-Rifle Butt 1d20+7 accuracy, 27 damage, 1 strike maximum; *Special Traits:* NA

Skills: Athletics 4, Defensive Training 8, Durability 10, Endurance 8, Melee 8, Mental Training 4, Perception 4, Ranged 10, Survival 8

Skill Focuses: Durability +3, Endurance +2, Survival +2, Ranged +4, Defensive Training +2

Talents: Feel the Burn II, Fields of Red, Grenade Catcher, Hardened Survivalist, Jaded, Powered Armor Training, Power Strike, Sneak Attack, Weapon Mastery (ranged II)

Strength: 10*

Instinct: 7*

Agility: 4

Fortitude: 5

Intelligence: 2

Willpower: 4

Gear: Tier 2 CMC-660 Powered Combat Armor with 120 fuel, 2 doses of Rage, 2 doses of Painkiller, 1 dose of Combat Stimulants

Special Ability (Watch it Burn): When the hellcaller sets an opponent on fire with a weapon with the Flames trait, the ongoing fire damage gains the Penetration (10) special rule. Furthermore, if a target is set on fire by this character and they spend a full-round action trying to put out the fire, they must make a DC 15 acrobatics tests to successfully douse the fire.

Special Ability (Scorch and Burn): The hellcaller gains +2 accuracy with any weapons with the Flames weapon trait. Furthermore, any weapon area-effect weapon the character uses with the Flames weapon trait has its area increased by 2 squares. For example, a flamethrower with a Cone (6) becomes a Cone (8) instead.

Special Ability (Relentless): Whenever the hellcaller would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Special Ability (Adapted Resistance): The hellcaller has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the hellcaller have disadvantage. However, the hellcaller has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Chemically Adjusted): The Hellcaller has mastered the usage of introducing chemicals into their body. Any time they use a drug, they heal 10 hit points per potency of the drug they consumed, not requiring spending a healing threshold, and the drawbacks are as if they had half as much potency in their body.

Frontier Pillager Description

Frontier Pillagers are skilled bandits and highwayman that roam the countryside on frontier worlds looking for travelers to rob. Their attack parties are easily noticed, consisting of a fast-moving convoy of vultures and hellions covered with spikes and trophies. Individually, these individuals are cowards without their vehicles, but are nonetheless very skilled.

Tactics

Frontier Pillagers are encountered in one of three ways: in their hellions, in their vultures, or on foot. Most commonly they are encountered in their vehicles, where their raiding parties try to drive travelers off the road to take their belongings. Using their vehicle weapons, they try to cripple and crash their prey, or box them in a corner, so they can loot at their leisure. While they don't mind killing passengers, they usually try to keep their target vehicles intact.

When on foot, pillagers fight carefully, because they cannot survive sustained fire. They usually employ cover while they use their grenades to root their foes out of their own cover. They prefer focused bursts to area bursts, to quickly eliminate single targets. When they are faced with foes that they believe are no threat to them, they sometimes draw out their knives to kill them slowly. Frontier Pillagers use the Bob and Weave combat behavior, unless they are in cover. If they have cover, they use the Aim combat behavior.

Frontier Pillager

Level 14 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Raider/ Sniper/ Infiltrator/ Highwayman/ Recon Infantry), Low Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 77

Healing Threshold: 6

Damage Threshold: 25

Defense: 26

Toughness: 22

Resolve: 12

Speed: 8

Shift Speed: 2

Morale Bonus: +2

Space: 1 square

Reach: 1 square

Initiative: +6

Damage Resistance: 12

Psionic Resistance: 6

-**Auto Rifle** 1d20+10 accuracy, 22 damage, +3 strikes maximum, 60 shots at medium range; *Special Traits:* Penetration 3, Scope

-**Gauss Pistol** 1d20+10 accuracy, 16 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits:* Penetration 6

-**Combat Knife** 1d20+6 accuracy, 16 damage, +3 strike maximum; *Special Traits:* Penetration 4, Throwing

-**Incendiary Grenade** 1d20+6 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 3, Energy Damage, Flames

Skills: Acrobatics 4, Athletics 4, Defensive Training 8, Durability 6, Endurance 4, Influence 2, Melee 4, Perception 6, Pilot 8, Ranged 8, Stealth 6, Survival 4

Skill Focuses: Athletics +3, Defense Training +2, Pilot +2, Stealth +2

Talents: Defensive Fighting II, Devastating Cripple (ranged), Dodge, Mobile Attacker, Perfect Steering, Precision Shot, Sneak Attack, Weapon Mastery (ranged II)

Strength: 4

Instinct: 6

Agility: 7

Fortitude: 3

Intelligence: 3

Willpower: 2

Gear: Tier 2 Auto Rifle with 3 magazines of Armor Penetrating Rounds, Tier 2 Gauss Pistol with 2 magazines of U-238 rounds, Tier 2 Combat Knife with Improved Potency and Piercing, Incendiary Grenade x3, Breaching Charge, Tier 2 Binoculars, Communicator, Tier 2 Light Combat Armor, Tier Backpack, Equipment Belt x3, 1,000 credits

Special Ability (Hit and Run): The pillager is an expert at using light military vehicles that involve hit and run tactics. They gain the following benefits while piloting a bike, hellion, hellbat, or vulture: +50% acceleration rating, +2 defense, and +1 power rating of damage with all mounted weapons. With those vehicles, the character also never suffers penalties to accuracy for moving faster than their target.

Special Ability (Glancing Blows and Rolling Slides): While the character is driving a bike, hellion, helbat, or vulture, they can pilot nimbly to prolong the survival of their vessel. At the start of every turn, their vehicle gains 8 temporary hit points. Furthermore, they can make evade attempts with their vehicle, even though they do not use character locomotion. This is made at the character's normal acrobatics although the vehicle counts as having the Cumbersome item trait if it does not have it already. When successfully evading, the character and their vehicle shifts a number of squares equal to the player's shift speed +1.

Special Ability (Terror of the Range): When damaging an opponent beyond medium range with a scoped rifle, the target of the attack and all their allies with 6 squares take a negative morale point. In addition, the character gains rending 4 with all sniper rifles, gauss sniper rifles, long rifles, and canister rifles.

Special Ability (Perfect Steering): When piloting a bike or a vulture, the pillager can ignore vehicle facing and turning rules, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. They can do this when piloting a hellion also, but only if they succeed a DC 15 pilot check. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

Special Ability (Stealth Movement): When moving, the pillager is considered standing or crouched, depending what is most advantageous for gaining a bonus to maintaining stealth and defensive bonuses from cover. In addition, the character can move while stealthed at full speed. Finally, the pillager gains a +5 bonus to defense against opportunity attacks from suppressing fire.

Special Ability (Moving Cover): If a pillager has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Adapted Resistance): The pillager has a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the pillager have disadvantage. However, the pillager has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Hide in Plain Sight): The pillager can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Frontier Pillager with Advanced Hellion

Level 15 Terran Non-heroic Character in Vehicle (Fringe Colonist/ Skirmisher/ Raider/ Sniper/ Infiltrator/ Highwayman/ Recon Infantry), High Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 310

Healing Threshold: NA

Damage Threshold: 43

Defense: 23

Toughness: 37

Resolve: NA

Acceleration Rating: 60

Max Speed: 160

Morale Bonus: +2

Space: 3 by 3 squares

Reach: NA

Initiative: +6

Damage Resistance: 30

Psionic Resistance: NA

-Infernal Flamethrower 1d20+10 accuracy, 46 damage, +3 strikes maximum, 60 shots; *Special Traits:* Line 22, Hailfire 1, Flames, Energy Damage

Skills: Acrobatics 4, Athletics 4, Defensive Training 8, Durability 6, Endurance 4, Influence 2, Melee 4, Perception 6, Pilot 8, Ranged 8, Stealth 6, Survival 4

Skill Focuses: Athletics +2, Defense Training +2, Pilot +2

Talents: Defensive Fighting II, Devastating Cripple (ranged), Dodge, Mobile Attacker, Perfect Steering, Precision Shot, Sneak Attack, Weapon Mastery (ranged II)

Strength: 12

Instinct: 6

Agility: 7

Fortitude: 3

Intelligence: 3

Willpower: 2

Gear: Tier 2 Hellion with Spiked Prow

Special Trait (Wall of Fire): When attacking in a turn the vehicle also moved, the Hellion can spray a line of fire rather than projecting fire from the base of the vehicle. Essentially, this allows the origin point for the flame line to be anywhere within a burst 10 of the vehicle, and the ending point of the line to be anywhere within the same area. Everything in and between those squares suffers a hit from the weapon.

Special Trait (Napalm Canisters): If the weapon systems on a hellion are ever suffer the heavily damage condition, the fuel reserves explode. The entire vehicle is reduced to 0 hit points, and suffers an explode result.

Special Ability (Hit and Run): The pillager is an expert at using light military vehicles that involve hit and run tactics. They gain the following benefits while piloting a bike, hellion, hellbat, or vulture: +50% acceleration rating, +2 defense, and +1 power rating of damage with all mounted weapons. With those vehicles, the character also never suffers penalties to accuracy for moving faster than their target.

Special Ability (Glancing Blows and Rolling Slides): While the character is driving a bike, hellion, hellbat, or vulture, they can pilot nimbly to prolong the survival of their vessel. At the start of every turn, their vehicle gains a 8 temporary hit points. Furthermore, they can make evade attempts with their vehicle, even though they do not use character locomotion. This is made at the character's normal acrobatics although the vehicle counts as having the Cumbersome item trait if it does not have it already. When successfully evading, the character and their vehicle shifts a number of squares equal to the player's shift speed +1.

Special Ability (Perfect Steering): When piloting a bike or a vulture, the pillager can ignore vehicle facing and turning rules, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. They can do this when piloting a hellion also, but only if they succeed a DC 15 pilot check. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

Special Ability (Moving Cover): If a pillager has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover. In addition, the pillager gains +1 movement speed.



~Pillager Hellion

Frontier Pillager with Advanced Vulture

Level 14 Terran Non-heroic Character in Vehicle (Fringe Colonist/ Skirmisher/ Raider/ Sniper/ Infiltrator/ Highwayman/ Recon Infantry), High Threat

Skill Purchases: 16

Talent Purchases: 5

Ability Score Purchases: 5

Hit Points: 198

Healing Threshold: NA

Damage Threshold: 38

Defense: 28

Toughness: 32

Resolve: NA

Acceleration Rating: 112

Max Speed: 160

Morale Bonus: +2

Space: 2 by 2 squares

Reach: NA

Initiative: +6

Damage Resistance: 27

Psionic Resistance: NA

-Grenade Launcher 1d20+9 accuracy, 60 damage, +1 strike maximum, 12 shots; *Special Traits*: Burst 3, Gradual Reload, Ground Fire

Skills: Acrobatics 4, Athletics 4, Defensive Training 8, Durability 6, Endurance 4, Influence 2, Melee 4, Perception 6, Pilot 8, Ranged 8, Stealth 6, Survival 4

Skill Focuses: Athletics +2, Defense Training +2, Pilot +2

Talents: Defensive Fighting II, Devastating Cripple (ranged), Dodge, Mobile Attacker, Perfect Steering, Precision Shot, Sneak Attack, Weapon Mastery (ranged II)

Strength: 12

Instinct: 6

Agility: 7

Fortitude: 3

Intelligence: 3

Willpower: 2

Gear: Tier 2 Vulture with Spiked Prow

Special Trait (Open Topped): This vehicle is open-topped, and the rider can be attacked in addition to the vehicle. However, the rider has cover and they gain +5 to their defense.

Special Ability (Hit and Run): The pillager is an expert at using light military vehicles that involve hit and run tactics. They gain the following benefits while piloting a bike, hellion, hellbat, or vulture: +50% acceleration rating, +2 defense, and +1 power rating of damage with all mounted weapons. With those vehicles, the character also never suffers penalties to accuracy for moving faster than their target.

Special Ability (Glancing Blows and Rolling Slides): While the character is driving a bike, hellion, hellbat, or vulture, they can pilot nimbly to prolong the survival of their vessel. At the start of every turn, their vehicle gains a 8 temporary hit points. Furthermore, they can make evade attempts with their vehicle, even though they do not use character locomotion. This is made at the character's normal acrobatics although the vehicle counts as having the Cumbersome item trait if it does not have it already. When successfully evading, the character and their vehicle shifts a number of squares equal to the player's shift speed +1.

Special Ability (Perfect Steering): When piloting a bike or a vulture, the pillager can ignore vehicle facing and turning rules, and have the vehicle move its speed freely in any direction with any number of turns, much like how a character moves. They can do this when piloting a hellion also, but only if they succeed a DC 15 pilot check. If they fail the test by 10 or more, the vehicle suffers a collision with the ground instead and does not move.

Special Ability (Moving Cover): If a pillager has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover. In addition, the pillager gains +1 movement speed.

Rebel Insurgent Description

Occasionally, the common man rises to fight their oppressors. Rebel insurgents are colonists who have had enough of oppression and corruption, and are actively fighting back against their rulers. These individuals gather in massive mobs to revolt against tyrannical practices.

Tactics

Rebel Insurgents don't use really any tactics, and follow a mob mentality. When actively fighting against an organized police force, they try to cause chaos and disruption. They throw their Molotov Cocktails into government buildings or mobs of enemy soldiers. They use their revolvers to protect themselves from corrupt police, or just celebratory fire. When true chaos breaks out, rebels will charge into combat and use Heavy Strike actions in conjunction with their hammers, shovels, and axes. Otherwise, they generally don't use combat behaviors.

Rebel Insurgent

Level 3 Terran Non-heroic Character (Fringe Colonist/ Survivalist), Low Threat

Skill Purchases: 7

Talent Purchases: 1

Ability Score Purchases: 2

Hit Points: 62

Healing Threshold: 7

Damage Threshold: 23

Defense: 16

Toughness: 17

Resolve: 13

Speed: 5

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 5

Psionic Resistance: 9

-**Light Revolver** 1d20+3 accuracy, 18 damage, 1 strike maximum, 6 shots at short range; *Special Traits*: Gradual Reload

-**Heavy Tool** 1d20+2 accuracy, 19 damage, 1 strikes maximum; *Special Traits*: Penetration 1, Smashing

-**Molotov Cocktail** 1d20-1 accuracy, 20 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Burst 1, Energy Damage, Flames, Grenade

Skills: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Medicine 3, Melee 3, Perception 3, Ranged 3, Stealth 3, Survival 2

Skill Focuses: Survival +2

Talents: Hardened Survivalist, Resistant

Strength: 4

Instinct: 3

Agility: 3

Fortitude: 4

Intelligence: 2

Willpower: 3

Gear: Light Revolver with 6 shots, Heavy Tool, Molotov Cocktail x3, Padded Jacket, Backpack, Equipment Belt, 2d20 credits



Guild Elite Assault Trooper Description

These assault troopers are the elite troopers of the Kel-Morian combine. Assault troopers are used to violently quash rebellion, spearhead Kel-Morian offensive operations, or defend their homes from zerg attacks. They are ruthless combatants who use their shotguns to quickly eliminate their foes in close quarters. As dedicated soldiers, these troopers spend their spare time in drills practicing combat in zero gravity environments or close quarters combat.

Tactics

Assault Troopers focus on providing a mobile wall while engaging in close quarters combat. They synchronize the movement of their squad, trying to stay in a single line while advancing into short range with their foes. In wide open battlefields, including outerspace, they use their integrated thrusters in their armor to speed forward, jumping over cliffs and obstacles to reach their foes.

Assault Troopers prefer to Bob and Weaver rather than Aim, and generally further use their tactics skill to further increase their defense. When a member of their unit falls, they condense their ranks so they are always side by side with another member of their squad.

Guild Elite Assault Trooper

Level 15 Terran Non-heroic Character (Kel-Morian/ Soldier/ Shotgun Hitman/ Guardian/ Skirmisher/ Assault Trooper/ Commando), Medium Threat

Skill Purchases: 15	Talent Purchases: 4	Ability Score Purchases: 6
Hit Points: 149	Healing Threshold: 8	Damage Threshold: 27
Defense: 22	Toughness: 24	Resolve: 14
Speed: 8	Shift Speed: 2	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 18	Psionic Resistance: 7	

-Military Shotgun 1d20+10 accuracy, 22 damage, +2 strikes maximum, 10 shots at short range; *Special Traits*: Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters

-Flak Pistol 1d20+9 accuracy, 16 damage, +1 strike maximum, 12 shots at long range; *Special Traits*: Rending 3, Spread, Recoil

-Frag Grenade 1d20+8 accuracy, 50 damage, 1 strike maximum; *Special Traits*: Burst 3, Grenade, Delay

-Rifle Butt 1d20+4 accuracy, 23 damage, 1 strike maximum; *Special Traits*: NA

Skills: Athletics 8, Defensive Training 6, Durability 9, Endurance 4, Medicine 4, Melee 6, Mental Training 2, Perception 2, Pilot 4, Ranged 9, Tactics 6

Skill Focuses: Athletics +2, Ranged +3, Durability +2, Defensive Training +2

Talents: Constant Reload, Dodge, Fast Reload, Powered Armor Training, Shotgun Spread, Weapon Mastery (ranged)

Strength: 9* **Instinct**: 5 **Agility**: 6 **Fortitude**: 7

Intelligence: 2 **Willpower**: 2

Gear: CMC-200 Powered Armor with Extra Reinforcement and Integrated Thrusters, Tier 2 Military Shotgun with Secondary Barrel and 20 Adamantine Shells, Flak Pistol with 2 magazines, Tier 2 Ballistic Combat Shield, Tier 2 Fragmentation Grenade x2, Tier 2 First Aid Kit, 1 dose of Rage, 2 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Deterring Shot): If an enemy attempts to move adjacent to the trooper, they may make an opportunity attack with a ranged weapon against the target. If the attack beats defense, it hits the target as normal. If the target beats the target's resolve, they cannot move adjacent to the trooper.

Special Ability (Shotgun Precision): When making attacks with any weapon with the Spread special rule, the trooper gains a bonus to accuracy equal to the Hailfire trait the weapon has. Therefore, when attacking at short range with hailfire 2, you also gain +2 accuracy bonus. This also applies when using the shotgun spread talent.

Special Ability (Moving Cover): If an assault trooper has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Special Ability (Armor Thrusters): The assault trooper's armor has a built-in jet pack. It has a fuel reserve of 30, and 1 fuel can be spent performing one of the following actions:

-Boosting: When boosting with the jet pack, the character gains +4 movement speed and +5 to jump checks.

-Thrust: Can instantly travel 8 squares into the air as a move action, moving horizontally, vertically, or a combination of the two

Special Ability (Shield Ally): The trooper can shift as an immediate action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The trooper and the ally swap squares.

Special Ability (Assault Tactics): The character specializes in using a certain selection of gear, namely a jet pack, a ballistic combat shield, and a shotgun (any type). When using a jet pack, speed boosts to movement are 2 squares faster than normal, and the character can launch 2 more squares into the air than normal. Ballistic combat shields give the character +5 damage resistance against any attack with the Burst, Line, or Cone weapon trait. Shotguns gain Hailfire 3 throughout all of short range, not just against adjacent targets.

United Earth Directorate Medical Officer Description

The UED brought many of the most esteemed and established personnel with them to the Koprulu sector. The UED Medical Officer was an esteemed doctor or surgeon back on Earth with a decorated military service, that has volunteered to join the invasion of the Koprulu Sector. These individuals are usually found far behind active lines, or serving directly with elite special forces squads or esteemed officers.

Tactics

UED Medical Officers are strictly medical personnel. They work to keep their allies up and alive through the heat of combat. They spend most of their time using their MDS to heal frontline combatants through the heat of combat. They use their Cleansing Spray talent to bolster allies that are likely to be tainted by pathogens, namely zerg evolution powers and natural weapons. When an ally is critically wounded, they demand they retreat, so the medical officer can give them extensive medical treatment to ready them to return to the front line.

They use their flash grenades to blind enemies who are attacking either them or a critically injured patient. Gauss pistols are only used in emergencies and to cover retreating allies. They use tactics to increase their defense.

United Earth Directorate Medical Officer

Level 12 Terran Non-heroic Character (UEDE/ Medic/ Directorate Medic/ Soldier/ Guardian/ Directorate Nano-Biologist), Medium Threat

Skill Purchases: 10	Talent Purchases: 1	Ability Score Purchases: 5
Hit Points: 105	Healing Threshold: 7	Damage Threshold: 27
Defense: 19	Toughness: 22	Resolve: 18
Speed: 5	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 17	Psionic Resistance: 14	

-Gauss Pistol 1d20+8 accuracy, 14 damage, +1 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-Grenade Launcher w/ Flash Grenades 1d20+6 accuracy, no damage, 1 strike maximum, 1 shot at medium range; *Special Traits:* Burst 2, Flash, Gradual Reload, Ground Fire

-Pistol Whip 1d20+1 accuracy, 18 damage, 1 strike maximum; *Special Traits:* Penetration 1

Skills: Computers 4, Defensive Training 6, Durability 6, Influence 2, Leadership 4, Lore 2, Medicine 10, Melee 2, Mental Training 4, Pilot 2, Ranged 6, Science 6, Tactics 4

Skill Focuses: Science +2, Medicine +3, Ranged +2, Endurance +2

Talents: Cleansing Spray, Field Medic, Powered Armor Training

Strength: 6* **Instinct:** 6* **Agility:** 2 **Fortitude:** 5

Intelligence: 6 **Willpower:** 4

Gear: CMC-405 Light Powered Armor with Medical Delivery System (10 units of nanites) and attached Heavy Weapon Upgrade (grenade launcher with flash grenade) and Extra Reinforcement, Tier 2 Gauss Pistol with Improved Potency 2 magazines, Tier 2 Ballistic Combat Shield, Flash Launcher Grenade x2, Tier 2 First Aid Kit x2, Tier 3 First Aid Kit, Injector with 2 doses of Anti-toxin

Special Ability (Miracle of Nanites): When the character heals an ally using the medical delivery system and by expending nanites, the target heals twice as many hit points as normal for the tier of the armor

Special Ability (Practical Aid): The character can make a first aid attempt on a character as a minor action once per turn. Using first aid on a character in powered armor only takes a standard action.

Special Ability (Medical Delivery System): The medic can use the medical delivery system to heal nearby allies. Used as a minor action, this effect targets a single ally within short range, who loses a healing threshold but recovers 15 hit points. Using this feature expends 1 unit of nanites.

Special Ability (Shield Ally): The medical officer can shift as an immediate action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. The medical officer and the ally swap squares.

Special Ability (Chain of Command): You gain advantage on influence and leadership tests against targets or allies that are a lower level than you. However, you suffer disadvantage leadership and influence tests on those that are higher level than you.

Special Ability (Surgical Aid): When rolling two or more natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.



Threat Analysis: Protoss

Renown classes are a new type of way to advance a protoss character. Renowned class are protoss classes that can be taken later in a protoss character's career. Unlike ordinary classes, renowned classes do not have an elite variation or starting gear, and they have a list of requirements that must be met in order to take. Most renowned classes are restricted to one protoss species or another, and all of them are identical no matter what race takes them. Otherwise, renowned classes function identically to other protoss classes, and the character must fully complete their renown class before they can start on a new class.

Some renown classes require the Daelaam Unification talent. Some classes will require the character take a certain powers source from the talent. For example, the Avenger class requires an Aiur character take Daelaam Unification, and chose the Void psionic power source. The Daelaam Unification talent is detailed in the Advanced Race Guide.

Dominion Report

Colonel Samuel Mardin, Lead Military Commander of the Valhalla Installation

April 27th, 2504

Over the past 18 months, we have conducted a large-scale surveillance operation into protoss space. The primary directive of this operation was to analyze the protoss military development and access the threat their race may pose to our current military in the post-war era. This operation involved sixty-four of the new Raven surveillance drones, three science vessels (the *Galileo*, the *Inherent*, and the *Breakthrough*), and was done in full cooperation with the Dominion Navy and the Moebius Foundation.

The consensus is that the protoss have significantly increased their military might as well as their adaptability. They have pioneered new teleportation technology that allows them to rapid deploy troops via 'warp gates' into any location with a psionic power matrix. To make this strategy even more potent, they have created a robotic aircraft known as a 'warp prism' that can deploy a psionic matrix to allow their forces to teleport in far from the safety of a military stronghold. The effectiveness of this synergy should not be taken lightly, as it allows protoss ground forces to circumvent normally indomitable terran defenses and strike vulnerable infrastructure.

In addition, the protoss have been recently reawakening ancient war machines that had been dormant for centuries. Many of these vessels were deemed too dangerous to be utilized by the protoss previously, but are now being recalled in order to combat the zerg threat. Examples of these engines include the colossus siege walker and a titanic capital vessel known as a 'mothership'. There are consistent reports that the protoss are not only awakening previously buried technology, but are beginning to mass produce them as well. Because of this threat, I am advising additional resources be allocated towards the manufacture of our Viking multi-purpose strike craft.

Finally, we have noticed a cultural shift in protoss society as the so called 'Khalai' protoss have begun to merge societies with the 'Nerazim' tribes. While mostly sociological in nature, these changes are producing strains of potent warriors that may be a threat to future military expansion. I have included notes on some of the more noticeable sub-groups.

-The 'Avengers of Aiur' combine templar discipline with dark templar cloaking and fighting technique. While largely focused in retaking Aiur from the zerg, they could be a grave threat to our own forces should we be pressed into an offensive against the protoss empire. These warriors have uncanny survival abilities, including being able to warp away from near-death experiences.

-The Nerazim 'Blackguards' combines artful precision, acrobatics, and psionic focus that is difficult for a common terran to replicate. These warriors have such precise motions that they can block a gauss spike in air, and even reflect it back towards the marine that fire it. Worse, the combat strategies of these 'Blade Dancers' seems to be increasing in popularity amongst the new Daelaam culture.

-Even the civilian segments of protoss society seem to actively engaged in furthering their military. Civilians of the worker class of the Aiur protoss have been directly involved in the replication and unearthing of old military hardware (such as the colossus mentioned above). They are also reported to create mobile psionic fields, to aid their soldiers in battle. Elimination of the 'Master Phase Smiths' is recommended to slow protoss development.

-Early reports are in about a rare Nerazim sect know as 'Signifiers'. Signifiers channel cosmic energies in a way not dissimilar than previously recorded High Templar. However, signifiers are reported to build up energy as they battle, making the increasingly dangerous foes as a battle wages on. More information is required about the nature of these individuals.

End Report

Avenger

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Aiur Protoss Race, Daelaam Unification talent while taking the Void psionic power source, and completed at least two classes, one of which must be the Psychic Warrior (zealot) class.

Level	Avenger Bonus
1	<i>Avenger Mastery I, Stalker</i>
2	<i>Vigor of the Hunt</i>
3	<i>Avenger Mastery II, Killing Spree</i>
4	<i>Phase Strike</i>
5	<i>Avenger Mastery III, Immortal Warrior</i>

Completion Skill Focus Options: Durability, Stealth, Survival

Avenger Description

The avengers are a group of Aiur protoss that are incensed about the loss of Aiur to the zerg. Rather than wait on Shakuras for the protoss to retake their home world, they took a proactive approach to retaking Aiur. Learning the art of shadowcraft and subtlety from their nerazim allies, the avengers wage a guerilla war to sabotage and assail the zerg hive clusters on Aiur.

Avengers focus heavily on survivability, as their numbers are few and they have no way of gaining reinforcements in their crusade against the zerg. They focus in quick, hit and run strikes. They mastered the powers of cloaking and rapid, defensive teleportation. Avengers usually have a secret lair that they function out of, such as a hidden shrine or a cave with khaydarin crystals. It is always somewhere that has a psionic presence, so they can teleport back to safety when threatened.

The templar avengers fought alone on Aiur until Artanis returned at the head of the Golden Armada. Once the End War began, they decided to rejoin with their hierarch to bring the fight to Amon.

Avenger Mastery I-III

Description: Mastery has three ranks, each rank increasing the avenger's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the avenger +1 damage and rending when using melee weapons with the psionic or psionic infusion trait. Rank 2 increases this bonus to +2 damage and rending. Rank 3 further increases this benefit to +4 damage and rending when using psionic weapons. No matter what rank it is, the bonus is doubled against zerg opponents.

Immortal Warrior

Description: The avengers are accustomed to fighting long, prolonged campaigns against superior forces and ensure they can keep fighting even in the instance of certain death. Once per 24 hours, if the avenger is reduced to 0 hit points by an attack, they can instantly teleport away to a safe spot within 100 miles. When they do this, they are saved from having any disfigurement and have 1 hit point remaining. The 'safe spot' they teleport to must be somewhere with a psi matrix or psionic power field friendly to the avenger, such as a protoss nexus, starship, or structure filled with khaydarin crystals. They must attune themselves to that location when they are there, and that is the only place they can teleport to with this ability. To transport to anywhere else, they must first travel to that location and attune themselves there.

Killing Spree

Description: The character can push themselves to make additional actions when they kill a foe. Once per round, when they reduce an enemy to 0 hit points, they can make an immediate attack or charge action.

Phase Strike

Description: The avenger can make a special combat attack that allows them to attack, disappear, and relocate somewhere else. This is performed as a full-round action. When performing a phase strike, the character makes a single weapon strike against a foe. If the attack hits, they recover 3 shield points +1 per attack overage. Assuming the attack was successful, they instantly activate cloaking as part of that action while suffering no additional action, any initial energy fatigue cost, or requiring a manifestation check. After they are cloaked, they instantly teleport up to a number of squares equal to 3 x Psi Level.

Stalker

Description: The character gains access to the Cloaking psionic discipline and power. Instead of requiring special equipment to cloak, they can activate cloaking as long as they have an active energy shield with at least 1 shield point. The Psi Level benefit of allowing cloaking without armor instead lets the avenger cloak without an energy shield.

Vigor of the Hunt

Description: The character gains their vitality by striking down the foes of Aiur. When they kill an enemy that is at most four levels lower than them, they regain a healing threshold. If the enemy is a zerg, they gain temporary hit points equal to that enemy's level.

Blade Dancer

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Protoss Race (any), Weapon Mastery (melee) and Dodge talents, 6 ranks in the Acrobatics skill, and completed the Psychic Warrior class.

Level	Blade Dancer Bonus
1	<i>Blade Dancer Mastery I, Artful Riposte</i>
2	<i>Extended Blade</i>
3	<i>Blade Dancer Mastery II, Deflection</i>
4	<i>Quick Strike</i>
5	<i>Blade Dancer Mastery III, Maiming Strike</i>

Completion Skill Focus Options: Acrobatics, Defensive Training, Melee

Blade Dancer Description

All protoss warriors have a level of artistry with their approach to warfare. A blade dancer brings such warfare to the next level. They fight in combat like a graceful production, combining flips and stances with their every motion. They have dedicated their entire lives to swordsmanship. It consumes all their time and energy. Blade Dancers alternate their time in the day with acrobatic exercises while balancing a weapon, and meditative practices to find internal equilibrium and master their psionic senses.

The fighting style of a blade dancer combines acrobatics with a fierce intuition. They must be able to 'read' an opponent and anticipate their actions, and adjust their spinning, graceful maneuvers based on what their enemy will do next. They counter their enemy's every action with the correct turn of the blade, and maneuver to always allow an additional strike back at their foes.

Blade Dancers can be found in all the different protoss subspecies, and they have a different culture for each tribe. The Blade Dancers of Aiur are honored warrior elders, that are often called to teach and mentor young protoss, but also volunteer to be the spearhead on the greatest assaults. The nerazim perfect the art of their craft, and their festivities often involve blade dancers performing on stage to impress the mob. Tal'darim blade dancers, on the other hand, tend to be assassins who challenge and murder their rival, or the rivals of their masters, for glory, satisfaction, and to even the scales of Rak'Shir. Purifiers are rarely blade dancers, but those that are have a more mechanical movement to their actions, as every action is calculated for the highest possibility of success in their processors.

Artful Riposte

Description: When the blade dancer is missed by a melee attack within their range and gaining the benefit of their weapon's Defensive item trait, they can instantly make an opportunity attack against the target that attacked them, assuming they are within normal reach. They gain a bonus to accuracy with this attack based on how much the attack against them missed by.

Blade Dancer Mastery I-III

Description: Mastery has three ranks, each rank increasing the blade dancer's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the avenger +1 reaction every round and increases the bonus to defense by +1 when using weapons with the defensive trait. Rank 2 increases this benefit to +2 reactions per round, and +2 bonus to defense while parrying. Rank 3 further increases these benefits to +3, and allows the character to gain the benefit of their weapon's Defensive

trait even while not bobbing and weaving. In addition, all ranks of this feature allows the blade dancer to give the Defensive weapon trait to any melee weapon they wield.

Deflection

Description: The blade dancer can deflect the energy of ranged weapons away from themselves with their psionic weapons. Once per round as a reaction when the blade dancer is hit by a ranged attack, they may make a melee attack with one of their psionic or psionic infusion melee weapons with their full number of strikes. If this melee attack roll beats the incoming ranged attack roll, the blade dancer takes half damage from the incoming ranged attack.

Extended Blade

Description: When the blade dancer makes an attack with a melee weapon with the psionic or psionic infusion weapon trait while bobbing and weaving, they can psionically project the blade further, and the weapon gains +1 reach that turn.

Maiming Strike

Description: Whenever the character performs a melee attack when they are bobbing and weaving, that attack gains +5 rending, and deals 5 bleed damage per round to the target if it hits.

Quick Strike

Description: When the blade dancer makes an opportunity attack, they may make their full number of strikes.



Master Phase Smith

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Aiur Protoss Race, Intelligence 7, and completed the Artificer (engineer) and Elite Artificer (phase smith) classes.

Level	Master Phase Smith Bonus
1	<i>Psionic Matrix, Paragon of Understanding</i>
2	<i>Empowered Combat Mechanic</i>
3	<i>Second Probe, Improved Psionic Matrix</i>
4	<i>Wellspring of Energy</i>
5	<i>Rapid Deployment Cannon, Warp-In</i>

Completion Skill Focus Options: Computers, Lore, Medicine, Science

Master Phase Smith Description

The Khalai caste of protoss are the workers, laborers, and artists of their people. They are not trained in battle, and rarely partake in adventure and combat. However, many khalai were forced to fight for their lives when the zerg came to Aiur. Many were forced to adopt some level of warrior or psionic training to help serve their people. Others fought to become the best engineers they could possibly, becoming the ultimate incarnations of their craft. The master phase smith represents these individuals.

The master phase smith is the greatest of protoss engineers. They have diligently toiled for their race to make advances in war and technology to match the growth of the terran and zerg war machines. They are the greatest scientists of the Koprulu sector, mixing scientific engineering with psionic materials and supernatural architecture. Master phase smiths are responsible for the creation of new technologies such as the warp gate, the tempest capital ship, and the updated immortal walker. Such is their keen intellect, they can project an independent psionic matrix around themselves, a feat usually requiring a vast khaydarin core supported in a pylon.

Empowered Combat Mechanic

Description: The phase smith is even better at the combat mechanic ability (universal artificer trait). The phase smith heals twice as many hit points and shield points when repairing normally or using the combat mechanic ability. In addition, upon repairing a construct, the construct gains +5 damage resistance and shield armor for 10 rounds.

Improved Psionic Matrix

Description: The phase smith's psionic matrix aura increases in size to a Burst 15 area centered on them.

Paragon of Understanding

Description: The phase smith understands science that befuddles even the greatest mortal minds. They gain +4 to their science skill, and their maximum skill ranks in science instantly increases to 16. They can take a 10 on any science check, even while inside an encounter. Finally, the phase smith also gains +2 maximum intelligence.

Psionic Matrix

Description: The phase smith produces a small psionic matrix in a Burst 6 area around them that follows them wherever they go. This area functions as the psionic power field created by a pylon. Therefore, it can be used to power protoss defenses such as photon cannons, structures such as warp gates, or even be used as a beacon for warping in reinforcements.

Rapid Deployment Cannon

Description: The phase smith can craft a containment prism that contains a miniature photon cannon. Doing so costs 20 renown, counting as a consumable item, and 8 hours to craft. Once crafted, the containment prism can be thrown to an empty square within short range. Once it hits the target location, it unfolds into a full-sized photon cannon. If there are terrain features or huge or larger foes in the way of it filling its full 3 by 3 area, it is destroyed upon creation. If there are only minor objects that are large-sized or smaller blocking its area, it pushes them backwards 2 squares to make room for its creation. Once it is spawned, the photon cannon functions as a normal photon cannon under the control of the phase smith. It requires a psionic matrix in order to function. Once the photon cannon has been used, it cannot be moved. To redeploy, the phase smith must create another containment prism.

Second Probe

Description: The phase smith is accompanied by a secondary probe identical to the first. This probe functions like the probe they gain from the Artificer class and follows all the same rules.

Warp-in

Description: Once per day, assuming reinforcements are standing by, the phase smith call forth reinforcements to teleport in from a nearby starship or base. This requires a full-round action as the phase smith contacts their ship. These reinforcements must be warped in within a psionic matrix. They can forth a number of levels of protoss warriors equal to their character level x3. Their reinforcements must be protoss characters, including at most 1 protoss in a cybernetic walker, and cannot be higher level than themselves. For example, a level 15 phase smith can summon 45 levels worth of reinforcements, which might include 3 templar zealots (level 10 each), with a templar dragon (level 10).

Once deployed, the reinforcements follow the commands of the phase smith or any military commanders on the field. They will stay to accomplish one immediate objective, before seeking to return to their command post. At that point, their command ship will warp them back aboard, or they will await a warp prism to move them back to base.

The Game Master has the right to deny the phase smith from gaining reinforcements from this ability. Reasons include the phase smith already has active reinforcements from this ability, there are no reinforcements to call, or the phase smith has fallen out of favor with their commanders.

Wellspring of Energy

Description: Any allied psionic character that begins their turn within the phase smith's psionic matrix recovers 2 energy fatigue. Those allies also gain +4 bonus to manifestation checks while they are within the aura.



Signifier

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Nerazim Protoss Race, possess a Psi Level of 6 or higher, and completed the Psychic Master (dark templar) and one of the following additional classes: Elite Psychic Master (assassin), Scholar (librarian), or Fateweaver (oracle).

Level	Signifier Bonus
1	<i>Signifier Mastery I, Void Energies</i>
2	<i>Blinding Shadows</i>
3	<i>Signifier Mastery II, Shroud of Cloaking</i>
4	Psionic Discipline Focus (energy, one additional rank talent)
5	<i>Signifier Mastery III, Improved Void Channeling</i>

Completion Skill Focus Options: Lore, Mental Training, Psionics

Signifier Description

Signifiers are nerazim who have fully embraced the powers of the void. They are the nerazim equivalent of the high templar. While most dark templar favor a merge of blade-fighting and psionic prowess, the signifier pushes the emphasis towards the later. They dedicate everything towards mastering their psionic manipulation of void energies.

Shadows touch everything that a signifier does, cloaking their allies and robbing their enemies of their senses. By calling upon the powers of the void, they can infuse themselves with those energies. Pulsing energies of red and black surround them, granting them untold power. This energy can be used to decimate the foes of the nerazim, or make the signifier near immune to harm. Whatever they chose to do, this power is impressive to behold.

Blinding Shadows

Description: When one of the Shadow Walker's offensive telepathic powers hits both a target's defense and toughness, they are blinded for 1 round, suffering from total concealment. The round afterwards, they are partially blinded and all their attacks suffer concealment penalties.

Improved Void Channeling

Description: The character draws void energies even faster. They gain void energy points equal to twice their psi level whenever they manifest an Energy (void) power.

Signifier Mastery I-III

Description: Signifier Mastery has three ranks, each rank increasing the signifier's passive statistics. These ranks are not cumulative with one another. Rank 1 reduces the cost of the signifier's energy psionic powers by 2, as long as they are channeling the Void power source. Rank 2 further reduces the cost of their energy powers by 3, and causes them to recover from 1 point of energy fatigue per turn. Rank 3 allows the signifier to retain these benefits, but also apply the reduced cost to telepathy powers.

Shroud of Cloaking

Description: When the character sustains the Cloaking psionic power, they can increase the sustain cost by 3 and have the sustain require a standard action. If they do, then all allies within 3 squares of them also gain the benefit of their cloaking while the effect is maintained.

Void Energies

Description: The signifier builds up supernatural energies as they channel the power of the void. Whenever the character manifests an Energy (void) psionic power, they gain an amount of void energy points equal to their Psi Level. The void energies give the character a variety of benefits as long as they have them. The void energies disperse once the character goes down to a +0 manifestation check or performs an action to recover energy fatigue. The current of psionic power gives the character the following benefits based on how much void energy points they have active.

Level	Signifier Bonus
1-10	The energies lift the signifier upwards, and allows them to fly at a speed of 6 squares per round
11-20	The energies form a crimson barrier around the signifier. He gains +2 damage resistance, and any damage he suffers can be removed from their void energy points instead of hit points. This can downgrade the effect of their void energies.
21-40	The signifier has a wealth of power to pull from. They gain +8 to their manifestation checks to manifest energy (void) powers, manifest them at +1 Psi Level, and they cost 1 less energy fatigue.
41-50	All of the offensive energy (void) powers the character uses deal an additional +3 damage per Psi Level the power was manifested at.
51+	The signifier is surrounded by an orb of destructive void energies. Everyone adjacent to the caster suffers an amount of damage every round equal to their void energy points.



New Protoss NPCs

This section gives Game Master's a selection of new protoss NPCs to use in their StarCraft adventures. Each of these NPCs is linked to one of the renowned classes in this resource.

Avenger Description

Angry and defiant over Aiur's lost, the Templar Avengers have embraced the nerazim art of battle to wage a guerilla war against the zerg infesting Aiur. Striking alone or in small groups, these resilient warriors relentlessly fight to reclaim their homeworld from the alien menace.

Avengers are usually found in small, isolated groups of 3-6 individuals. Their primary targets are zerg, and will attack any zerg they believe they can overcome. While they prefer to operate on their own, they are still loyal templar and will not disobey the instructions of their hierarch or his commanders.

Tactics

Avengers are tricky opponents, adopting much of the nerazim style of combat. They enter a combat by creating hallucinations and using those images to harass their foes. They then activate cloaking, and attack their foes while they are occupied by the images. They target leaders and command strains first. They cannot maintain their cloaking long, and once they are revealed they will coordinate through telepathy whether the battle is worth fighting.

If they believe that victory is still within their grasp, they will keep fighting, using heavy strikes to rend their foes apart. If they are worried of being overwhelmed, they will use their phase strike ability to flee combat, and then prepare another attack. Either way, defeat means little to them. Even if they are defeated, they instantly teleport back to their shrine or lair. They spend the next day resting and regaining their health, before they prepare another attack.

-Avenger's Favored Psionic Powers: Psi Level 4, +12 psionic manifestation bonus (+14 with Cloaking powers)

-Cloaking; DC 14 manifestation as a move action; 4 energy cost +4 per round sustained; character has the cloaking effect while the power is sustained; sustained as a minor action

-Hallucination; DC 18 manifestation as standard action; 7 energy cost; creates a hallucination within medium range that last 12 rounds, hallucinations can be anything up to medium size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

-Rush; DC 10 manifestation as a free action; 5 energy fatigue; for 4 rounds, caster gains +4 movement speed, +2 shift speed, and sprints at x5 their normal speed

Avenger, Templar

Level 17 Aiur Protoss Heroic Character (Zealot 7, Champion 5, Avenger 5), High Threat

Skill Purchases: 20

Talent Purchases: 6

Ability Score Purchases: 13

Hit Points: 221

Healing Threshold: 8

Damage Threshold: 36

Defense: 28

Toughness: 32

Resolve: 22

Speed: 8

Shift Speed: 2

Morale Bonus: +9

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 18

Psionic Resistance: 25

Energy Shields: 60 (Shield Armor 2)

-Focusing Psi Double Scythe 1d20+11 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 6, Energy Damage, Flames, Focusing

-Focusing Psi Double Scythe w/ Dual-Wielding 1d20+6 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 6, Energy Damage, Flames, Focusing

Skills: Acrobatics 4, Athletics 4, Defensive Training 10, Durability 8, Endurance 6, Lore 2, Medicine 4, Melee 10, Mental Training 6, Perception 4, Psionics 6, Stealth 6, Survival 4, Tactics 6

Talents: Daelaam Unification (void), Dual-Weapon Skill, Hardened Survivalist, Psi Level 3, Psi Level 4, Weapon Mastery (melee)

Protoss Skill Focuses: Defensive Training +2, Melee +2, Stealth +2

Class Traits: Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psychic Champion III, Energizing Shields, Psychic Ward, Tactical Devotion, Omniscient Stance, Overwhelming Fury

Psionic Powers: Reading, Messaging, Toughness, Rush, Cloaking, Hallucination

Strength: 10*

Instinct: 2

Agility: 6

Fortitude: 7

Intelligence: 4

Willpower: 6

Gear: Tier 2 Focusing Psi Double Scythe, Tier 2 Protoss Light Power Suit (Plasma Shielding in Wisdom Socket, Uraj Fragment in Vengeance Socket, Khalis Fragment in Normal Socket), Cloak (Argus Crystal in Immortality Socket), Ring (Uraj Fragment in Normal Socket), Tier 2 Equipment Belt, Tier 2 Crystal Charging Cell, Tier 2 Magnifying Lens, Tier 2 Protoss Medipack x2

Special Ability (Focusing Weapon): Whenever the avenger makes a successful weapon attack with their psi blade, they remove 4 energy fatigue.

Special Ability (Phase Strike): The avenger can make a special combat attack that allows them to attack, disappear, and relocate somewhere else. This is performed as a full-round action. When performing a phase strike, the character makes a single weapon attack against a foe. If the attack hits, they recover 3 shield points +1 per attack overage. Assuming the attack was successful, they instantly activate cloaking as part of that action while suffering no additional action, any initial energy fatigue cost, or requiring a manifestation check. After they are cloaked, they instantly teleport up to 12 squares.

Special Ability (Vigor of the Hunt): The avenger gains their vitality by striking down the foes of Aiur. When they kill an enemy that is at least level 13, they regain a healing threshold. If the enemy is a zerg, they gain temporary hit points equal to that enemy's level.

Special Ability (Avenger Mastery): The avenger gains +4 damage and rending with psionic weapons against zerg opponents.

Special Ability (Psionic Charge): When the avenger charges, they gain +4 movement speed and deal +20 damage at the end of the charge.

Special Ability (Killing Spree): The avenger can push themselves to make additional actions when they kill a foe. Once per round, when they reduce an enemy to 0 hit points, they can make an immediate attack or charge action.

Special Ability (Protoss Psychic): The avenger is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. They use the Khala and the Void as their psionic power sources.

Special Ability (Energizing Shields): Every round, the avenger regenerates 2 points in their shield pool.

Special Ability (Tactical Devotion): When activating a combat augmentation function of the Tactics skill, the avenger can activate two tactics abilities simultaneously with a single die roll.

Special Ability (Immortal Warrior): Once per 24 hours, if the avenger is reduced to 0 hit points by an attack, they can instantly teleport away to a safe spot within 100 miles. When they do this, they are saved from having any disfigurement and have 1 hit point remaining. The 'safe spot' they teleport to must be somewhere with a psi matrix or psionic power field friendly to the avenger, such as a protoss nexus, starship, or structure filled with khaydarin crystals. They must attune themselves to that location when they are there, and that is the only place they can teleport to with this ability. To transport to anywhere else, they must first travel to that location and attune themselves there.

Special Ability (Stalker): The character gains access to the Cloaking psionic discipline and power. Instead of requiring special equipment to cloak, they can activate cloaking as long as they have an active energy shield with at least 1 shield point. The Psi Level benefit of allowing cloaking without armor instead lets the avenger cloak without an energy shield.

Special Ability (Mental Discipline): Avengers never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Blackguard of Shakuras Description

The Shadow Guard is the primary defensive force of the dark templar. The shadow guard defends Shakuras and the other nerazim worlds from alien intrusion or rebellion. The greatest of the shadowguard are known as the blackguard. They are essentially the 'royal guard' of Shakuras. They serve directly at the whim of the nerazim matriarch, and protect the high council chambers of Telemetros.

The blackguard enters battle at the behest of their matriarch, Vorazun, or in defense of the highest rank members of protoss society. They are lethal combatants, and some of the best bladesmen in the galaxy.

Tactics

Blackguard are very dangerous combatants. Whenever possible, they enter combat with *Cloaking* or *Shadow Form* activated, and use tactics to increase their damage resistance and accuracy. *Shadow Form* is preferred if they must close ranks with their foe very quickly, or when the aura of shadow energies can be used tearing apart groups of weakened foes. If they enter combat with *Cloaking* active, they will charge their foes to take advantage of their Dark Coil ability, hitting the target with a free *Mind Blast*.

Once engaged in combat, they will bob and weave to perfect their near untouchable defense. They have 4 opportunity attacks per round, and will save them to use in conjunction with Artful Riposte whenever possible. They will make use of Dodge and Deflection to further reduce the successful weapon attacks against them.

When forced to engage from a range, or fighting foes that are fleeing, blackguard will use their *Shadow Barrage* power to blast foes with void energies. They prefer to use all their missiles against a single enemy. Their Shadow Curtain power gives them concealment in turns that they manifest psionic powers, increasing their sustainability in ranged combat.

-Blackguard of Shakuras' Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus

-Cloaking; DC 14 manifestation as free action; 2 energy cost +2 per round sustained; character has the cloaking effect while the power is sustained, +2 shift speed while active; sustained as a free action

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +14 attack versus resolve at medium range, target takes 68 psionic damage, Rending 3, Burst 1.

-Shadow Form; DC 28 manifestation as a standard action; 6 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 18 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 18 damage.

-Shadow Barrage; DC 26 manifestation as a standard action; 8 energy fatigue; releases 3 missiles that can target different or the same targets, +4 accuracy and damage for every additional missile fired at a single target, +14 attack versus defense at long range, struck takes 21 damage with Penetration (12) weapon traits

Blackguard of Shakuras

Level 24 Nerazim Protoss Heroic Character (Centurion 7, Shadow Guard 5, Dark Templar 7, Blade Dancer 5), High Threat

Skill Purchases: 23

Talent Purchases: 11

Ability Score Purchases: 18

Hit Points: 183

Healing Threshold: 8

Damage Threshold: 32

Defense: 33 (39 vs melee)

Toughness: 30

Resolve: 26

Speed: 9

Shift Speed: 3

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +2

Damage Resistance: 12

Psionic Resistance: 34

Energy Shields: 60

-Warp Psi Double Blade w/ Dual Wielding 1d20+17 accuracy, 49 damage, +3 strikes maximum x2; *Special Traits:* Penetration 8, Defensive (+6 bonus), Warp

Skills: Acrobatic 10, Athletics 6, Defensive Training 10, Durability 9, Endurance 4, Medicine 4, Melee 10, Mental Training 8,

Talents: Defensive Fighting, Dual-Weapon Skill II, Dodge, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Discipline Focus (cloaking, telepathy, telekinesis), Psionic Power x2, Swift Strikes, Weapon Mastery (melee II)

Protoss Skill Focuses: Defensive Training +2, Melee +3, Psionics +2

Class Traits: *Armored Defender II, Centurion Mastery III, Art of Avoidance, Shadow Charge, Psychic Champion Mastery III, Energizing Shields, Omniscient Stance, Shadow Strike, Tactical Devotion, Overwhelming Fury, Dark Templar Mastery III, Shadow Curtain, Extermination, Artful Riposte, Blade Dancer III, Deflection, Extended Blade, Maiming Strike, Quick Strike*

Psionic Powers: *Reading, Messaging, Cloaking, Stop Organ, Hidden Sight, Muscular Enhancement, Sheer Climb, Feedback, Void Blast, Shadow Barrage, Mind Blast, Shadow Form*

Strength: 8 **Instinct:** 2 **Agility:** 8 **Fortitude:** 7

Intelligence: 4 **Willpower:** 8

Gear: Tier 3 Warp Psi Double Blade, Tier 3 Protoss Armor Suit (Uraj Fragment in Normal Socket), Hood (Plasma Shielding in Dominance Socket), Cloak (Khalis Fragment in Immortality Socket), Robe (Khaydarin Crystal in Wisdom Socket, Ilhan Crystal in Immortality Socket)

Special Ability (Artful Riposte): When the blackguard is missed by a melee attack within their range and gaining the benefit of their weapon's Defensive item trait, they can instantly make an opportunity attack against the target that attacked them, assuming they are within normal reach. They gain a bonus to accuracy with this attack based on how much the attack against them missed by.

Special Ability (Extended Blade): When the blackguard makes an attack with a melee weapon with the psionic or psionic infusion weapon trait while they are bobbing and weaving, they can psionically project the blade further, and the weapon gains +1 reach that turn.

Special Ability (Maiming Strike): Whenever the blackguard performs a melee attack while they are bobbing and weaving, that attack gains +5 rending, and deals 5 bleed damage per round to the target if it hits.

Special Ability (Shadow Strike): The centurion can perform a shadow strike as a full-round action. The character instantly teleports 5 squares and makes a single melee strike at a target within reach. If the attack hits, the character can again teleport 5 squares and attack a new, different target. They can then continue to make teleportation attacks against additional targets. Each successful teleportation and attack costs the shadow guard 4 energy fatigue, and must be made against a new target. Once the shadow guard is reduced to a +0 psionic manifestation bonus or has no new targets to attack, then the effect ends. This power can only be used once per minute.

Special Ability (Shadow Walk): As a standard action, the blackguard can spend 1 energy fatigue to teleport 12 squares in any direction.

Special Ability (Dark Coil & Shadow Charge): When the blackguard charges, they add +6 to the distance they move, and become partially ethereal. When in this state, they do not provoke opportunity attacks, and can pass through 6 occupied squares without penalty. These occupied squares can be filled with enemies, allies, or terrain features. In addition, the target of their charge is considered flat-footed against the attack. If the blackguard's charge attack roll suppresses the target's resolve, they are staggered for 1 round.

Special Ability (Extermination): While cloaked, the blackguard can choose to instantly assassinate an unaware target with their warp blade. The character makes a d20+10 test against a target's damage threshold. Weapon accuracy bonus and the *Dark Templar Mastery* abilities do not apply to this. If the check succeeds, the target instantly dies without ever knowing what happened. This causes no noise, although others might see the blood spray. If the check is failed, the target is aware of them and no damage is done. This ability can be performed regardless of the target's size or armor.

Special Ability (Deflection): The blackguard can deflect the energy of ranged weapons away from themselves with their psionic weapons. Once per round as a reaction when the blade dancer is hit by a ranged attack, they may make a melee attack with one of their psionic or psionic infusion melee weapons with their full number of strikes. If this melee attack roll beats the incoming ranged attack roll, the blade dancer takes half damage from the incoming ranged attack.

Special Ability (Quick Strike): The blackguard makes their full number of strikes with opportunity attacks.

Special Ability (Art of Avoidance): The centurion always counts as Bobbing and Weaving for evading and gains a +5 bonus to acrobatics tests to evade.

Special Ability (Shadow Masters): Nerazim protoss are the masters at manipulating the shadows and cloaking themselves in darkness. All nerazim have access to the Cloaking psionic discipline, and the *Cloaking* psionic power. In addition, Nerazim do not require any special technology to activate cloaking.

Special Ability (Shadow Curtain): Whenever the blackguard manifests a Psionic power on their turn while not under the effect of the *Cloaking* psionic power, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

Special Ability (Energizing Shields): Every round, the blackguard regenerates 3 points in their shield pool.

Special Ability (Tactical Devotion): When activating a combat augmentation function of the Tactics skill, the blackguard can activate two tactics abilities simultaneously with a single die roll.

Special Ability (Protoss Psychic): The centurion is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Telekinesis, Energy, Cloaking, or Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.



~A Templar Avenger (above)

~Vorazun, Matriarch of the Nerazim and the greatest Nerazim Blade Dancer (below)



Master Phase Smith Description

The master phase smith is a paragon of innovation. They work tirelessly behind the scenes to advance protoss culture and advanced the protoss military. Few individuals are as highly respected in protoss society as a master phase smith. For all the members of the Khalai caste, only a few engineers put forth the initiative to advance far enough in their culture to achieve this rank. However, recent events have made these individuals more common, as the caste system has disintegrated and Khalai civilians are forced into battle.

Master phase smiths are excellent benefactors for a party of protoss characters. They have a high level of prestige and honor within their societies, and are solid intermediaries between the players and the protoss high command. They also design most of the higher-tier weapons and armor that players use and might be their contact when it comes requisitioning tier 2 or 3 gear.

Tactics

While they are experienced individuals, phase smiths are not combatants. When forced to defend themselves, they stay behind any templar or more warrior inclined protoss, and then use Rapid Deployment Cannon to summon a photon cannon, assuming there is room for it. If the photon cannon and their current allies are clearly not enough to defeat their foes, the master phase smith will use Warp-in to call in a host of reinforcements from nearby. The phase smith is always assisted by a probe minion who assists in trying to repair the photon cannon. Both the probe and photon cannon will benefit from the phase smith's Psionic Matrix and Infused Warrior Spirit benefits, making them much more formidable.

Once their foes are tied down with their allies, the phase smith will resort to using their psionic powers and the focus combat behavior. Their preferred tactic is using *Move Object* to rearrange the battlefield and crush their foes. Once an enemy gets close enough, they will use *Telekinetic Impact* to smite them. If they burn through all their energy, they will resort to firing their plasma rod at their foes. If they engaged in combat, they will flee to find reinforcements. If there is nowhere to flee, or if their honor is on the line, they will make a valiant final stand with their psi blade.

-Master Phase Smith's Favored Psionic Powers: Psi Level 5, +19 psionic manifestation bonus (+11 with telekinesis), recovers 2 energy fatigue per turn

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 4 huge size or smaller objects within distant range and move them 6 squares per round, objects can instead be hurled up to 18 squares dealing damage as the type of object they are, +12 accuracy with thrown objects

-Telekinetic Impact; DC 22 manifestation as a standard action; 6 energy fatigue; +17 attack versus defense at medium range, target takes 50 damage with Close Quarters weapon trait

Master Phase Smith

Level 17 Aiur Protoss Heroic Character (Engineer 7, Phase Smith 5, Master Phase Smith 5), High Threat

Skill Purchases: 15

Talent Purchases: 10

Ability Score Purchases: 5

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 27

Defense: 18

Toughness: 20

Resolve: 18

Speed: 6

Shift Speed: 1

Morale Bonus: +7

Space: 1 square

Reach: 1 square (3 with claws)

Initiative: +4

Damage Resistance: 12

Psionic Resistance: 24

Energy Shields: 50 (5 shield armor)

-Psi Blade 1d20+8 accuracy, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Defensive, Psionic, Focusing

-Claw Strike w/ two claws 1d20+8 accuracy, 17 damage, +1 strike maximum; *Special Traits:* Penetration 1, Smashing

-Plasma Rod 1d20+7 accuracy, 39 damage, 1 strike maximum, 5 shots at medium range; *Special Traits:* Penetration 10, Implement, Energy Damage

Skills: Athletics 2, Computers 8, Defensive Training 6, Durability 6, Influence 5, Lore 8, Medicine 7, Melee 6, Perception 8, Pilot 6, Ranged 8, Psionics 8, Science 15

Talents: Calm Engineer, Dissuade, Fast Engineer, Penetration II< Psi Level 3, Psi Level 4, Psi Level 5, Psychic Power, Psionic Discipline Focus (telekinesis), Sabotage, Structural Weakness

Protoss Skill Focuses: Computers +2, Science +4

Class Traits: *Probe Familiar, Improved Probe, Combat Mechanic, Improved Shields, Prestige III, Infused Warrior Spirit, Improved Domination, Psionic Matrix, Paragon of Understanding, Empowered Combat Mechanic, Second Probe, Improved Psionic Matrix, Wellspring of Energy, Rapid Deployment Cannon, Warp-in*

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Compulsion, Hidden Sight, Levitation, Telekinetic Impact*

Strength: 4

Instinct: 4

Agility: 3

Fortitude: 5

Intelligence: 9 **Willpower:** 7

Gear: Tier 2 Protoss Utility Smith Suit (Khalis Fragment in Wisdom Socket, Khaydarin Crystal in Wisdom Socket, Uraj Fragment in Normal Socket, Ilhan Crystal in Normal Socket), Cloak (Plasma Shielding in Immortality Socket), Tier 2 Focused Psi Blade, Tier 2 Plasma Rod, Photon Cannon Containment Prism, Tier 2 Backpack, Tier 3 Equipment Belt, Tier 3 Light Orb, Tier 3 Crystal Charging Cell x2, Tier 3 Protoss Medipack x2, Tier 3 Protoss Repair Kit x2

Special Ability (Focusing Weapon): Whenever the phase smith makes a successful weapon attack with their psi blade, they remove 4 energy fatigue.

Special Ability (Rapid Deployment Cannon): The phase smith has a containment prism containing a miniaturized photon cannon that can be thrown to an empty square within short range. Once it hits the target location, it unfolds into a full-sized photon cannon. If there are terrain features or huge or larger foes in the way of it filling its full 3 by 3 area it is destroyed upon creation. If there are only minor objects that are large-sized or smaller blocking its area, it pushes them backwards 2 squares to make room for its creation. Once it is spawned, the photon cannon functions as a normal photon cannon under the control of the phase smith. It requires a psionic matrix to function. Once the photon cannon has been used, it cannot be moved.

Special Ability (Empowered Combat Mechanic): The phase smith can make a repair check to restore a vehicle or construct's hit points as a standard action once per minute per construct. The phase smith heals the construct a number of hit points equal to twice the science check result. If the construct has a vehicle locomotion, its current speed must be 0 in order to use this ability. In addition, if it is a protoss construct, it also recovers an amount of its energy shield pool equal to the hit points healed, up to its normal maximum. Finally, the healed construct gains +5 damage resistance and shield armor for 10 rounds.

Special Ability (Robotic Domination): The phase smith's probe familiar can move adjacent to any deactivated constructs and implant its will into it as a full-round action. This can affect constructs of any race. Once it has 'downloaded' itself into a construct, that construct uses the probe's prowess skills for all its attacks and functions and continues to follow the character's will. If the possessed construct is destroyed, the probe automatically transfers back to its normal shell, supposing it is still intact. The dominated construct gains Regeneration (5). The probe can do this any number of rounds per day.

Special Ability (Psionic Matrix): The phase smith produces a small psionic matrix in a Burst 15 area around them that follows them wherever they go. This area functions as the psionic power field created by a pylon. Therefore, it can be used to power protoss defenses such as photon cannons, structures such as warp gates, or even be used as a beacon for warping in reinforcements. In addition, all protoss allies with the phase smith's psionic matrix gain the following benefits: +4 to manifestation checks and recover 2 energy fatigue every turn.

Special Ability (Warp-in): Once per day, assuming reinforcements are standing by, the phase smith call forth reinforcements to teleport in from a nearby starship or base. This requires a full-round action as the phase smith contacts their ship. These reinforcements must be warped in within a psionic matrix, and include 4 zealots and 1 dragoon, or other reinforcements should the Game Master decide.

Special Ability (Infused Warrior Spirit): All allied protoss robots within 30 squares of the phase smith gain +9 accuracy and +4 damage.

Special Ability (Probe Familiars): The phase smith has two Probe robots that accompanies them at all times and obeys their will. The probes act on the character's initiative and can perform all the actions of a normal probe. The probe is controlled by the character purely through telepathy. See the constructs entry for the statistics of a probe. The probes are enhanced by the character, and gains +50 shield points and +10 shield armor.

Special Ability (Protoss Psychic): The phase smith is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy and Telekinesis disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Phase smiths never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Nerazim Signifier Description

Signifiers began their lives as young nerazim warriors, but then focused their lives on scholarly pursuits. Dedicating themselves to knowledge and history, signifiers are the lore masters and philosophers of their people. Few understand the nature of the Void as well as the signifiers. They teach young nerazim, chronicle history, advise the prelates, and unleash their devastating powers on the enemies of the dark templar.

Signifiers are usually found deep in their shrines or archives, or aboard the command ships of the protoss fleets. Therefore, few ever encounter a signifier. They most commonly involve themselves in battle when they are defending their homes from intrusion.

Signifiers are excellent benefactors for a party of protoss heroes, especially nerazim. They are accustomed to giving council and sage advice to their allies, and have a significant sway in protoss society. They have a wisdom and forethought that makes them excellent at organizing operations in defense of their people.

Tactics

Signifiers fight almost exclusively with their Void-based psionic powers. Their strategy involves balancing their energy fatigue with their void energy points. They must gain energy fatigue to gain void energy, but the energy fatigue makes it more difficult to manifest more powerful abilities that gain greater benefit from the void energies. See Special Ability (Void Energies) for the effects of the signifier's void energy points.

Signifier's gain 14 void energy points whenever they manifest an energy power with the void power source. To start their build up, they will enter combat with *Shadow Barrage*. At a cost of 5 energy fatigue, they gain substantial void power at a low cost of fatigue. They use the focus combat behavior to increase the accuracy with these powers. They will generally do this until the third round, which will bring them up to 42 energy fatigue. At this point, they will unleash their powerful abilities, namely *Black Hole*. At this level of void energies, they will gain +8 manifestation bonus (compensating for their fatigue), use 1 less energy fatigue, manifest at 1 higher Psi Level, and deal an additional +3 damage per Psi level with the Black Hole (in most cases, increasing the damage of Black Hole from 36 to 60).

At the point of reaching 51+ void points, they can fly and emanate a powerful destructive aura around them equal to their Void Energy points. If they believe it is enough to devastate their foes, the signifier will use their mobility and aura to ravage their opponents. Otherwise, they will try to regain their energy fatigue while simultaneously losing their void energy points. Once they do, they will try using *Shadow Barrage* and *Void Armor* to empower their void energies, and, once achieving high void energies, spend all their power on *Astral Winds* to heal allies, *Hungering Void* for more controlled offense, or *Black Hole* for utter devastation in a large battlefield.

Signifiers rarely fight alone. When they do not, they use Chronicles to empower their allies. They prefer chronicle of stewardship but will use chronicle of faith when an ally is suffering low morale. They always make sure to use a chronicle so allies can get bonus actions from empowering edict.

If continuing combat seems wasteful, that will usually use *Shadow Form* to escape from battle. Unlike most nerazim, signifiers rarely use cloaking. Most often, they will use *Shroud of Cloaking* to provide an ongoing cloaking benefit for their allies whose cloaking abilities are not as effective as their own.

Signifier's Favored Psionic Powers: Psi Level 7, +21 psionic manifestation bonus, recovers 2 energy fatigue per turn

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action

-Shroud of Cloaking; DC 14 manifestation as free action; 6 energy cost +3 per round sustained; character and all allies within 3 squares have the cloaking effect while the power is sustained; sustained as a standard action

-Hungering Void; DC 28 manifestation as a standard action; 11 energy fatigue; +25 attack versus defense at long range, struck takes 48 damage then leaps to a target within short range, Rending 2, keeps jumping until it misses or hits 8 total targets

-Shadow Barrage; DC 26 manifestation as a standard action; 5 energy fatigue; releases 4 missiles that can target different or the same targets, +4 accuracy and damage for every missile fired at a single target beyond the first, +15 attack versus defense, struck takes 30 damage with Penetration 18 and Rending 2

-Void Armor; Manifested as a move action; 15 energy cost; every ally within a Burst 9 centered on the caster gains a temporary energy shield for 4 rounds, shield pool of 63 and shield armor of 9

-Astral Winds; DC 28 manifestation as a standard action; 11 energy fatigue; healing energies flow in rectangular area 9 squares long and 4 squares deep. All allies within the area can spend a healing threshold to recover 55 hit points.

-Shadow Form; DC 28 manifestation as a standard action; 3 energy fatigue +6 per round sustained; while the power is active, the character is cloaked, cannot suffer damage, and flies at a speed of 27 squares. Cannot make any physical or psionic attacks in this form. All enemies within 1 square of the character suffer 27 damage with Rending 2

-Black Hole; DC 30 manifestation as a standard action; 17 energy fatigue; effects a Burst (18) area at distant range, deals 36 damage to everyone within area with Penetration 18 and Rending 2 and pushes them 9 squares towards the center of the storm, counts as difficult terrain; lasts 2 rounds

Signifier, Nerazim

Level 19 Nerazim Protoss Heroic Character (Dark Templar 7, Librarian 6, Signifier 5, Assassin 1), High Threat

Skill Purchases: 20

Talent Purchases: 10

Ability Score Purchases: 13

Hit Points: 135

Healing Threshold: 7

Damage Threshold: 29

Defense: 22

Toughness: 25

Resolve: 29

Speed: 7

Shift Speed: 1

Morale Bonus: +13

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 13

Psionic Resistance: 50

Energy Shields: 70

-Warp Psi Blade 1d20+14 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 7, Rending 2, Defensive, Psionic, Warp

-Staff of Thunder 1d20+7 accuracy, 22 damage, 1 strike maximum, 200 shots at medium range; *Special Traits:* Penetration 16, Rending 10 vs constructs, Fully-Automatic, Hailfire 2, Energy Damage, Implement

Skills: Acrobatics 3, Computers 3, Defensive Training 8, Durability 8, Endurance 6, Influence 6, Lore 9, Melee 8, Mental Training 9, Perception 7, Psionics 12, Ranged 6, Stealth 4, Survival 6, Tactics 5

Talents: Defensive Fighting II, Endless Energy, Psychic Discipline Focus (telekinesis, telepathy, energy II), Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psychic Power x2, Resilience, Resolute

Protoss Skill Focuses: Psionics +3, Lore +2

Class Traits: *Dark Templar Mastery III, Shadow Curtain, Extermination, Chronicles (Faith, Discord, Children of Aiur, Stewardship), Improved Chronicles, Empowering Edict, Dark Knowledge, Signifier Mastery III, Void Energies, Blinding Shadows, Cloak of Shrouding, Signifier Mastery III*

Psionic Powers: *Reading, Messaging, Cloaking, Void Blast, Writhing Darkness, Shadow Barrage, Void Prison, Move Object, Feedback, Void Armor, Astral Winds, Shadow Form, Hungering Void, Black Hole*

Strength: 7*

Instinct: 3

Agility: 4

Fortitude: 5

Intelligence: 6

Willpower: 9

Gear: Tier 2 Warp Psi Blade, Tier 2 Staff of Thunder, Tier 2 Protoss Light Power Suit (Khaydarin Crystal in Wisdom Socket, Plasma Shielding in Vengeance Socket, Ilhan Crystal in Normal Socket), Amulet (Khalis Fragment Crystal in Wisdom Socket), Cloak (Ilhan Crystal in Immortality Socket)

Special Ability (Void Energies): The signifier builds up supernatural energies as they channel the power of the void. Whenever the signifier manifests an Energy (void) psionic power, they gain 14 void energy points. The void energies give the character a variety of benefits as long as they have them. The void energies disperse once the character goes down to a +0 manifestation check or performs an action to recover energy fatigue. The current of psionic power gives the character the following benefits based on how much void energy points they have active.

Level	Benefit
1-10	The energies lift the signifier upwards, and allows them to fly at a speed of 6 squares per round
11-20	The energies form a crimson barrier around the signifier. He gains +2 damage resistance, and any damage he suffers can be removed from their void energy points instead of hit points. This can downgrade the effect of their void energies.
21-30	The signifier has a wealth of power to pull from. They gain +8 to their manifestation checks to manifest energy (void) powers, manifest them at +1 Psi Level, and they cost 1 less energy fatigue.
41-50	All of the offensive energy (void) powers the character uses deal an additional +3 damage per Psi Level the power was manifested at.
51+	The signifier is surrounded by an orb of destructive void energies. Everyone adjacent to the caster suffers an amount of damage every round equal to their void energy points.

Special Ability (Chronicles): The signifier gains a new form of combat augmentation to use with the Lore skill. Instead of merely using Lore to give bonuses against a single race in the encounter, the character can use the skill to perform a Chronicle action. A chronicle is a combat augmentation that is used up to 3 allied protoss within 100 squares, which gives a benefit based on a dice roll and the chronicle effect chosen. The effect lasts a number of rounds equal to the character's intelligence. Chronicles only function on allied protoss and stack with the benefits from tactics, pilot, or leadership. In addition, any protoss effected by the character's chronicle can make an instant standard action at the end of the signifier's turn that they applied the chronicle to them.

-**Chronicle of Faith:** +1 morale level, +2 morale bonus, +2 additional morale bonus every 5 points lore check exceeds 15

-**Chronicle of Discord:** +4 weapon damage against protoss, +4 additional damage every 5 points lore check exceeds 15

-**Chronicle of Children of Aiur:** +2 accuracy, skill, and defense on aiur, +2 all bonuses every 5 points lore check exceeds 15

-**Chronicle of Stewardship:** +2 defense, usable on terrans, +2 additional defense every 5 points lore check exceeds 15

Special Ability (Blinding Shadows): When one of the signifier's offensive telepathic powers hits both a target's defense and toughness, they are blinded for 1 round. The round afterwards, they are partially blinded and all their attacks suffer concealment penalties.

Special Ability (Shadow Curtain): Whenever the signifier manifests a Psionic power on their turn while not under the effect of the *Cloaking* psionic power, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

Special Ability (Shadow Walk): As a standard action, the signifier can spend 1 energy fatigue to teleport 18 squares in any direction.

Special Ability (Shadow Masters): Nerazim protoss are the masters at manipulating the shadows and cloaking themselves in darkness. All nerazim have access to the Cloaking psionic discipline, and the *Cloaking* psionic power. In addition, Nerazim do not require any special technology in order to activate cloaking.

Special Ability (Protoss Psychic): The signifier is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy, Energy, or Telekinesis disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The Void is their psionic power source.



~A Nerazim Signifier with a nimbus of mysterious void energies

Threat Analysis: Zerg

The swarm is every evolving, and there are always new breeds and mutations of zerg happening amongst the hive clusters. This section includes a wide variety of zerg mutations, as well as all the information to include them in your StarCraft RPG campaign.

Dominion Report

Colonel Samuel Mardin, Lead Military Commander of the Valhalla Installation

October 3rd, 2504

Within the past month, a zerg invasion of unprecedented size has struck terran space. In response to this current invasion, Dominion forces at Valhalla have, under my instruction, been engaging the zerg on several worlds for the purposes of A) testing the latest experimental weaponry against the zerg and B) running a threat analysis on the latest strains of zerg biomorphs. While the latest Valhalla innovations to come out of my department have been amazingly successful, I am focusing this report on the new biological strains produced by the Swarm. I humbly ask that you give this a thorough read, and realize the importance of pushing the Odin project to completion.

We are detailing our encounters with some of the more troubling strains encountered as part of the invasion.

Tyrador VIII: Aquatic Zerg

While long theorized that many zerg breeds had aquatic originations, on Tyrador we encountered strictly aquatic breeds of zerg. These came in the form of Brood Lords, and the broodlings they produced. In addition to specialty biological adaptations to better fit aquatic life, these Brood Lords were prodigious spawners. Within 72 hours, three aquatic Brood Lords had produced an estimated 120,000 broodlings in coastal waters neighboring several large settlements. Simply put, the Dominion does not have sufficient amphibious combat technology to deal with a threat on this magnitude.

This infestation has caused numerous deaths in those cities, and complete collapse of the ecology of those ocean bodies. Worse, these aquatic broodlings seem much longer lived than the typical broodling observed in zerg settlements. Tactical recommendation is introducing a chemical agent into the ocean that the zerg are unable to process. This will destroy the ecosystem completely, destroying what little wildlife population remains in the ocean as well as rendering the water undrinkable. It will take an estimated 200 years to bring this body of water up to its previous levels of health and habitation. This is preferable to the damage a growing zerg population can do.

Dylar IV: Infested Support

In my report on October 1st, I detailed the extreme virulence of latest strain of the zerg hyper-evolutionary virus. When overseeing the defenses at installation [REDACTED], we were beset by thousands of infested civilians coming out of the city of Barner's Peak. While I was efficient and concise in detailing the effect of the infestation on terrans, I was frightfully brief on the specialty zerg lifeforms that assisted the infested legions. These zerg breeds proved to be some of the most dangerous and adaptive strains we have yet come across.

-Baneling 'Kaboomer': Physically similar to the common baneling reported in the siege of Cask, these creatures had approximately 24 times the mass of the regularly witnessed strain. They can expel their acid in a virulent column, and exploded with the force of a small-yield nuclear weapon in a 26 meter area. Recommended counter is the Odin, which can withstand such an impact.

-Infestor 'Choker': While infestors are typically attributed with the success of the new strain of infestation, this variant instead focuses on grabbing and squeezing prey with prolonged proboscis. This make it difficult to maintain a defense against the strangling grasp of the weapon. Recommended counter is the Odin, which is too large to grab.

-Hunterling: Hunterlings are unlike any creature previously encountered. These creatures possess speed and agility surpassing that the zergling, and strength beyond that of a hydralisk. They are capable of closing distance rapidly, and even pouncing onto siege tanks and destroying them with monomolecular bladed claws. Recommended counter is the Odin, which can destroy them first.

-Royal Overseer: Called 'Spotter' by ground troops, these overseers have incredible size and vastly improved psionic potential. They also possess bio-acid weaponry for long ranged artillery. Very considerable threat. Recommended counter is the Odin, because it possesses considerable anti-air firepower.

End Report

Aquatic Broodling Description

Aquatic Broodlings are small, carnivorous larva zerg possessing a rampant hunger. They are similar to the standard broodling ubiquitous to the swarm, except are a strictly aquatic species. They are released into a world's ocean by aquatic brood lords. Unlike standard broodlings, aquatic broodlings do not have short lifespans and will continue to survive as long as they remain in the water.

Tactics

Aquatic Broodlings do not have much strategy, and perform the same action every round while underwater. They use their diving strike to charge an opponent's and then glide backwards through the water to get away from their opponent. This puts them within range to use their special charge again the next turn. If they are fighting an adjacent foe, they simply tear at them with their melee attacks.

Broodlings prefer biological targets over vehicles like boats or submarines. However, they will attack nearly anything under water. Zerg commanders will occasionally order broodlings to storm beaches or climb onto boats, usually to serve as an ambush or distraction.

Aquatic Broodling

Level 5 Small-sized Zerg Creature (Non-heroic Prowler), Low Threat

Skill Purchases: 5

Talent Purchases: 1

Ability Score Purchases: 2

Hit Points: 42

Healing Threshold: NA

Damage Threshold: 18

Defense: 19

Toughness: 13

Resolve: 12

Speed: 3 (Swim 14)

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 9

Psionic Resistance: 6

Regeneration: 4

Biomass: 8

-Ripping Fangs 1d20+6 accuracy, 26 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 4

-Scything Claws 1d20+6 accuracy, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 3

Skills: Athletics 3, Acrobatics 1, Melee 4, Defensive Training 4, Durability 3

Skill Focuses: Melee +2, Stealth +2

Talents: Awesome Abilities (agility), Weapon Mastery (melee)

Creature Abilities: None

Strength: 3

Instinct: 3

Agility: 4

Fortitude: 3

Intelligence: 1

Willpower: 2

Gear: Small-sized Ripping Fangs with Brutal Edges, Small-sized Scything Claws, Zerg Reinforced Carapace

Special Ability (Diving Strike): When the aquatic broodling charges a biological target while underwater; they can choose to move twice their movement speed instead of standard charge distance. Both the broodling and the target must be completely submerged. If they do this, and they do not deal damage to the target, they suffer 5 damage at the end of their turn. If they hit the target, they may immediately shift 3 squares in any direction after the charge.

Special Ability (Aquatic Predator): The aquatic broodling is evolved to survive perfectly underwater. The creature can breathe in any form of water, and can survive indefinitely underwater. It does not need to make athletics check for swimming, and always succeeds such tests. It can survive in the deep ocean despite temperature and pressure. It has twice its normal regeneration value, but it only regenerates while totally submerged underwater. It moves at twice its normal speed when swimming and swimming is not considered a limited movement method. However, its land speed is reduced by half.

Special Ability (Blind): The aquatic broodling is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it can detect heat signatures, such as a warm body or an active engine, and actively seeks out those targets it detects as hostiles. Also, if their ruling command strain is nearby, they can telepathic link their sight to the broodling, allowing the aquatic broodlings to see through the eyes of others.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.

Aquatic Broodling Swarm Description

Aquatic Broodling Swarms are the bane of the sea. They are deposited in an ocean by aquatic brood lords, and live gruesome lives killing and devouring everything they come across. They do not only attack enemy forces, but marine life and sea grasses. Enough aquatic broodling swarms can make an ocean void of any life.

Tactics

Aquatic Broodling Swarms are simple combatants: they move into the largest group of enemies and tear them apart with their teeth. Unlike regular aquatic broodlings, they rarely bother with their diving strikes. They simply attack to deal the most damage they can. They rarely chase foes onto land, unless their brood lord orders otherwise.

Aquatic Broodling Swarm

Level 29 Huge-sized Swarm of Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 5

Talent Purchases: 1

Ability Score Purchases: 2

Mass: 30

Healing Threshold: NA

Damage Threshold: 23

Defense: 15

Toughness: 31

Resolve: 12

Speed: 3 (Swim 14)

Shift Speed: 1

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 1 square

Initiative: +3

Damage Resistance: 9

Psionic Resistance: 6

-Ripping Fangs 1d20+6 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 4, Hailfire 1

-Scything Claws 1d20+6 accuracy, 40 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Hailfire 1

Skills: Athletics 3, Acrobatics 1, Melee 4, Defensive Training 4, Durability 3

Skill Focuses: Melee +2, Athletics +2

Talents: Awesome Abilities (agility), Weapon Mastery (melee)

Creature Abilities: None

Strength: 3

Instinct: 3

Agility: 4

Fortitude: 3

Intelligence: 1

Willpower: 2

Gear: Small-sized Ripping Fangs with Brutal Edges, Small-sized Scything Claws, Zerg Reinforced Carapace

Special Ability (Swarm Traits): The swarm of aquatic broodlings is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Instead of hit points, a swarm has a mass that must be depleted in order to stop the swarm. Attacks deal 1 mass damage for every time they surpass the target's damage threshold. If a single hit deals enough damage to equal the swarm's damage threshold, the swarm loses 1 mass for each time their damage threshold was bypassed. If an area attack deals enough damage to equal the swarm's damage threshold, then the swarm loses 1 additional mass per burst value of the attack, +1 per ¼ the value of a line attack, or +1 per 1/2 the value of a cone attack. Against focused burst attacks, the swarm loses additional mass every crippling wound point that would be dealt. A swarm can never take more than 10 mass damage with a single attack.

Special Ability (Diving Strike): When the aquatic broodling swarm charges a biological target while underwater; they can choose to move twice their movement speed instead of standard charge distance. Both the broodling and the target must be completely submerged. If they hit the target, they may immediately shift 3 squares in any direction after the charge.

Special Ability (Aquatic Predator): The swarm of aquatic broodling is evolved to survive perfectly underwater. The creatures can breathe in any form of water, and can survive indefinitely underwater. They do not need to make athletics check for swimming, and always succeeds such tests. They can survive in the deep ocean despite temperature and pressure. The swarm moves at twice its normal speed when swimming and swimming is not considered a limited movement method. However, their land speed is reduced by half.

Special Ability (Blind): The swarm of aquatic broodling is utterly blind, and cannot see. They automatically fail all visual perception tests. However, they can detect heat signatures, such as a warm body or an active engine, and actively seeks out those targets it detects as hostiles. Also, if their ruling command strain is nearby, they can telepathic link their sight to the broodlings, allowing the aquatic broodlings to see through the eyes of others.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.

Aquatic Brood Lord Description

An aquatic brood lord is a rare offshoot of the common brood lord. Aquatic broodlords are unleashed to invade coasts and oceans, and are typically used when their enemy is using boats, submarines, or underwater bases. Aquatic brood lords are more powerful than even the common brood lord, making them one of the most dangerous breeds of zerg.

An aquatic brood lord is an autonomous and intelligent creature, and just one such monster can do substantial damage to a marine ecosystem. They produce massive amounts of aquatic broodlings, which can survive indefinitely provided they remain underwater. Aquatic brood lords can overwhelm vast reaches of ocean and seas by constantly producing new broodlings, hundreds per hour. Even if the aquatic hordes are not a threat to ground based forces, these swarms of creatures can be a destroy marine populations and make visiting the sea unsafe. These infestations make casual swimming, boating tourism, deep sea drilling, and fishing impossible. Local government officials need to cordon off beaches within 100 meters of the shoreline, so visitors do not needless provoke the legions of aquatic broodlings lurking in the nearby waves.

Aquatic Brood Lords live their lives alone with countless thousands of their progeny. When a Brood Mother is seeking to destabilize a region's oceans, she usually deploys up to 3 aquatic brood lords into the seas. These brood lords act independently of their kin, however, and do not cooperate with other brood lords unless specifically ordered otherwise.

Tactics

Aquatic Brood lords possess all the abilities and advantage of regular brood lords, but are even more powerful. Aquatic Brood Lord's chief strategy involves using the swarms of broodlings that are crawling all over them. The average brood lord will go into an encounter with 10-48 aquatic broodlings (2d20+8) attached to them. In addition, aquatic brood lords are rarely encountered without 1-2 feral swarms of aquatic broodlings.

Aquatic Brood Lords begin most encounters by using their *Spawn Swarm (aquatic broodling)* power. This gives them an additional host of minions to fight at their side after a few rounds. Afterwards, they rely on their broodling strike to soften up targets. It throws the maximum number of broodlings every turn, with no regard to saving its supply. Once the attack is made, the aquatic broodling lands adjacent to the target and begins attack their designated prey. For simplicity's sake, it usually easiest to have any thrown broodlings act after the brood lord's turn.

Once their broodling supply has been spent, the brood lord begins channeling *Siphon Life* to build its biomass back up. It always tries to maintain enough biomass to use *Reincarnation* in case it dies. Once it is recharged on biomass, it will reassess its situation. If it seems near victory, it will create another broodling swarm and then continue using *Siphon Life*. If the fight is still in flux, it will use a *Bio-Plasma Discharge* at the most damaging enemy, and then use spawn minions a few times, and then eat one of its children every turn to keep its supply up while using the rest offensively.

Once the brood lord is killed, it activates *Reincarnation* if it is possible. The brood lord always tries to maintain enough biomass for reincarnation. However, when the aquatic brood lord dies, it loses control over all its minions, including those that it was serving host to. When it is reborn, its priority is to once again use *Siphon Life* to replenish its biomass and hopefully finish its weakened enemies.

Aquatic Brood Lords are very dangerous in the water. They have enhanced regeneration, a very fast swim speed, and use their maelstrom ability to toss about their foes and limit their ability to fight back. However, aquatic brood lords suffer outside the water. They are even slower than ordinary brood lords, don't have access to maelstrom, and possess no regeneration. Therefore, a brood lord outside of the water is a significantly easier target to when they are underwater.

Aquatic Brood Lord Favored Psionic Powers: Psi Level 6, +19 psionic manifestation bonus

-Eternal Form; DC 20 manifestation as a standard; 15 energy fatigue; power makes the brood lord stunned and immune to all damage and psionic powers until the start of its next turn, brood lord cannot be moved.

-Compel Action; DC 14 manifestation as a standard action; 8 energy fatigue; power allows 6 command minions to instantly take a move and standard action out of turn sequence

Aquatic Brood Lord Favored Evolution Powers: Biomass 55, regains 2 biomass per turn

-Devour; 0 biomass; power usable as a free action once per turn expends one broodling to heal the brood lord 15 hit points and restores 6 biomass

-Bio-Plasma Discharge; 18 biomass; as standard action; +14 attack at remote range, 300 damage, Piercing, Corrosion, Acid Damage, Burst 2

-**Siphon Life**; 2 biomass; targets 2 enemy biological target within long range, each round power is sustained targets takes 30 damage and brood lord recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

-**Reincarnation**; 16 biomass; used when reduced to 0 hit points, brood lord is restored to 260 hit points and cured of all crippling wounds after 3 rounds, does not work when killed by crippling wounds

-**Spawn Aquatic Broodling Swarm**; 24 biomass, usable as a full-round action; creates a cluster of eggs within short range, eggs hatch after two rounds, afterwards a Swarm of Aquatic Broodlings is born in that location

Brood Lord Favored Command Tactics: Command +16

-**Fervor**; commanded minions gain +4 accuracy and can perform aim actions

Aquatic Brood Lord

Level 26 Gargantuan-sized Zerg Creature (Non-heroic Bruiser/ Oppressor/ Assailant/ Specialist Strain), Formidable Threat

Skill Purchases: 21

Talent Purchases: 13

Ability Score Purchases: 43

Hit Points: 953

Healing Threshold: NA

Damage Threshold: 73

Defense: 18

Toughness: 65

Resolve: 35

Speed: 5, fly 8, swim 16

Shift Speed: 1

Morale Bonus: NA

Space: 6 by 4 squares

Reach: 3 squares

Initiative: +7

Damage Resistance: 34

Psionic Resistance: 30

Regeneration: 16

Biomass: 55

-**Ripping Fangs** 1d20+34 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 25, Rending 10, Cleaving 1

-**Broodling Strike** 1d20+16 accuracy, 110 damage, 1-4 strikes maximum, strategic range; *Special Traits*: Penetration 16, Rending 6, Expend broodlings

Skills: Acrobatics 10, Athletics 12, Command 8, Defensive Training 11, Durability 13, Endurance 13, Melee 13, Mental Training 13, Perception 11, Psionics 11, Ranged 13, Survival 8

Skill Focuses: Durability +3, Mental Training +2, Ranged +2, Melee +2, Endurance +2, Athletics +2, Perception +2

Talents: Awesome Abilities (willpower, fortitude, instinct), Command Tactics, Evolution Power x2, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Powers, Resilience, Weapon Mastery (ranged II, melee II), Zerg Skill Focus (brutality)

Psionic Powers: *Acute Senses, Muscular Enhancement, Toughness, Regeneration, Eternal Form*

Evolution Powers: *Spawn Broodling, Spawn Minion (Aquatic Broodling), Spawn Swarm (Aquatic Broodling), Frenzy, Devour, Wild Mutation, Mend, Corrosive Bolt, Siphon Life, Bio-Plasma Discharge, Reincarnation*

Command Tactics: *Fervor, Adrenaline*

Creature Abilities: Unlock Evolution Disciplines x4 (Paragon Spawning, Paragon Biomancy), Flight*, Growth Hormones II, Organic Artillery, Behemoth, Enhanced Spawning (aquatic broodling), Staggering Strikes

Strength: 28

Instinct: 7

Agility: 3

Fortitude: 28

Intelligence: 2

Willpower: 8

Gear: Tier 3 Gargantuan-sized Ripping Fangs with Brutal Edges, Tier 3 Broodling Strike with 2d20+8 aquatic broodlings, Tier 3 Zerg Plated Carapace

Special Ability (Staggering Strikes): The brood lord has powerful blows that knock their target's off balance. If the aquatic brood lord's bite attack or broodling strike bypass both the target's defense and toughness, the target is staggered for 1 round.

Special Ability (Maelstrom): While underwater, the brood lord churns the water around it in chaotic whirlpool of chaotic waters. Any creature other than an aquatic zerg within 6 squares of the brood lord must succeed a DC 25 athletics check (or DC 25 pilot check for vehicles) at the start of their turn. If they fail an athletics check, they suffer 30 damage, are pulled 10 squares deeper underwater, and are staggered for that turn. If a pilot check is failed, the pilot loses control of the vehicle.

Special Ability (Lay Broodling Eggs): As a standard action, the brood lord can deposit four eggs on the back of its torso. These eggs hatch into aquatic broodlings at the start of the creature's next turn. This power costs 2 biomass to use. Most aquatic brood lord begin encounters with 2d20+8 aquatic broodlings clinging to them.

Special Ability (Broodling Host): The colossal brood lord is host to a large population of tiny aquatic broodlings. To the brood lord, these broodlings are currency for its special attacks. The brood lord can spend one or more broodlings to perform one of the special actions listed below.

-Broodling Strike: As a standard action, the aquatic brood lord can throw anywhere between 1-4 aquatic broodlings at enemies. This attack uses the Broodling Strike weapon profile below. The brood lord makes a number of separate broodling strike attacks equal to the number of broodlings it throws, and can attack different targets with each broodling. It can throw up to 2 broodlings at a single target if the target is large-sized, or 4 broodlings at a target that is huge-sized or larger. Despite the brutality of the attack, the Aquatic Broodlings are unharmed by this process and are dropped adjacent to the target at the end of the attack, whether the attack hit the target or not. Once a broodling has been thrown by the host, it is still commanded by the brood lord. This attack is designed to attack submerged targets, so the attack suffers disadvantage against enemies that are not underwater.

Aquatic Broodling Strike

Zerg Ranged Weapon

Damage: 60

Accuracy: +1

RoF: Slow

Range: Remote

Power Rating: +10

Special Traits: Downward Barrage (when flying)

-Interception: When a brood lord is attacked by a torpedo or rocket attack it is aware of, it can use its opportunity attack to throw broodlings at the missiles. It expends a number of broodlings equal to the number of missiles heading towards it. It makes a Broodling Strike attack roll against the attack roll of the missiles. If the brood lord succeeds, the missile attack is canceled out and the broodlings are killed. If the attacker wins, the broodlings are wasted and the missile attack follows through as usual.

-Willing Sacrifice: The brood lord can command an aquatic broodling to feed itself to the Brood Lord, allowing it to use the *Devour* evolution power as a free action.

-Hive Strike: The brood lord can spend a minor action to have the broodlings on its back supplement its bite attack against a target. When it does this, its bite attack gains +2 damage for every aquatic broodling on it. Unlike other functions of Broodling Host, this function does not expend broodlings, and they remain connected to their host.

Special Ability (Zerg Sub-Commander): The aquatic brood lord is a specialist strain, but counts as a command strain for the aquatic broodlings it creates. It can use the Command skill to issue orders to its broodlings. Any aquatic broodlings it spawns are automatically under its control, and it cannot control any minions besides these broodlings. They have a Command limit of 48, and therefore never have more than 48 aquatic broodlings active at a time.

Special Ability (Amazing Growth Hormones): The aquatic brood lord regenerates 2 Biomass every turn, up to its normal maximum.

Special Ability (Aquatic Predator): The aquatic brood lord is evolved to survive perfectly underwater. The creature can breathe in any form of water, and can survive indefinitely underwater. It does not need to make athletics check for swimming, and always succeeds such tests. It can survive in the deep ocean despite temperature and pressure. It has twice its normal regeneration value, but it only regenerates while totally submerged underwater. It moves at twice its normal speed when swimming and swimming is not considered a limited movement method. However, its land and flight speeds are reduced by half.

Special Ability (Zerg Psychic): The brood lord has a base Psi Level of 3, and can draw powers from the Augmentation discipline. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Evolution Powers): The aquatic brood lord can use zerg evolution powers, and has access to Paragon Biomancy and Paragon Spawning powers.

Special Ability (Blind): The aquatic brood lord is utterly blind, and cannot see. It automatically fails all visual perception tests. However, it can detect heat sources and thermal energy, up to a range of 120 squares. Also, if their ruling command strain is nearby, they can telepathic link their sight to the brood lord, allowing the brood lord to see through the eyes of others

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. They have a fly speed, and have a biomass score equal to their fortitude + strength + willpower.



~Aquatic Brood Lord (above)



~Kaboomer Baneling (below)



Kaboomer Baneling Description

The 'kaboomer', also known as the baneling prime, is a colossal subspecies of the baneling. Rather than being a fast and quick striking raider, the kaboomer is a slow, plodding, siege engine. Very few hives have the genetic blueprints of a kaboomer, and those that do still rarely make them. When they are birthed, they are meant to break open the most unbreakable fortresses.

Kaboomers possess a prodigious amount of acid within them, equal to a dozen smaller banelings. In addition, they have bulky, meaty bodies that take an immense amount of firepower to bring down. They can weather the heaviest artillery as they slowly move towards fortifications, bringing imminent death with them as they do.

Tactics

Kaboomers are very simple creatures. They simply double move until they are within range of the enemy fortifications, and unleash their acidic saliva attack to tear it down. These creatures do not seem to feel pain or injury, and keep moving without pause. Even at their objective, they do not flee when their allies are destroyed or they are near death.

A kaboomer does not use any combat behaviors, as it lacks the initiative or intelligence to. It only uses its melee attack when the target fortification is already destroyed, and it is still being bothered before it receives a new target.

Unlike regular banelings, a kaboomer never chooses to explode, and instead only explodes when reduced to 0 hit points. When it does, the effect is utterly devastating, equivalent of a miniature nuclear bomb of acid. The attack is fairly inaccurate, but even dealing half damage on a miss the volatile explosion can instantly kill a player character. Players should be advised these creatures are ticking time bombs, and should be fought carefully and from a safe distance.

Baneling, Kaboomer

Level 20 Huge-sized Zerg Creature (Heroic Assailant/ Bruiser), Extreme Threat

Skill Purchases: 42

Talent Purchases: 18

Ability Score Purchases: 18

Hit Points: 655

Healing Threshold: NA

Damage Threshold: 58

Defense: 17

Toughness: 37

Resolve: 22

Speed: 7

Shift Speed: NA

Morale Bonus: NA

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +3

Damage Resistance: 29

Psionic Resistance: 21

Regeneration: 25

Biomass: 66

-Acidic Saliva 1d20+23 accuracy, 75 damage, +2 strikes maximum; *Special Traits:* Penetration 35, Line 6, Corrosion, Acid Damage, Close Quarters

-Volatile Explosion 1d20+9 accuracy, 330 damage, 1 strike maximum; *Special Traits:* Penetration 10, Burst 8, Acid Damage, Corrosion

-Ripping Fangs 1d20+21 accuracy, 50 damage +25 damage from acid coating, 1 strike maximum; *Special Traits:* Penetration 17, Rending 4, Penetration (10, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

Skills: Athletics 6, Acrobatics 6, Defensive Training 8, Durability 13, Endurance 10, Melee 9, Mental Training 6, Ranged 12, Perception 6, Stealth 8

Skill Focuses: Durability +4, Ranged +3, Endurance +2, Perception +2

Talents: Awesome Abilities (fortitude, instinct), Biomass Reservoir V, Enhanced Regeneration V, Penetration V, Weapon Mastery (ranged III), Zerg Skill Focus (stamina)

Creature Abilities: Acid Blood, Energy Resistance, Concentrated Onslaught, Fast Healing, Behemoth

Strength: 10

Instinct: 3

Agility: 3

Fortitude: 20

Intelligence: 1

Willpower: 6

Gear: Tier 3 Huge-sized Ripping Fangs with Acid Coating, Tier 3 Huge-sized Acidic Saliva, Tier 3 Huge-sized Zerg Reinforced Carapace

Special Ability (Volatile Explosion): The baneling detonates when it is reduced to 0 hit points, exploding in a gigantic blast of acid. The amount of damage is equal to 5x its current Biomass level (normally 330) This is a melee attack, and has the Penetration (10, including talent bonus), Acid Damage, Corrosion, and Burst (8) weapon traits. The volatile explosion is centered on a square of the baneling's choosing.

Special Ability (Acid Blood): The baneling's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 40 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

Special Ability (Plodding): This massive baneling is a plodding creature. It cannot perform shift, evade, sprint, or charge actions.

Special Ability (Energy Resistance): The baneling is highly resistant to toxins and acids. It gains +10 damage resistance against attacks with the Acid Damage rule.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

Infestor Choker Description

What terrans call 'chokers' are a mutation for the more common infestor. The choker is a militant variation of the infestor that has evolved improved durability and combat prowess at the cost of its psionic ability. Chokers can spread infestation and contamination much like a more common infestor, but that is not their purpose. They are created once an infestation has already begun, and the infested legions need a helping hand.

Rather than rely on their evolution powers, chokers use a pair of snaring tentacles, mutations of the neural parasites possessed by other infestors. They use these tentacles to manipulate and disrupt enemy ranks, making it easier for the infested to overwhelm their foes.

Chokers are developed in hive clusters where there is already a high population of virophages and infestors. Even in the height of their production, chokers are still rare. A hive produces only 1 choker for every 4 infestors that it creates.

Tactics

Unlike common infestor's, chokers are not meek and advanced alongside the waves of zombified soldiers. They tend to cluster amongst groups of infested marines, and behind the infested colonists. Chokers primary method of attack is to latch out at targets with their snaring tentacles and the aim combat behavior. They prefer the most exposed and vulnerable targets, and draw them into the swarm where there is no escape.

They tend to use their tentacles for most of the battle. If not to grab and crush targets, then to simply hammer away at them with powerful strikes. If a choker loses its escort, it makes use of its evolution powers. It uses *Fungal Growth* to trap grouped targets, and then blast them with *Viral Waves*. If enemies charge it, it protects itself by manifesting *Miasma* and *Creeping Infection*, and then simply retreat while its targets deal with their illnesses. Once at a safe distance, it will alternate between snaring tentacles and Viral Wave. Unlike ordinary infestors, chokers do not resort to infesting its prey via *Mutagen* unless the battle is already won or the enemy is in retreat.

If all a choker's minions are killed, it will wait from a distance where it can continue attacking with its snaring tentacles while waiting for reinforcements to arrive. If it is taking more damage than it is dealing, it will fully retreat until the next wave of zombies arrive.

Infestor Choker's Favored Evolution Powers: Biomass 41, regains 2 biomass per turn

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- Viral Wave;** 6 biomass; as full-round action; +12 attack in Cone 12 infestor, deals 60 damage on hit and target takes a -2 penalty to defense, toughness, and endurance for 1 minute (10 rounds), on a miss deals half damage and no additional effects
 - Miasma;** 7 biomass; as standard action; +12 attack toughness with all non-zerg within a Burst 8 centered on the infestor, struck targets are stunned unless they succeed a DC 28 Endurance check, must succeed 3 consecutive endurance tests or take anti-toxins to end the effect
 - Creeping Infection;** 3 biomass; power useable as a standard action; +12 attack versus toughness at short range, Burst 2 area, all struck by the power must make a DC 26 Endurance test every round or loses 1 strength. Power ends once player succeeds 3 subsequent tests. Effected targets are contagious and can spread the disease to adjacent allies, in which the targets suffer an attack versus toughness as normal. Anti-toxins give +1 to endurance test per potency. Lasts 1 minute (10 rounds)
 - Fungal Growth;** 6 biomass; power useable as a standard action; +12 attack at long range, Burst 6, struck targets are Crushed and Immobilized for 3 rounds (cannot move, shift, or evade, suffer -2 to attacks, checks, and defenses, and 40 damage every round); effect can be ended with a DC 30 Athletics or Acrobatics test as full-round action

-Mutagen; 3 biomass; power useable as a minor action; +10 attack at medium range, Burst 2 area, struck targets must make a DC 28 Endurance check or begin to undergo the infestation process, effected targets must already be under the effect of one of the following powers: *Corruption, Viral Wave, Contaminate, Infest*.

Infestor Choker's Favored Command Tactics: Command +17

-Adrenaline; commanded minions deal +4 damage

-Focused; commanded minions gain +4 to skill checks

-Terrifying; commanded minions give all enemies that can see it -6 to morale bonus and willpower checks

-Swarm Maneuvering; commanded minions gain +4 defense and toughness

Infestor, Choker

Level 20 Huge-sized Zerg Creature (Heroic Oppressor/ Command Strain), Extreme Threat

Skill Purchases: 16

Talent Purchases: 9

Ability Score Purchases: 22

Hit Points: 574

Defense: 23

Speed: 10

Space: 2 by 4 squares

Damage Resistance: 29

Regeneration: 12

Healing Threshold: NA

Toughness: 43

Shift Speed: 2

Reach: 1 square

Psionic Resistance: 43

Biomass: 44

Damage Threshold: 50

Resolve: 30

Morale Bonus: NA

Initiative: +3

-Tentacles 1d20+20 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Special Combat Attack, Venom Coating (DC 28 or 40 poison damage)

-Snaring Tentacles 1d20+20 accuracy, 56 damage, +2 strikes maximum x2, long range; *Special Traits:* Penetration 15

Skills: Athletics 3, Acrobatics 3, Command 9, Defensive Training 9, Durability 11, Endurance 7, Melee 9, Mental Training 9, Perception 4, Ranged 9, Stealth 6, Survival 8

Skill Focuses: Mental Training +2, Athletics +2

Talents: Awesome Abilities (willpower), Command Tactics, Enhanced Regeneration II, Evolution Powerx2, Hardened Survivalist, Resilience, Weapon Mastery (ranged II), Zerg Skill Focus (stamina)

Evolution Powers: *Corruption, Contaminate, Mutagen, Infest, Viral Wave, Creeping Infection, Fungal Growth, Miasma*

Command Tactics: *Terrifying, Adrenaline*

Creature Abilities: Unlocked Evolution Disciplines x3 (Master Infestation, Master Pestilence), Bully, Alien Mind, Tunneling, Growth Hormones II, Snaring Tentacles*

Strength: 16

Instinct: 3

Agility: 8

Fortitude: 15

Intelligence: 2

Willpower: 8

Gear: Tier 3 Huge-sized Tentacles, Tier 3 Huge-sized Snarling Tentacle, Tier 3 Plated Carapace

Special Ability (Snaring Tentacles): The infestor has a pair of specialty tentacles known as its Snaring Tentacles. These limbs have the same statistic as a Barbed Tendril, except they count as a long-ranged thrown weapon instead of a melee attack (it still gets strength bonus to damage weapon). With a single standard action, the infestor can strike with both tentacles with no penalty although each tentacle must be used against a separate target. If the infestor bypasses both a targets defense and toughness with a tentacle strike (gaining the +5 benefit from its Bully creature ability), then the target is entrapped and snared by the limb. Targets snared by the limb can take no action other than a full-round DC 30 strength or acrobatics test to try to break free of the limb's grasp. On the infestor's turn, they automatically deal 75 damage to each grabbed target, and can move them to anywhere within long range of the infestor.

While one of the infestor's snaring tentacles is grabbing a target, they cannot be used to grab anyone else or be used for attacks. While grabbing its prey, the tentacle can be attacked anywhere along a line between the infestor and the target. It has a defense of 25, 50 hit points, and the same damage resistance as the infestor (23). It cannot be damage by area attacks where it is not the primary target or by telepathic powers. If the tentacle is destroyed, then grabbed prey still must use a full-round action to break through of its grasp, but no skill check is required. After a tentacle is severed, the infestor grows a new one on the start of its next turn.

Special Ability (Bully): This infestor is great at manipulating and controlling their enemies. All of the infestor's attacks and powers that target an enemy's toughness gain a +5 accuracy bonus to determine whether or not they surpass the target's toughness. This includes evolution powers and their snaring tentacles.

Special Ability (Amazing Growth Hormones): The infestor regenerates 2 Biomass every turn, up to its normal maximum.

Special Ability (Tunneling): While burrowed, the zerg can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the zerg passes by.

Special Ability (Gas Cloud): The Infestor projects a cloud of spores that linger around it when it does not move. If an infestor did not move on its turn or the turn before, then it has concealment against all attacks until it does move.

Special Ability (Alien Mind): The infestor's mind is alien, disturbing, and utterly anathema to the thought processes of natural creatures. The infestor gains +15 psionic resistance, and any character that uses a telepathic power on the creature, or is struck by the creature's telepathic psionic powers, gains -2 morale levels.

Special Ability (Evolution Powers): The Infestor is capable of using Zerg evolution powers, and has access to Master Infestation and Master Pestilence.

Special Ability (Zerg Psychic): The infestor has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Commander): The infestor is a command strain, and can use the Command skill to issue orders to its minions. The infestor can only control infested minions or aberrations, and any infested they create are automatically under their control. They have a Command limit of 24.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



~Infestor Choker (above)

~Hunterling (below)



Hunterling Description

Hunterlings are a rare strain of zerg used as line breakers and fast assault troops. They have a similar body structure to the behemoth Brutalisks, but are vastly smaller and nimbler. They are used in small numbers to attack as skirmishers, where they leap over enemy battle lines and tackle ranged support targets.

Hunterlings are rare, and are only used by a select few broodmothers. Even then, they come from only the most developed hives. They are often used in packs of 3-4 hunterlings where they serve as elimination units or fight alongside entire swarms of other zerg. Hunterling packs are also used for reconnaissance and patrolling.

Hunterlings were most infamously seen during the battle for Meinhoff, where they disrupted terran artillery trying to thin the infested hordes shambling towards their position.

Tactics

Hunterlings are very fast, and between their movement speed and defense they are near impossible to kill before they close into melee range. They use their pounce ability to simply bound over cliffs, canyons, barricades, and anything else obstructing them. Once they reach melee, they use a flurry of scything claw strikes. Their sheer number of attacks makes their claws virtually unavoidable, and their high penetration makes the attack worthwhile against even armored targets.

These creatures are clever hunters, and their commanders usually direct them towards attacking supporting units, such as snipers and medics, whenever possible. In a large engagement where there are heavy vehicles, hunterlings will use their pounce and tackle abilities to debilitate large machines. Amongst their favorite targets are siege tanks and immortals, but in various situations they will also target high templar, ghosts, diamondbacks, and terrans in heavy powered armor. When grabbing an enemy, remember the hunterlings wrestling combatant talent.

Hunterling's effectiveness is reliant on their number of strikes, and therefore never heavy strike. They prefer to bob and weave in combat, making them even more difficult to hit.

9

Hunterling

Level 20 Medium-sized Zerg Creature (Heroic Hunter/ Prowler), High Threat

Skill Purchases: 16

Talent Purchases: 12

Ability Score Purchases: 33

Hit Points: 205

Healing Threshold: NA

Damage Threshold: 35

Defense: 32

Toughness: 29

Resolve: 25

Speed: 16

Shift Speed: 3

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +10

Damage Resistance: 21

Psionic Resistance: 22

Regeneration: 2

Biomass: 27

-Scything Claws 1d20+17 accuracy, 36 damage, +5 strikes maximum; *Special Traits:* Penetration 22, Rending 6

-Ripping Fangs 1d20+17 accuracy, 46 damage, +3 strikes maximum; *Special Traits:* Penetration 22, Rending 10

Skills: Acrobatics 9, Athletics 11, Defensive Training 9, Durability 9, Endurance 9, Melee 13, Mental Training 8, Perception 8, Stealth 11, Survival 9

Skill Focuses: Melee +4, Athletics +2, Stealth +2

Talents: Awesome Abilities (Strength, Agility), Defensive Fighting II, Penetration II, Survival Instincts, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee III), Wrestling Combatant, Zerg Skill Focus (brutality)

Creature Abilities: Fast Step, Pounce, Tackle*, Rapid Swipe, Vulnerable Strike, Counter Attack

Strength: 11

Instinct: 8

Agility: 11

Fortitude: 10

Intelligence: 1

Willpower: 7

Gear: Tier 3 Scything Claws with Brutal Edge, Tier 3 Ripping Fangs, Tier 3 Zerg Reinforced Carapace

Special Ability (Rapid Swipe): Whenever the hunterling hits and damages a creature with a natural melee attack, it can follow up with another single melee attack with that same weapon against the same target.

Special Ability (Pounce): The hunterling can make a leap as a move action, moving 11 squares while ignoring opportunity attacks. During the same turn after the leap, any target they attack in melee do not gain their agility bonus to defense. The hunterling cannot pounce in two subsequent turns.

Special Ability (Tackle): If the hunterling pounces and makes a scything claws attack in the same turn, check to see if the attack surpasses both the targets defense and toughness. If it does, and the target is between medium and gargantuan sized, the hunterling tackles it and latches onto them. While latched onto a character or a creature, they are in a grab. When entering in a grab this way, the hunterling has advantage on all attacks and checks and can make a natural weapon attack instead of normal grab action. When hunterling tackles a vehicle, all the vehicle weapon attacks suffer from total concealment and pilot checks are made at a disadvantage. In addition, the hunterling gains advantage and +5 penetration with all attacks against the vehicle while it is latched on. Removing the hunterling from the vehicle requires the pilot to make a DC 20 pilot skill test while the vehicle is moving at least 50 squares per round. Alternately, the hunterling can be killed off the vehicle, but it counts as being in close combat with the tackled vehicle.

Special Ability (Counter Attack): Whenever the hunterling is missed by an incoming melee attack, it can instantly make an opportunity attack at that target if they are within reach.

Special Ability (Fast Step): The hunterling can shift as a minor action, instead of a move action. It can still, however, only shift once per turn.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

Ravager Description

The ravager is a zerg artillery beast developed by the zerg during the End War. It is evolved directly from the roach, and shares many traits in common with that creature. Since its inception, it has become highly ubiquitous and is found in the forces of nearly every brood mother within the zerg swarm.

The unique properties of the ravager's bio-plasma make it an incendiary substance as well as a corroding acid. Therefore, the ravagers blend of energies makes its acid some of the deadliest substances in the galaxy, and can quickly disintegrate and deal untold pain to whatever contacts it. This incendiary acid fills the creature, including its blood and saliva. It is equally deadly to infantry and vehicles.

The ravager is a beast designed to serve as long range artillery and a line breaker. It is usually found in zerg attack waves alongside zerglings, hydralisks, and roaches, where it supports allied forces with its bio plasma. They are rarely found amongst their own number, except in the largest engagements.

Tactics

Ravagers begin most encounters using their corrosive bile from the back of the zerg ranks. They target it wherever they can damage the most enemies. From there, ravagers hang back and use their corrosive spit to wear down their foes. If the enemy threat persists after 3 rounds, they will use another bile artillery. They might use their barrage attack earlier than that if the enemy has established special defenses protecting themselves, such as bunkers or force fields.

While ravagers are hardy and deadly in melee, they prefer to stay at a range. They bob and weave and use tactical strike to shift away whenever they are brought into melee. If there is no escape, they will use heavy strike with their ripping fangs to kill the most damaging enemy.

Ravager

Level 15 Huge sized Zerg Creature (Non-heroic Bruiser/ Assailant), Extreme Threat

Skill Purchases: 14

Talent Purchases: 11

Ability Score Purchases: 14

Hit Points: 437

Healing Threshold: NA

Damage Threshold: 45

Defense: 14

Toughness: 35

Resolve: 20

Speed: 7

Shift Speed: 1

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +5

Damage Resistance: 25

Psionic Resistance: 15

Regeneration: 15

Biomass: 26

-Corrosive Spit 1d20+21 accuracy, 60 damage, +1 strike maximum, long range; *Special Traits*: Penetration 23, Corrosion, Flames, Acid Damage, Energy Damage, Close Quarters

-Ripping Fangs 1d20+18 accuracy, 50 damage +25 damage from acid coating, 1 strikes maximum; *Special Traits*: Penetration 15, Rending 4, Penetration (16, Acid Coating extra damage only), Acid Damage/ Energy Damage (acid coating extra damage only)

Skills: Athletics 4, Defensive Training 7, Durability 9, Endurance 6, Melee 7, Mental Training 6, Ranged 10, Survival 4

Skill Focuses: Durability +2, Ranged +3, Endurance +2, Perception +2

Talents: Awesome Abilities (fortitude, instinct), Devastating Cripple (ranged), Enhanced Regeneration, Hardened Survivalist, Penetration III, Weapon Mastery (ranged II, melee I), Zerg Skill Focus (corrosive)

Creature Abilities: Rapid Healing, Behemoth, Acid Blood, Energy Resistance II, Tactical Strike, Incendiary Acid*

Strength: 10 **Instinct**: 5 **Agility**: 2 **Fortitude**: 12

Intelligence: 1 **Willpower**: 4

Gear: Tier 2 Zerg Plated Carapace, Tier 2 Huge-sized Ripping Fangs with Acid Coating, Tier 2 Huge-sized Corrosive Spit

Special Ability (Incendiary Acid): The acid of a ravager is incredibly potent and burns like fire in addition to corroding everything that it touches. All the ravager's attacks and abilities with the Corrosion weapon trait also have the Flames and weapon trait. Similarly, all the ravager's attacks and abilities with the Acid Damage weapon trait also have the Energy Damage weapon trait. Therefore, biological targets subjected to the ravager's corrosion effects suffer the effects of both the Burning and Melting conditions. Each effect must be removed separately. This is reduced accordingly if the target is immune to either the Corrosion or Flames weapon traits.

Special Ability (Acid Blood): The ravager's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 30 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage, Energy Damage and Penetration 5 weapon trait.

Special Ability (Corrosive Bile): The ravager can launch a blast of bio plasma far into the air, to barrage enemies with at up to distant range. Using this ability costs 5 biomass. This attack is performed as a standard action, where the ravager targets a burst 5 area. The attack has the Grenade weapon trait, and therefore can attack even where it does not have line of sight. Due to the nature of the attack, it does not land until the start of the ravager's next turn, although enemies of the ravager have no idea where the attack is targeted towards. Once the attack lands, the ravager the makes an attack roll at +15. On a hit it deals 120 damage with the Penetration 60, Acid Damage, Energy Damage, Flames, and Corrosion weapon traits. On a miss, it deals half damage. The bile has no primary target. This acid is so virulent that it destroys creep and force fields within the area, and often seriously deteriorates structures it hits. It can be evaded, and characters gain advantage on their acrobatics test to evade the bile.

Special Ability (Tactical Strike): The ravager can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

Special Ability (Energy Resistance): The ravager is highly resistant to various energy types. It gains +10 damage resistance against attacks with either the Acid Damage or Energy Damage rules. It gains +20 damage resistance against attacks with both weapon traits.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.

Corrosive Spit

Zerg Ranged Weapon

Damage: 30 **Accuracy**: +2

RoF: Fast **Range**: Long

Power Rating: +5

Special Traits: Scaling Penetration (heavy), Corrosion, Acid Damage, Close Quarters

Description: The zerg creature has evolved the method to regurgitate an orb of pure bio acid, and then spit it in a focused form. This orb has a fair amount of range and accuracy to it yet loses none of its corrosive potency.

Bone Ravager Description

The bone ravager is an off-shoot of the common ravager. They are ravagers that are covered with a jagged, boney shell that is nearly impossible to breach. Bone Ravagers are designed to specifically counter enemy artillery, by being high resistant to such attacks. The downside of these creatures is that they lack the incendiary acid of ordinary ravagers, and instead possess a more traditional acidic bombardment.

Tactics

Unlike lesser ravagers, bone ravagers start engagements from the front of the zerg ranks, so they can absorb the first hits for their allies. Afterwards, they begin most encounters using their corrosive bile. They target it wherever they can deal the most enemies. From there, ravagers hang back and use their corrosive spit to wear down their foes. If the enemy threat persists after 3 rounds, they will use another bile artillery. They might use their barrage attack earlier than that if the enemy has established special defenses protecting themselves, such as bunkers or force fields.

After absorbing the first wave of attacks, ravagers let their allies rush in front of them and engage the enemy up close while they continue to fight from afar. If the enemies do engage them in melee, they do not try to escape, and instead use heavy strike melee attacks to tear at their foes.

Ravager, Bone

Level 18 Huge sized Zerg Creature (Non-heroic Bruiser/ Assailant), Extreme Threat

Skill Purchases: 18

Talent Purchases: 11

Ability Score Purchases: 21

Hit Points: 525

Healing Threshold: NA

Damage Threshold: 52

Defense: 13

Toughness: 38

Resolve: 23

Speed: 7

Shift Speed: 1

Morale Bonus: NA

Space: 3 by 3 squares

Reach: 2 squares

Initiative: +5

Damage Resistance: 34

Psionic Resistance: 21

Regeneration: 15

Biomass: 33

-Corrosive Spit 1d20+22 accuracy, 65 damage, +1 strike maximum, long range; *Special Traits*: Penetration 32, Corrosion, Acid Damage, Close Quarters

-Ripping Fangs 1d20+19 accuracy, 55 damage +27 damage from acid coating, 1 strikes maximum; *Special Traits*: Penetration 12, Rending 4, Penetration (17, Acid Coating extra damage only), Acid Damage (acid coating extra damage only)

Skills: Athletics 6, Defensive Training 8, Durability 10, Endurance 7, Melee 8, Mental Training 7, Ranged 11, Survival 4

Skill Focuses: Durability +2, Ranged +3, Endurance +2, Perception +2

Talents: Awesome Abilities (fortitude, instinct), Devastating Cripple (ranged), Enhanced Regeneration II, Hardened Survivalist, Penetration II, Resilience, Weapon Mastery (ranged II, melee II), Zerg Skill Focus (corrosive)

Creature Abilities: Rapid Healing, Behemoth, Acid Blood, Energy Resistance, Tactical Strike, Deflection Carapace*

Strength: 12

Instinct: 5

Agility: 2

Fortitude: 15

Intelligence: 1

Willpower: 6

Gear: Tier 2 Zerg Juggernaut Carapace, Tier 2 Huge-sized Ripping Fangs with Acid Coating, Tier 2 Huge-sized Corrosive Spit

Special Ability (Acid Blood): The ravager's blood is extremely acidic, and when it is injured its blood fills the air. Whenever the zerg is wounded, it deals 36 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration 5 weapon trait.

Special Ability (Corrosive Bile): The ravager can launch a blast of bio plasma far into the air, to barrage enemies with at up to distant range. Using this ability costs 5 biomass. This attack is performed as a standard action, where the ravager targets a burst 5 area. The attack has the Grenade weapon trait, and therefore can attack even where it does not have line of sight. Due to the nature of the attack, it does not land until the start of the ravager's next turn, although enemies of the ravager have no idea where the attack is targeted towards. Once the attack lands, the ravager makes a ranged attack check with a +20 accuracy bonus. On a hit it deals 120 damage with the Penetration 60, Acid Damage, and Corrosion weapon traits. On a miss, it deals half damage. The bile has no primary target. This acid is so virulent that it destroys creep and force fields within the area, and often seriously deteriorates structures it hits. It can be evaded, and characters gain advantage on their acrobatics test to evade the bile.

Special Ability (Deflection Carapace): The bone ravagers spiky, bone carapace is exceedingly good at deflecting parts of large, concussive blasts. If the bone ravager suffers damage from a weapon with the Burst weapon trait and was not the primary target, it suffers half damage as if it had evaded. No check is required for this. In addition, all rending values against the bone ravager are reduced to 0.

Special Ability (Tactical Strike): The ravager can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a natural ranged attack.

Special Ability (Energy Resistance): The ravager is highly resistant to toxins and acids. It gains +10 damage resistance against attacks with the Acid Damage rule.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



~Ravager (above)



~Bone Ravager (below)



Royal Overseer Description

The royal overseer is an experimental breed of overseer that is designed to serve the roll of both a battlefield general, surveillance station, and an artillery piece. Less of a creature and more of an organic, mobile space station, the royal overseer is a brilliant and deadly creature that oversees the certain destruction of the enemies of the swarm.

Royal Overseers are incredibly powerful zerg, but the vast costs of vespene gas and psionic energy required for their creation makes them inefficient to breed. Only select brood mothers will even bother with a royal overseer, and will even then only keep 1 or 2 at any one time. Royal Overseers spend most of their lives deep within continent-sized hiver clusters, only to emerge when the swarm is deployed to the largest military engagements.

Tactics

Royal Overseers avoid getting anywhere close to the front lines of combat. Instead, they stay back and observe and manage fights from afar. Sometimes, though, they get in range to use their acid bomb and various powers to support their minions. Royal Overseers have been seen leading sieges but floating directly over the enemy stronghold, particularly if all anti-air fire is being used to repel smaller creatures like mutalisks. From these vantage points, they rain their acid bombs down upon enemy defenses, namely photon cannons and missile turrets, while maintaining *Psionic Droning* to debilitate all psionic enemies within the city.

If royal overseers start taking long ranged fire, they will slowly retreat to a safer location. If the royal overseer is directly engaged, typically by tactical fighters, it will change its strategy to personal defense. It uses *Summoning* to call mutalisks to assist it, and then keep flying upwards so it can hit its targets with its acid bomb attacks. When a target gets close enough to be within melee range, it will use heavy strike attacks with its grasping claws to smash enemy fliers. When it is unable to make any of its attacks, the overseer uses *Compel Action* to give its minions extra actions, *Corruption* to weaken tough enemies against its ally's attacks, or *Contaminate* to shut down a target and cause it to crash.

A royal overseer might fly low to the ground if the battlefield requires its direct presence, to exterminate a particularly pesky target, or if it feels the battle is already won. When facing characters in this sort of arena, it prefers to use *Mind Overload* to quickly eliminate characters, as well as Siphon Life to parasite their energies away. *Spawn Broodling* is used against less physically imposing targets.

The creature is gigantic and formidable, and possesses so much stamina that it rarely needs to worry about its own life. However, if it drops below 1/3 of its maximum hit points (489 hit points), it begins the slow process of withdrawing from combat. It uses *Mend* whenever possible to enhance its healing, and *Summoning* to call more minions to defend it. Against protoss, it will also maintain *Psionic Droning* to disorient them enough to ensure its escape. A royal overseer never fights to the death.

Royal Overseer's Favored Psionic Powers: Psi Level 8, +21 psionic manifestation bonus, recovers 4 energy fatigue per turn

-**Compel Action;** DC 14 manifestation as a standard action; 8 energy fatigue; power allows 16 commanded minions to instantly take a move and standard action out of turn sequence

-**Psionic Droning;** DC 18 manifestation as a standard action; 1 +1 per round sustained energy fatigue; all non-zerg psychics in a Burst 80 area centered on the overseer have disadvantage on all d20 checks and attack rolls, can be resisted by thought blocking, sustained as a move action

-**Mind Overload;** DC 24 manifestation as one or more full-round actions; 7 energy fatigue; +15 attack versus resolve at medium range, target takes 104 psionic damage, and then 52 psionic damage at the start of the caster's next turn

-**Summoning;** DC 18 manifestation as a minor action; 10 energy fatigue; summons two mutalisks to aid the caster two rounds from then

Royal Overseer's Favored Evolution Powers: Biomass 69, regains 3 biomass per turn

-**Contaminate;** 5 biomass; gargantuan or smaller construct or structure within long range; +34 attack, target is unable to perform any functions or actions for 3 rounds, vehicles automatically lose control

-**Corruption;** 4 biomass; target within long range, +17 attack; target's damage resistance is lowered by 12 and their damage threshold is reduced by 6, lasts 3 rounds

-**Spawn Broodling;** 9 biomass; biological target within long range; +17 attack versus defense and toughness, 50 damage, Rending 5, a trio of broodlings spawn next to the target and act after the caster's turn.

-**Siphon Life;** 2 biomass; targets enemy biological target within long range, each round power is sustained target takes 30 damage and overseer recovers 3 biomass, damage resistance does not protect against damage, sustained as full-round action, power ends if target moves outside line of sight or outside long range

-Mend; 10 biomass; as free action, allows caster to regain 60 hit points and increases regeneration by 10 for 5 rounds. Allied zerg within short range heal 30 hit points and increase regeneration by 5.

Royal Overseer's Favored Command Tactics: Command +19

-Adrenaline; commanded minions deal +4 damage

-Rejuvenation; commanded minions gain +8 regeneration

-Undying; commanded minions gain replenishing 9 temporary hit points per round

-Focused; commanded minions gain +3 to all skill checks

Royal Overseer

Level 20 Colossal-sized Zerg Creature (Heroic Oppressor/ Assailant/ Command Strain), Formidable Threat

Skill Purchases: 14

Talent Purchases: 22

Ability Score Purchases: 30

Hit Points: 1,525

Healing Threshold: NA

Damage Threshold: 89

Defense: 3

Toughness: 75

Resolve: 39

Speed: 10, fly 16

Shift Speed: 1

Morale Bonus: NA

Space: 10 by 10 squares

Reach: 8 squares

Initiative: +8

Damage Resistance: 37

Psionic Resistance: 58

Regeneration: 17

Biomass: 69

-Acid Bomb 1d20+46 accuracy, 130 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 20, Burst 4, Acid Damage, Downward Barrage

-Grasping Claws 1d20+43 accuracy, 92 damage, 1 strike maximum; *Special Traits:* Penetration 15, Cleaving 2, Special Combat Action

Skills: Athletics 7, Command 9, Defensive Training 9, Durability 11, Endurance 9, Melee 9, Mental Training 11, Ranged 11, Perception 9, Psionics 11, Survival 7

Skill Focuses: Mental Training +2, Ranged +2, Durability +2, Athletics +2, Perception +2

Talents: Awesome Abilities (instinct, willpower), Command Tactics x2, Devastating Cripple (ranged), Endless Energy IV, Evolution Powers x2, Hardened Survivalist, Evolution Powers x2, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psi Level 8, Psychic Power x3, Resilience, Weapon Mastery (ranged II), Zerg Skill Focus (stamina)

Psionic Powers: *Reading, Messaging, Dominate Minions, Compel Action, Psionic Droning, Surge of Activity, Stop Organ, Summoning, Feedback, Mind Blast, Mind Overload, Mind Ripple*

Evolution Powers: *Contaminate, Corruption, Ocular Parasite, Spawn Minion (Changeling), Spawn Broodling, Spawn Infested, Mend, Siphon Life, Wild Mutation, Consumption, Neural Parasite, Viral Wave, Infest, Mutagen*

Command Tactics: *Adrenaline, Focused, Rejuvenation, Replenishment, Swarm Maneuvering, Undying, Fervor, Terrifying*

Creature Abilities: Sensory Glands II, Unlock Evolution Disciplines x4 (Master Biomancy, Master Spawning, Advanced Infestation), Flight*, Staggering Strikes, Alien Mind, Powerful Shot, Growth Hormones III

Strength: 24

Instinct: 8

Agility: 1

Fortitude: 30

Intelligence: 4

Willpower: 10

Gear: Tier 3 Colossal-sized Grasping Claws, Tier 3 Colossal-sized Acid Bomb, Tier 3 Zerg Plated Carapace

Special Ability (Staggering Strikes): The royal overseer has powerful blows that knock their target's off balance. If any of the creature's attack bypass both the target's defense and toughness, the target is staggered for 1 round.

Special Ability (Powerful Shot): The royal overseer can use a standard action on their turn to 'charge' their acid bomb attack. As they are using their standard action to empower the attack, they cannot also attack that turn. If they used the charged ranged attack on their next turn, the attack gains Hailfire (+2).

Special Ability (True Sight): The royal overseer has highly attuned sensory organs that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 150 squares (1 starship squares), even if they are not within line of sight. The creature can then automatically share this information with allied zerg. In addition, overseers always ignore concealment or total concealment from darkness or any other source.

Special Ability (Flight): The royal overseer has a fly speed but does not have rapid flight.

Special Ability (Prodigal Growth Hormones): The royal overseer regenerates 3 Biomass every turn, up to her normal maximum.

Special Ability (Zerg Psychic): The royal overseer has a base Psi Level of 3, and can draw powers from the Augmentation or Telepathy disciplines. The creature also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Zerg Commander): The overseer is a command strain, and can use the Command skill to issue orders to its minions. They have a Command limit of 80.

Special Ability (Evolution Powers): The royal overseer can use zerg evolution powers, and has access to Master Spawning, Master Biomancy, and Advanced Infestation powers.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. They have a biomass score equal to their fortitude + strength + willpower.



Swarmling Description

Swarmlings are the most common deviations of the plentiful zergling. While they unanimously weaker than their common kin, swarmlings are even more plentiful when deployed. These small creatures are born with three swarmlings in every egg, and these three creatures are so tightly bound together, they serve as their own miniature zerg pack. Within a minute of their birth, the strongest of the three asserts their dominance over the others, and marks itself as the alpha of the pack.

Swarmlings are unique enemies, because there are three separate enemies for every swarming on the battlefield: the alpha and their two lesser clutchmates. The clutchmates are rather worthless on their own, and primary exist to support the alpha. When the alpha is dead, surviving clutchmates flee or seek a new alpha.

Tactics

Swarmlings are essentially weaker zerglings in combat. They lack the speed and agility over the more common zergling, and their pouncing limbs are less pronounced. Therefore, swarmlings cannot jump to ambush their prey. In combat swarmlings move as fast as they can to their prey and use their flurry of claw attacks to kill them. They use their Ripping Fang attacks only if the target is too durable to wound with their claws.

Swarmling's distinct advantage is their two clutchmates that follow them around. These lesser minions always remain within 6 squares of the swarming, and aid in their attack. The two primary methods that the clutchmate minions aid the swarming is by providing flanking benefits with their enemies, or augmenting the alpha's attack. The can augment the alpha's attack as long as the clutchmate is within melee range of both the alpha and the target, and the alpha performs an attack action. Swarmlings will, if possible, generally have one clutchmate providing flanking while another assists with their attacks. If an alpha has more than 2 clutchmates, it will try to box in and surround their prey while having as many clutchmates able to aid in their attacks as possible.

For the full rules on these minion creatures, refer to the Clutchmate and Dispersion special abilities below.

Swarmling

Level 5 Medium-sized Zerg Creature (Non-heroic Prowler), Medium Threat

Skill Purchases: 7

Talent Purchases: 2

Ability Score Purchases: 3

Hit Points: 61

Healing Threshold: NA

Damage Threshold: 23

Defense: 19

Toughness: 17

Resolve: 11

Speed: 8

Shift Speed: 1

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: +3

Damage Resistance: 9

Psionic Resistance: 6

Regeneration: 2

Biomass: 8

-Scything Claws 1d20+6 accuracy with advantage, 20 damage, +2 strikes maximum; *Special Traits:* Penetration 3

-Ripping Fangs 1d20+6 accuracy, 26 damage, +1 strikes maximum; *Special Traits:* Penetration 3, Rending 2

Skills: Athletics 3, Acrobatics 3, Defensive Training 4, Durability 4, Melee 4

Skill Focuses: Melee +2, Stealth +2

Talents: Awesome Abilities (agility), Defensive Fighting, Weapon Mastery (melee)

Creature Abilities: Clutchmate x2*, Fleet Movement

Strength: 3

Instinct: 3

Agility: 4

Fortitude: 3

Intelligence: 1

Willpower: 2

Gear: Scything Claws with Extra Limbs, Ripping Fangs, Zerg Light Carapace

Special Ability (Clutchmate): The swarming described here is the 'alpha' of a small pack that includes two other swarmlings. These addition swarmlings, known as the clutchmates, follow the lead of the alpha. The clutchmates have the same defenses and resistances as the alpha, but only possess 30 hit points and are killed if they suffer a crippling wound. The clutchmates mirror the actions of the alpha, and must always remain with 6 squares of the alpha. Every action the alpha performs, the clutchmates duplicates. Therefore, when the alpha performs a move or shift action, the clutchmates perform the same action to a square of the alphas choosing (it must still be within 6 squares of the alpha). The alpha can perform a move action without actually moving themselves, but only moving their clutchmates. When the alpha makes an attack action, the clutchmates contribute to the attack as long as they are adjacent to the target. For each clutchmate contributing to the attack, the attack gains +2 accuracy and +2 damage. A clutchmate that is not adjacent to the target cannot attack on its own, or contribute attacks. They can be positioned to grant flanking for the alpha, however.

Special Ability (Dispersion): If the swarming alpha is killed, the clutchmates will instantly attach to another swarming alpha within 15 squares, and instantly make a double move action to be within range of that alpha. The alpha gains all the cumulative benefits of having more than one clutchmate at that point. A single alpha cannot have more than 6 clutchmates. If an alpha is killed and there is not additional alpha with the leadership capacity or within range of the isolated clutchmates, the remaining renegade clutchmates madly rush the closest enemy target. They function as described before, except all of their attacks have automatic disadvantage, despite any other factors, and they never gain attack overages added to their damage.

Special Ability (Fleet Movement): While moving across the ground, the zergling can spend a full-round action to move 64 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

Special Ability (Genetic Simplicity): The swarming is a very simple creature genetically, and three swarmlings are spawned instead of one from a single zerg egg, or any other ability that spawns swarmlings.

Special Ability (Zerg Traits): Zerg have a regeneration value based on their size. Their advanced eyesight allows them to see in pure darkness up to 6 squares, and areas of dim light count as twice as large. They can burrow as a standard action, and have a biomass score equal to their fortitude + strength + willpower.



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