

StarCraft Heroes Guide

A Resource for the StarCraft Tabletop Roleplaying Game

~By Leovaunt



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Prologue: StarCraft Heroes Guide

This bonus StarCraft resource reveals the bonus content that patreon subscribers have benefited from for the 2018-2019 year. Within is additional content for terrans, protoss, and zerg as well as a great deal of lore and information for running StarCraft camapgins.

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 plenty of content, including:

- Backstory generators to help you design the origin of your StarCraft hero of any race.
- New character options for terrans, protoss, and primal zerg
- The Technomancy psionic discipline, available to tech-savvy psychics
- Vehicle customization rules
- Rules for running military campaigns, including rules for building fortifications and command call-downs
- A guide to the criminal lifestyle amongst terrans
- Rules for space exploration, finding planets, and dealing with hazards in deep space

Chapter 1: Terran Heroes

This chapter will provide a backstory generator for terran characters, as well as giving an array of specializations and talents related to new character builds.

Terran Backstory Generator

As you design your character for the StarCraft RPG, you will come to learn a great deal about your character. Their strengths, their weaknesses, and what makes them special. However, filling out your character's record sheet may tell you what you need to play your character in game, but may leave out some information about who your character is and where they come from.

This supplement contains plenty of information regarding your terran hero. These are inspiration to help generate a character concept. Where do they come from? What was their home like? Who was their family? What made their life special? How did they become an adventurer? Why are they an adventurer?

It is possible that you already knew this information when you created your character. This is especially likely with veteran roleplayers who are familiar with the StarCraft setting. For those who are not both veteran StarCraft or RPG players, this section will help give you guidelines on how to determine your character's history or identity.

These tables are designed to either be rolled on or have a result simply chosen from the table. None of these results effect your character's statistics: they simply give your character more identity and backstory. They will help you decide how to roleplay your character outside of the fires of battle.

Most of these tables are out of 20, 10, or 5. If there are 20 entries on the table, simply roll a d20 and take the matching result. If it is a 10 table, roll a d20, halve the result, and round up. If there are 5 options on the table, roll a d20, divide the result by 4, and round up.

Character Basics

If you are wanting to find out who your character is and where they come from, this is the best place to start. This establishes the fundamentals of your character and where they originate from. Follow these steps if you want to design your character.

- 1) Roll or pick an option from the Family and Upbringing table
- 2) Decide whether you want to use the Special Life Circumstances table. This depends on how 'exciting' you want your character's early years to have been. Either roll on the table or pick a result. Depending on how exciting you want life to be, chose between 1-3 results.
- 3) Roll or choose a result on Heroic Virtues table. It is recommended to choose, rather than roll, if you have already designed your character statistically. Find heroic virtues that match your character's skill set, ability scores, and starting specializations. If you are playing an Advanced Heroic character, pick 2 heroic virtues. If you are playing an Epic Heroic character, pick 3 heroic virtues.
- 4) Finally, and perhaps most important, is your character's motivation. This is what your character seeks in the war, carnage, and bloodshed that grips the Koprulu Sector.

As you are picking out options for your character, you may be fleshing them out as you go. Later options may become unimportant as the character fills themselves out. As more options are decided, you will use your imagination how they connect to one another and build your character's history.

Imagine you rolled the following options:

Upbringing: Rebellious Youth

Circumstances: Lost Lover

Circumstances: Owed Money

Heroic Trait: Greatest Teachers

Given these options, you may determine that your character was from a wealthy or midclass family that supplied you with an exceptional education and greatest chance to succeed. Regardless, you were a rebellious free thinker and spent much of your life slumming and getting involved with criminal characters. On one of your rebellious escapades, you met a girl and fell madly in love with each other in a way only the young could manage. However, your recklessly life cycle came crashing down on you when you owed a local crime syndicate a pile of cash over gambling debts. When they couldn't collect, they killed your lover. Now, you decide to use your education, rebellious life cycle, and courage on a quest for revenge against those who took from you.



Family and Upbringing

This chart gives you an idea about your family life, parents, household, and siblings. Feel free to choose a result on this table or keep rolling until you pick an option that relates to your background and character idea.

Dice Roll Family and Upbringing Origins

1	Orphan: You are an orphan; you grew up without parents. Perhaps you knew them, perhaps you didn't. You either grew up in foster care, with an adopted family, or on the streets. Your lack of a formal family experience has shaped you to be self-reliant.
2	Emancipated Minor: You distanced yourself from your family to be independent. Perhaps your family wants nothing to do with you, or perhaps it is the other way around. Regardless, the experience has forced you to have matured beyond your years.
3	Abusive Household: Someone in your household was unnecessarily aggressive; they abused other members of your household, physically or emotionally. You were raised in an environment of fear and oppression. Perhaps the experience made you a stronger and more disciplined person. Perhaps it made you just as twisted as your family member.
4	Large Family: You were raised in a family with many siblings, as many as a dozen. In such a large crowd, it is difficult to stand out and be noticed. You spent your life trying to stand out and be exceptional amongst your peers.
5	Painfully Normal: Your upbringing was very traditional for the world that you came from. The lack of drama in your home life gave you the opportunity to practice your skills at becoming exceptional in your area of focus.
6	Criminal Parents: Your parents were criminals. They were always looking for the next job and their next victim, while always looking over their shoulder for the law coming after them. They taught you numerous tricks of the trade, although provided you an unreliable and unpredictable upbringing.
7	Self-Sufficient: Your family lived on the outside of structured society and preferred to be self-sufficient rather than relying on others for their wellbeing. Your family provided everything they needed to survive directly on their homestead. You learned to not rely on credits and others to survive.
8	Engineered for Greatness: Your parents did everything they could to build you up to succeed. Throughout your life, you had the greatest private teachers and coach's money could afford. Your education was second to none and it made you exceptional, assuming you were willing to learn.
9	Rebellious Youth: For whatever reason, you rarely listened to your family or superiors. Perhaps your rebellion was born of privilege and decadence. Perhaps your family was destitute and lacked structure. Either way, you were a constant troublemaker, both for your family and the law.
10	Noble Scion: You were born as part of a powerful family. You might be of one of the Old Families, scion of an esteemed military commander or politician, or progeny to a successful corporate executive. Your life has been shaped by your exposure to polite culture, banquets, politics, business dealings, and backroom plotting.

Special Life Circumstances

They say no one dies in their beds in the Koprulu Sector. There is some truth in this: the past few decades have been rife with war, insurrection, terrorism, crime, and genocide. Few have completely escaped the chaos gripping the sector. Most adventurers are pulled into the profession involuntarily, reacting to complicated life circumstances that affected them. Roll or choose a result on this table 0-3 times. You can choose to have nothing traumatic effect your life but remember; well adjusted people with peaceful lives rarely become adventurers. Advanced and Epic heroic characters may consider picking more than one result on this table to capture how their lives shaped them to be incredibly potent individuals.

Dice Roll Special Life Circumstances

1	Victim of War: Your home was caught in a major conflict of one of the many wars. Life as you knew it what uprooted, and you found yourself fighting for survival in an impossible situation. Your early exposure to war made you accustomed to conflict, and thus it was no stretch to enter a dangerous profession.
2	Conscripted or Enslaved: You were forced to join as a soldier in a terran military or paramilitary faction. A terran government may have involuntarily conscripted you into their war against the Zerg, possibly using resocialization to clear your memories. Alternatively, a criminal or mercenary outfit might have pressganged you into servitude, to labor for their benefit.
3	Lasting Injury: You were injured early on. That injury forced you to relook at your life plan. Maybe it was illness, cancer, an accident, or a battle injury. Whatever it was, you were forced to adjust to your changing life circumstance.
4	Home World Destroyed: Your home world was invaded by the zerg or incinerated by the protoss. You became a refugee, wandering the sector. Perhaps you couldn't find a permanent home again and decided to make adventuring your primary goal. Perhaps you wanted revenge on those who took your home.
5	Breakdown of Society: Your homeland suffered a catastrophic breakdown of social order. Law and order were gone, and everyone was out for themselves. Chaos ruled society while everyone did whatever was best for them. This could have been the result of an alien attack, assassination, or the fall of a government. Living in such circumstances made you a thrifty survivor.
6	Family Killed by Criminals: Your family was executed by lawless individuals. Perhaps they owed them money or opposed their actions. It may have been a freak incident. Either way, you were on your own with the memory of those who took from you.
7	Owe Money: You owe a substantial sum of money to people you have no ability to pay back. Perhaps it is a corporation or bank with high interest. It may also be a criminal group or loan shark. Either way, powerful people have it in for you, and will do whatever it takes to make sure they get their credits.
8	Left Home Behind: You had no interest in staying at your home and decided to travel the stars as soon as you were able. Perhaps you had a bad experience back at home or perhaps you simply possessed wanderlust. Either way, now you get a chance to build a new life elsewhere in the Koprulu Sector.
9	Witnessed Something Horrible: The ever-present threat of war haunts the Koprulu Sector, and it leaves it scars on the inhabitants. Perhaps you witnessed a horrible crime or war atrocity. Maybe you saw your home fall under a nuclear bombardment. You may have seen a loved one infested by the zerg. Whatever it is, that experience changed you and darkened your soul forever.
10	Supported Rebels or Terrorists: You or your family supported groups fighting against the local government. It could have been legitimate freedom fighters like Raynor's Raiders, or more commonplace and vile terrorists. Either way, you live under a vale of secrecy, hoping the government does not find out about your affiliations to such an organization.
11	Plague: Your home was inflicted by a deadly virus, illness, or disease that spread like wildfire. There is either no known cure, too little of the cure, or the cure is too expensive. You decided to leave before the illness affected you or started adventuring to gain access to a cure for you or your people.
12	Wronged by the Government: You have been personally wronged by your own government. They may have taken your land, conscripted your friends or family, or even kidnapped or executed someone important to you. Now you live in pure opposition to your ruling body, knowing too well the crimes they are guilty of.
13	Wanted: There is a price on your head. It may be for something you did or didn't do, you may be falsely accused, or a powerful person may want revenge against you. Whatever the reason, a hefty bounty is on you, and you must be careful who you identify yourself to, lest they try to collect their reward.
14	Inheritance: You received a large inheritance from a dying relative or ally. Wherever it came from and whatever you decide to do with it, it changed your life. Maybe you spent it wastefully or invested it carefully. Perhaps you spent it all to fund your adventuring career.

- 15 **Career Change:** You had a life plan, but then the universe threw you a curve ball. Suddenly, your chosen career path didn't make much sense anymore. Maybe it was boring, unfulfilling, or tedious. Maybe something happened that made you question your decisions.
- 16 **Lost Lover:** You were madly in love with a perfect partner and they were taken from you. Heartbroken and filled with grief, it caused you to make radical life changes. Possibly you sought to avenge them or gain justice. You might be fulfilling their final wishes. Perhaps you just want to distance yourself from what happened.
- 17 **Quest for Vengeance:** Someone important to you died and now vengeance rules your heart. You have spent years tracking, stalking, and gathering information on your hated target. You have sought out any weaknesses they have to exploit. Your adventuring career is a means to an end, and everything leads back to your mark.
- 18 **War Prisoner:** You were taken captive by an enemy invader. Perhaps a terran group captured you for interrogation or the force you into slavery. A protoss warrior may have grabbed you to probe your mind for valuable memories. Most horrifically, you may have narrowly escaped infestation by the zerg. The experience was traumatic but forced you to find your inner strength and courage.
- 19 **Psionic Contact:** You had direct contact with a psionic individual that effected your life. Perhaps it was a friend, a lover, or a sibling. Perhaps it was an enemy that used their powers to take advantage of you. Perhaps you came face to face with a dread terran ghost. Whoever it was, you tasted their psionic probing of your mind and are not sure you approved of it.
- 20 **Important Benefactor:** Someone very important and powerful has taken notice of you and is looking out for your wellbeing. Maybe they are investing in your future. Maybe they are just using you for their own ends. Only time will tell. For now, you might as well take advantage of their generosity.



Heroic Virtues

In the StarCraft RPG, you play as a heroic character. In gameplay mechanics, this means you play as a character with higher characteristic points to spend. In roleplaying, it means you play an especially gifted individual with traits beyond what normal characters possess. This chart gives you an idea what makes your player special amongst the billions of terrans in the sector and why you are so suited for adventuring.

Advanced Heroic characters are even more promising and exceptional. They should pick two heroic virtues, having exceptional traits even beyond normal heroic characters. Finally, Epic Heroic characters are the best of the best, and you should consider no less than 3 heroic traits for such exceptional individuals.

Remember, you may want to pick results that fit your characters skills and attributes, or discard results that don't fit your character. These benefits do not give any statistical bonuses but are meant to explain and capture your character's natural abilities.

Dice Roll Heroic Virtues

1	Star Athlete: You were a triumphant athlete on your local world. It came from years at perfecting your strength, speed, reflexes, and coordination. After such exhausting training regiments, you find yourself well equipped for the ultimate arena of combat.
2	Survivor: You are a natural survivor. No matter what life throws at you, you find a way to overcome it. You can live on next to nothing and are incredibly self-reliant. You have a hardiness and will to live that others can only dream of.
3	Peerless Academic: Studies, exams, and research came naturally to you. Scoring perfect grades across your academic career, you were always destined for great things. Never did you imagine that your academic career would lead you to the battlefield. Now that you are here, you can reliably outwit all the dullards you come across.
4	Street Smarts: You have an innate ability to deal with dangerous people. You know how to con, and when you are being conned. You can talk your way out of trouble or outwit your opponent. Thriftiness is your greatest trait and will serve you well in the adventuring profession.
5	Born Leader: You know what to say to make people listen to you. You are a beacon of inspiration. Others follow you because they believe in what you are saying. Your friends would lay down their lives for you in a heartbeat.
6	Ideal Soldier: You possess discipline and coordination that are legendary. You have focus like a razor-sharp knife and stay intensely cool under pressure. Nothing shatters your will, and you always act with precision. No wonder so many recommended you for the marine corps when you were growing up.
7	Greatest Teachers: Your life was graced with the greatest teachers and instructors. They shaped you to have an intellect and knowledge base greater than the common citizen. Someone has invested heavily into your future, to make you the best you can be.
8	Excels at all Tasks: Call it skill or luck, you simply seem to excel at everything you do. You are an adaptable, quick learner. You can pick up a new skill in just a few minutes of practice and still rival the masters at tricks you've been practicing for years.
9	Marksman: Firing guns is like breathing for you. You've been a peerless marksman since you first lifted a gauss pistol and you've only gotten better since then. You've had plenty of chances to show off your skill at the range and gun shows, but now you're eager to put your skill to the test in actual combat.
10	Technological Savant: Whether through training or natural talent, you are good with machines. You can reassemble an engine in little time and diagnose a machine you've never seen before with remarkable accuracy. People are in awe of your skills, and your expertise is wanted by many.
11	Unwavering Discipline: Many think you are cold and detached, but they do not understand that it is really an iron will. Your discipline makes you impossible to manipulate and difficult to rile. You always seem collected and quiet and are notoriously difficult to read.
12	Large and Willful: You may be big, but you are not stupid. Size and strength may be your greatest natural asset, but you haven't relied solely on that. You are a thinker as well and use your wits to stay one step ahead of those oppose you.
13	Con Artist: You could sell a cat their own paper bag. You have an innate ability to manipulate people. You convince them they believe things they don't, need things they do not desire, or ask questions they already know the answer to. Your manipulative nature might not earn you many real friends, but you don't usually mind.

- 14 **Born to Fly:** You have an affinity for aircraft. Your reflexes are paragon and you can manipulate a vehicle by second nature. You are dare devil who can perform stunts and maneuvers other pilots are not brave enough to try.
- 15 **Free Thinker:** There is strength in having your own mind. You never fell into conformity or peer pressure and instead devise your own ideas based on their merit, not popularity. You set trends instead of following them and think of new ideas before anyone else.
- 16 **Mimic:** You learn incredibly quickly by watching others in actions. Your memory is a fierce, powerful thing that collects new ideas like a trap. Once its inside, you quickly learn how to replicate the results of others. People may resent you for stealing their techniques, but none can question your skill at doing so.
- 17 **Artistic Expression:** Creativity comes natural to you. Early on, you expressed your creativity with art and storytelling, but that was only the begin. In the adventuring profession, your art provides you with a past time, but creativity allows you to think of unusual solutions to different problems.
- 18 **Kingpin:** Even at a young age, you could bend others to your will. Leadership is the jurisdiction of the strong, and you are the strongest. You attract flunkies like flies and make sure they know there is consequences to disobedience. Power is your addiction and you make sure others always pay the price for your hunger for power.
- 19 **Destined:** Your entire life was based around one core concept or fate. The only choice you ever had was to embrace your destiny and fulfill your life's purpose or hide from it and find your own life. Hide from it may be tempting at times but fulfilling your purpose will affect many lives behind your own. It might be selfish to ignore it.
- 20 **Beautiful:** You are unnaturally beautiful. Your appearance is tuned between personal care, natural good looks, and strong genetic traits. You are the icon of lust for the opposite gender and a symbol of jealousy amongst your own sex. People are very willing to give you whatever you want just to be in your good graces. Hopefully you have not let the vanity go to your head?

Motivation

While not part of your character's history or backstory, motivation is their driving force. A character's upbringing, virtues, and life circumstances should give you a strong idea of what your character is like and what drives them. If you still do not have an idea in mind, you can roll on this table to determine a motive for your character. This is perhaps a character's most important choice, because it determines their outlook, their drive, and their moral compass. Motivation determines whether your character is good or bad, or sides with law or chaos.

Dice Roll Motivation

- | | |
|----|---|
| 1 | Greed: What purer motive is there than money? You adventure to increase your own income, so you can retire young and rich someday. |
| 2 | Glory: You desire fame, glory, and recognition above all else. You make sure people around you acknowledge and appreciate your deeds. |
| 3 | Revenge: Adventuring is just a single stage of your grand plan for revenge against those that wronged you. Everything is a means to an end in that final objective. |
| 4 | Duty: You believe in your cause. Your sense of duty compels you to complete your tasks in service of something greater than yourself. |
| 5 | Understanding: The universe is filled with secrets. Your wanderlust is driven by a desire to learn and understand the secrets of the cosmos. |
| 6 | Ambition: Your goal is to improve yourself and your standing. Power calls to you more than money or respect. |
| 7 | Violence: Society is not without its despots and degenerates. You simply enjoy hurting other people and flock to any profession that allows you to do so. Your allies take advantage of your brutality, so long as it doesn't affect them. |
| 8 | Honor: A scarce commodity in modern society, you hold yourself to a collection of virtues that guide your purpose. Your honor is more important than your life, for without your virtues, life is not worthy living. |
| 9 | Faith: Your crusade is one of faith. Perhaps your religious beliefs cause you to adventure for a purpose. Perhaps your adventures are a test for your faith. |
| 10 | Exploration: One world is not enough for you. You must see all the worlds. You are driven by a desire to see the sector and experience everything that there is to experience. |

Higher Level Characters

Many StarCraft campaigns involving starting at a higher level of play. If this is the case, the next few tables will help you determine where your character received their combat experience. The first table, Source of Experience, discussed what high risk struggles made your character worthy of starting at a higher level. The second table is Famous Battles. These battles are, obviously, some of the most epic and noteworthy battles terrans have fought since first encountering alien life. Particularly high-level characters might have received their expertise from one of these battles.

Source of Experience

After you have built your character's backstory using the previous tables, you should have a pretty good idea of their early life. This table will determine what they've been doing through adulthood they shaped them into a skilled individual. Often this will be directly related to your background and upbringing, so use those for inspiration before choosing an option on this table.

These results are usually used for starting for levels 2-9. If you are starting at higher levels than that, add extra sources or expand on existing sources with more impressive deeds and actions throughout their history.

Dice Roll *Source of Experience*

1	Boot Camp: Your training comes from the extensive regiments as part of the marine boot camp. You were taught to use your weapon, don your armor, and fight in live exercises against training drones. The training was nothing short of ruthless, and there were casualties amongst your comrades. However, it prepared you for battling the alien threats to humanity.
2	Resocialization: Rather than spend the effort to give you real combat experience, you were resocialized and given the memories and training of a real soldier. Occasionally you will have flashes of your original life, before they made a combat drone, but those are very far away.
3	Street Training: Your home was rife with crime and violence. You gained your skills dealing with exploitation by gangs and mercenaries, either fighting with them or against them. You learned to fight, hide, or simply talk your way out of danger.
4	Victim of the Zerg: Your home was overtaken by the zerg, but you slipped through the cracks. You learned to recognize the strengths and weaknesses of different zerg while avoiding confrontation whenever possible. Your goal was to escape your ravaged home before the zerg found you. While traumatic, your will to survive made you notable.
5	Criminal: You are, or were, a professional criminal. You gained your experience conning, stealing, or murdering others for your wealth. Thankfully, you were never caught. Your outlaw lifestyle encouraged you to always look over your shoulder and gave you the deadly skills needed for a criminal lifestyle.
6	Militia: Your home was invaded by a hostile enemy force. You joined a civilian militia of other members who banded together to defend what was yours. Your group didn't have the equipment or training of the marines, but they were allies you could count on and you always home field advantage.
7	Private Sector: You worked in the private sector as an agent to a major corporation or prominent family. You solved your benefactor's problems in ways befitting a government operative or a criminal. You helped your masters wage a silent war against other cooperate interests, a war that involved blackmail, assassinations, and espionage.
8	Frontiersman: You shunned society and lived far outside it. Your introverted life involved dealing with local wildlife and pirates. With no safety net to count on, you were forced to fight your own battles. The experience made you as tough as they come.
9	Ruthless Politics: Rather than participating in the battlefield, your training came from battles of wits rather than weapons. Dealing with scheming rivals and backstabbing friends, you learned how to manipulate others and hatch plans of your own. While your experience outside of the battle was slow growing, your keen wit and ruthlessness made you a formidable individual regardless.
10	Veteran Rookie: You joined or were conscripted in the marines. However, you were not fortunate enough to benefit from months of training. You were needed on the front lines ASAP and were thrust into battle. It was a terrifying and chaotic experience, but you survived and the battlefield was the greatest teacher you could ever have.

Famous Battles

You may wish for your particularly high-level characters (levels 10+) to have participated in some of the major battles of the last decade. Work with your game master to see if being a veteran of these battles works in their campaign. You might also be able to determine what roll you played in these battles and where your character was in these sweeping campaigns.

Dice Roll Famous Battles

- | | |
|----|--|
| 1 | Battle for Bennet Port: Bennet Port is a prominent location in Augustgrad that suffered a brutal conflict during the End War. Dominion and protoss forces fought against the corrupted Moebius Corps and their hybrid masters in order to gain control of a Xel'naga artifact. |
| 2 | First Siege of Augustgrad: The first siege of Augustgrad involved Emperor Arcturus Mengsk defending his home world from the United Earth Directorate. Mengsk barely escaped the battle with his life, and the UED controlled his world. The battle resumed when Mengsk allied with James Raynor, Fenix, and the Queen of Blades to retake Korhal from the UED. The city was ravaged by the conflict. |
| 3 | Second Siege of Augustgrad: The second siege of Augustgrad was the final battle of the Second Great War. The entirety of the zerg swarm closed in on Augustgrad in order to invade the city and kill Emperor Mengsk. The zerg leader, Sarah Kerrigan, tried to avoid civilian casualties during the invasion, even landing her troops outside the city limits. However, the Dominion military might was crippled by the attack and Arcturus Mengsk was killed. After his death, the zerg left and let the terrans rebuild their home. |
| 4 | Battle of New Gettysburg: This climatic battle took place during the zerg invasion of Tarsonis, a conflict incited by the Sons of Korhal. This massive battle was between the Sons of Korhal, the Confederacy, the zerg, and Tassadar's protoss fleet. The zerg seized victory that day, after the Sons of Korhal killed the protoss who tried to stop them from destroying Tarsonis. |
| 5 | Invasion of Char: One of the most epic conflicts of all time, the invasion of Char involved half the Dominion fleet launching a full strike on the Queen of Blade's crown hive world. The casualties were high as terran forces fought an entrenched and limitless alien force. Regardless, the battle was won, thanks to a xel'naga artifact. It was short lived, however, as the Dominion only held the world for a few months before they were routed again. |
| 6 | Death of the Overmind: Rebellious terran forces, under the command of James Raynor, allied with the protoss of Aiur for a final epic strike against the Overmind that commanded the zerg. This massive conflict led to the death of the Overmind and the end of the First Great War. The terrans stayed behind on Aiur to allow protoss forces to escape the ravaged planet via a warp gate. |
| 7 | Attack on Tyrador: Tyrador was a center of knowledge and understanding, and the home to the prestigious Moebius Corps. However, the planet was attacked and overwhelmed by zerg forces during the Second Great War. Zerg overwhelmed the city, but pulled back once the Dominion invaded Char. |
| 8 | Enslaving the Overmind: The United Earth Directorate marshalled their forces for a major assault on Char, to take control of the second Overmind during the Brood War. This expedition was made possible by a psi disruptor weakening zerg forces and conscripted soldiers from throughout the sector. The operation was a success, and the Overmind was enslaved, at least for a few months. |
| 9 | Sara System Sieges: The fringe planets Mar Sara and Chau Sara were among the first worlds hit by the zerg, setting off the Great War. These worlds were radically underdefended for the threat they were facing. Most of the defending forces included colonial militia and peacekeepers. The worlds were evacuated from the onslaught and shortly after vaporized by the protoss. |
| 10 | Invasion of Moria: The zerg forces, with terran and protoss allies, invaded Moria for its rich bounty of resources during the Brood War. Moria had been spared the touch of the zerg until then and was forced a desperate defense against a lethal enemy. Once the swarm had scavenged the resources they needed, they left the planet behind and did not return. |

Background Origins

By now, you should have a good idea of who your character is and where they come from. However, after choosing your terran background, you might want further information about how your background effected your life.

These tables each relate to one of the terran backgrounds in the Core Rulebook. They will help you flesh out your background, learning what world or aspect of society from which you originate. These tables are best used alongside the rest of the tables early in the supplement, alongside deciding your Family and Upbringing.

Core World Origins

The core worlds are the central, urbanized planets at the heart of the Confederacy or Dominion. Character's from one of these worlds are used to city life and the bustle of people. This chart determines which core world you called home.

Dice Roll *Core World*

1	Tarsonis: Once the capital of the Confederacy, Tarsonis was ravaged by the zerg. Surviving residents were displaced throughout the sector.
2	Korhal: The current capital world of the Dominion. Previously destroyed by nuclear fire, trillions of credits have been invested in its repair and beautification.
3	Vardona: A core world that has been spared most of the sector's conflict but birthed the Defenders of Man movement after the End War.
4	Tyrador: A selection of two core worlds, one known for its order and educational systems, the other as a tourist resort.
5	Jontor: A world of heavy industry known for its many shipyards and dry docks.

Fringe World Origins

Fringe worlds are outer planets where the residents are expected to provide for themselves. They are filled with survivors, entrepreneurs, and folk who prize independence. There are many fringe worlds, but the following are some of the most famous.

Dice Roll *Fringe World*

1	Antiga Prime: A well populated fringe world that has been a hotbed of political unrest and constant zerg invasions.
2	Bhekar Ro: A distant, inhospitable world populated by colonists who do not want to be found or be part of any government.
3	Chau Sara: The first world attacked by the zerg, Chau Sara started as a mining colony and expanded into an urban center.
4	Mar Sara: A massive badlands that nonetheless possesses great mineral wealth. The infamous James Raynor was once a sheriff on Mar Sara.
5	Shiloh: One of the sector's greatest agricultural communities, Shiloh provides food for the entire sector.
6	Haven: A newly colonized world at the edge of protoss space, Haven is a beautiful and undisturbed planet. Appropriately named, it is the 'Haven' for refugees throughout the sector.
7	Agria: A verdant, peaceful world that started as a research base and expanded into a full-fledged colony world.
8	Meinhoff: A mineral rich planet that suffers under an unstable star, Meinhoff is home to mining colonies, refugees, and people in hiding.
9	Dead Man's Rock: The galactic junkyard, a cesspit covered with wrecked ships, garbage, salvage machines, and rivers of polluted water. Universally ruled by gangs and crime lords, and utterly lawless.
10	Braxis: One of the coldest worlds in the sector, populated by adventurous colonists and serves as a military outpost. Home to many great battles during the Brood War.

Kel-Morian Combine Origins

Citizens of the conglomerate known as the Kel-Morian Combine are either citizens of Moria, their home world, or part of one of the many mining outposts they have throughout the sector. They might be official guild agents or one of the mobs of laborers that service the KMC's interests.

Dice Roll *Kel-Morian Origins*

1	Citizen of Moria: You were a middle-class citizen on Moria, caught between the labor caste and the guild bureaucrats. You and your family were likely managers, entrepreneurs, or business owners.
2	Asteroid Mining: You developed in the crowded, cramped conditions of an asteroid mining facility. You are used to thankless labor, tight confines, and back breaking work.
3	Guild Member: You are an official in one of the Kel-Morian guilds. Your primary interest is to make sure the guild is profitable and expanding your mercantile operations.
4	Fringe Laborer: Little more than a slave, you work at Kel-Morian mining base in one of the outer worlds.
5	Guild Security: You are a military official in the KMC, enforcing your guild's agenda, stopping riots, and protecting your corporate assets from being seized by other entities.

Umojan Protectorate Origins

The Umojan Protectorate prizes itself on education, knowledge, understanding, and belief in peace. While many in the Protectorate live blissful lives, others put themselves on the line for greater purpose. The following sub-backgrounds occasionally lead to the adventuring profession.

Dice Roll *Umojan Protectorate Origins*

1	Career Academic: You're a member of one of Umoja's prominent universities, serving as a student, researcher, teacher, or a mix of the three.
2	Government Scientist: The government has purchased your contract, and you use your intellect to serve in one of the advanced research outposts throughout the sector. You are part of some of the greatest technological breakthroughs ever made.
3	Protectorate Commando: Your patriotism made you volunteer to protect your homeland as a protectorate commando. As part of the Umojan military, you were given the greatest training and equipment the sector has to offer, but little combat experience.
4	Spy: Umoja always keeps an eye on its neighbors. You might be part of the Umojan Shadowguard that keeps a look out for threats to the sector. You also might be a mole planted in a rival government.
5	Explorer: You serve on a science vessel or explorer ship that travels the sector to research untamed planets or stellar anomalies.

Ghost Origins

A ghost's life officially begins when they join the ghost program. Old memories are frequently wiped away. In case they are not, it may be interesting to find out how exactly a psychic was acquired by the ghost program. It may play into a ghost's motivations or baggage.

Dice Roll *Ghost Origins*

1	Parental Surrender: Once it was discovered you had supernatural abilities, your parents lawfully surrender you to the government to be part of a psi-ops program.
2	Traumatic Accident: Your psionic powers caused an accident, possibly killing a friend or family member with your uncontrolled power. You were quickly sent away to be the government's responsibility.
3	Grabbed in the Night: Your abilities were known, but your family was reluctant to surrender you. Instead, government officials broke into your room one night and stole you from your bed.
4	Lost Orphan: You were lost in streets, using your uncontrolled psionic abilities to survive on your own. Your strange abilities were reported, and you were collected by a wrangler.
5	Late Bloomer: Your abilities did not manifest until you were already an adult. Sudden manifestations of your power attracted a wrangler, and they collected you to serve as a late-addition to the ghost program.

United Earth Directorate Origins

Members of the UED are not native to the sector: they came there from Earth as part to conquer the sector for humanity. The expedition fleet was destroyed and all surviving UED personnel were forced to adapt and survive in a hostile sector of space.

This background has two tables to choose a result from. The first is what position your character served in the expedition forces. This should tie heavily into your character's heroic virtues and general skill set. The second table is how you reacted and how you survived the collapse of the UED. Together, these options give a rich history to a complicated character who has stayed alive against all odds.

Dice Roll UED Expedition Position

1	Soldier: You were a front-line fighter in the UED, one of the brave recruits who left your home to fight on the front lines against the alien menace.
2	Pilot: You were handpicked as a skilled pilot to fly tactical aircraft in the battle to control the Koprulu Sector.
3	Officer: You belong to a long line of UED military families and went to an esteemed military college. You joined the UED as a leader and a commander, despite limited experience.
4	Airman: You served aboard the UED's capital ships, helping keep the ships flying, manning gun batteries, or serving on the command deck.
5	Scientist: The UED needed intellect to serve its goals. You were selected for your test scores, as you were put to the test to find out how to enslave the zerg Overmind and pacify the alien resistance.

Dice Roll Fate after UED Collapsed

1	Went into Hiding: After the fall, you did everything you could to avoid attention. You hid, changed your name, and fell off the radar. You didn't want anyone to know you were part of the invasion fleet.
2	Rallied with other Survivors: You fell in with a group of other UED survivors and banded together for mutual benefit. Using your expertise, your group formed a paramilitary or mercenary group in the sector.
3	Joined Established Government: You receive amnesty from one of the terran government's and joined their society. Using your previous skills with the UED, you serve in a government or military installation putting your skills to work to protect the sector, rather than conquer it.
4	Started Adventuring: You released yourself from the bindings of institution and traveled the sector. You go where you want and do what you want. You take jobs wherever they are available to afford your nomadic lifestyle.
5	Became Independent: You retired from service and started a new life somewhere in the sector. You have a normal job, normal life, perhaps even a spouse and children. However, perhaps it is your destiny that something forces you back in the frontlines of combat.



New Terran Character Options

This section contains a wealth of new character options for terrans. Each of these options is broken into different 'themes', with each theme possessing a specialization, advanced specialization, and related talents. This allows players to build characters in all new ways that allow focusing in different combat styles or out of combat activities.

In addition, these build options are linked so that they synergize with the Ultra Specialization class first presented in Advanced Terran Training Manual. The options here are new synergies that are available for use with that talent. See the table below for the expanded options for ultra-specialization and the specializations themselves for how they work.

Ultra-Specialization

Requirements: Must have a certain combination of Specialization and Advanced Specialization

Benefit: The character has dedicated themselves to a very specific line of focus. The character gains a bonus if they possess certain combinations of specialization and advanced specialization. If the character gains all of the benefits that they apply for when taking this talent. Therefore, if the character has the Trooper and Fire Support Specialist specializations, they get the corresponding benefit. If they also (or instead) have the Weapon Handler and Quick Shot Duelist specializations, they get that benefit.

The combination of specialization and advanced specialization, and their combined benefits is listed here:

Specialization	Advanced Specialization	Benefit
Trooper	Fire Support Specialist	The character can spend an additional 10 bullets on their repelling fire attack; each 10 additional bullet spent increases the cone by 4 squares and gives +2 accuracy. This can still only be done a number of times equal to ½ instinct.
Gambler	Grifter	The character is always seeking out income via cons and games of chance. Every day they spend in a major settlement, they generate 1d20x influence ranks credits. This is halved in small settlements and doubled in major metropolis.
Jet Pack Expert	Space Commando	When functioning in space, the jet pack expert has a maximum speed of 300 squares or 2 squares at starship scale
Mathematician	Lore Specialist	The first benefit from Subject Expert increases to ½ Lore +2, instead of ½ lore
Trickster	Disruptor	Break Concentration applies on any combat influence check the character makes, not just when they utilize the influence directly
Poison Handler	Master of Poisons	Poison damage you deal gains Rending (4) and inflicts the Slowed condition in addition to the Tormented condition on a crippling wound
Weapon Handler	Quick Shot Duelist	The Snap Shot special attack does not need to be with a one-handed weapon, but can instead be with a two-handed melee weapon or rifle
Strategist	Architect of War	The character generates +1 tactical point per turn, and +2 strategy points at the beginning of an encounter.

Automatic Specialists

Automatic specialists have perfected new uses and enhance functionality with using automatic fire methods.

New Specialization

Trooper

Ability Score: +1 instinct

Talent: Fast Reload

Focus Skill: Ranged OR Tactics

Special Ability (Enhanced Fire): The character can spend additional bullets for improved accuracy on a focused burst, empowered focused burst, suppressing fire, or area burst attack. For every 10 additional bullets they spend on the attack, the attack gains +2 accuracy. They can only do this a number of times per attack equal to $\frac{1}{2}$ instinct. For example, a character with 6 instinct can spend 30 extra bullets on a focused burst attack for the attack to gain +6 accuracy.

New Advanced Specialization

Fire Support Specialist

Focus Skill: Ranged

Special Ability (Repelling Fire): The character can, instead of making a typical area burst with an automatic or fully automatic weapon, can repel enemies with cone of fire. This attack requires 10 bullets and effects a Cone (8) area. The character makes an attack roll against the defense and resolve of each target within the area. If it hits defense, it deals standard weapon damage with Hailfire (1). It deals half damage on a missed attack. If it hits resolve, the target(s) are forced back two squares.

New Talents

Gauss Weapon Expert I-V

Requirements: Ranged 3/6/8/10/12

Benefit: You have perfected the usage of gauss weaponry. Every rank of this talent gives +1 damage and +1 penetration with gauss weapons. Gauss weapons include any weapon that uses Gauss Spike ammunition. Each rank of this talent has a higher ranged skill requirement.

Slug Weapon Expert I-V

Requirements: Ranged 3/6/8/10/12

Benefit: You have perfected the usage of conventional, combustion slug weaponry. Every rank of this talent gives +2 damage with any weapon that uses Light Slugs or Medium Slugs as their weapon. Each rank of this talent has a higher ranged skill requirement.

Swarm Killer

Requirements: Ranged 8, Instinct 8, Torrential Volley II

Benefit: After lots of practice, the character excels at killing large swarms of enemies. When targeting a swarm, the character's attacks gain +1 hailfire. In addition, automatic area bursts the character uses gains +2 hailfire against the swarm instead.

Torrential Volley I-III

Requirements: Ranged 4/8/12, Instinct 4/8/12

Benefit: You are able to enhance the size of your area, automatic bursts without losing any of the potency. If you chose, you can increase the size of your automatic area bursts by 1 and your suppressing fire by 2. This is cumulative with the extra area for using fully automatic fire methods. This talent has multiple ranks; each rank having a higher ranged skill and Instinct requirement. Each additional rank allows the character to increase their area burst by an additional 1 or suppressing fire by an additional 2.

Crime Specialists

Crime specialists use their canny instincts to swindle others out of their money.

New Specialization

Gambler

Ability Score: +1 intelligence

Talent: Quick Draw

Focus Skill: Influence OR Stealth

Special Ability (Luck and Skill): The character is exceptionally gifted on games of chance, be it luck or skill. When performing raw games of chance, the character gains advantage. When performing games of chance that requires intelligence or influence checks, the character can add either ½ their influence ranks or ½ their stealth ranks to the check in addition to advantage.

New Advanced Specialization

Grifter

Focus Skill: Influence

Special Ability (Art of the Con): You can spend several days or weeks running a con on a potential mark. Doing so requires an investment of credits and carefully studying the mark ahead of time. Cons against different marks take more time, have more risk, and require more investment. Generally, the more wealthy and powerful the mark is, the more dangerous and lucrative it is. Refer to the following table for the basics of the con.

Mark	Investment	Time	Difficulty
Commoner	100 credits	1 day	-0
Entrepreneur/ Lesser Official	1,000 credits	3 days	-2
Administrator/ Government Official	10,000 credits	1 week	-5
Celebrity/ Major Government Official	100,000 credits	3 weeks	-10
Billionaire/ National Leader	1,000,000 credits	2 months	-20

After the time period in which you run the con, you make an influence test with a penalty of the difficulty rating of the mark. Then compare the result to the table below to see what happens with your investment. Therefore, if you have an influence score of 8 and are running a con on a government official, you make a check with a +3 bonus.

D20 Result	Effect on Income
5 or less	You lose all invested money and have been revealed as a criminal by the mark. You and all your associates have a bounty on you equal to the invested credits.
6-12	You lose all invested money but at least you got away without being made by the mark
13-18	You gain credits equal to 200% of the investment into the con
19-22	You gain credits equal to 300% of the investment into the con
23-26	You gain credits equal to 400% of the investment into the con
27-30	You gain credits equal to 500% of the investment into the con
30+	Your investment pays off greatly and you gain credits equal to 1,000% of the investment into the con

You can put together a crew to help you with a con. Each additional member of the crew increases the investment cost by 20%. This additional cost is not returned on a successful con. However, each member can make a normal assisted influence check to bolster your con. As normal, each ally that succeeds a DC 15 influence gives you +2 on the final check. Generally, you will need to split the final reward with all of your associates (or kill them, depending on the type of criminal you are).

Games of Chance

These are simplified mechanics for running a game of chance, AKA various methods of gambling. These relate directly to the Gambler specialization. The exact form of gambling taking place, and the rewards/costs, are determined by the GM.

Pure Chance against the House: Roll a natural d20. On a 14+, you win. On a 20, you win big. Examples: Roulette, Slots

Card Games or Dice against other Opponents: Everyone rolls a d20 + their intelligence or Influence ranks. Highest wins. Ties for the highest roll off again. Examples: Poker

Attribute Contests: Everyone rolls a d20 + twice their relevant ability score. Highest wins. Ties for the highest roll again. Examples: Arm Wrestling (strength checks), Drinking Games (fortitude checks), Chess (intelligence checks)

New Talents

Fence Contact I-III

Requirements: Stealth 4/8/12, Influence 4/8/12, Underworld Connections or Criminal Reputation (GM's discretion)

Benefit: You know someone who will buy stolen goods for an improved rate without any additional risk. The contact will buy goods that you steal for 60% their normal value. This talent has multiple ranks; each rank having a higher stealth and influence requirement. The second rank means you have convinced your contact to buy goods at 90% value. The third rank means they will buy your goods at 120% value.

Note: Normally, a fence will buy stolen goods at 30% their full value.

Loan Shark Contact I-III

Requirements: Stealth 4/8/12, Influence 4/8/12, Underworld Connections or Criminal Reputation (GM's discretion)

Benefit: You have a relationship with a loan shark who will give loans at a reduced rate. The loan shark will give up to 1,000,000 credits, asking for 75% interest, +7% interest per month after the due date. This talent has multiple ranks; each rank having a higher stealth and influence requirement. The second rate reduces interest to 50% and +5% per month after the date. The third rank decreases interest to 25% and 2% per month after the date.

Note: Normally, a loan shark will give loans with 100% interest, +10% interest per month after the due date. They will usually give up to 100,000 credits and give 6-12 months to repay the debt.

Thief Network I-III

Requirements: Stealth 4/8/12, Leadership 4/8/12, Underworld Connections or Criminal Reputation (GM's discretion)

Benefit: Because of your criminal reputation, you can always find someone expendable to steal something of value. You can choose to purchase a thief with a check bonus of between 1 and 8. The thief costs 100 times the cost of their check bonus. Therefore, a thief with a +6 bonus costs 600 credits. You can hire a number of thieves for a single job equal to your leadership ranks. They can make assist actions on one another, making DC 15 checks to give +2 to another thief. The difficulty of the check depends on difficult the job is.

Mark	Difficulty
Pick Pocket (lifting an object out of someone's pocket without their noticing)	DC 10
Cut Purse (making off with someone's purse, bag, satchel, or belt)	DC 14
Smash and Grab (storming into a secure area at night, stealing the goods and escaping)	DC 18
Bank Robbery (storming into a secure area in daylight, forcing the occupants to give up their possessions, dealing with the authorities and making an escape)	DC 24
Vault Heist (break into a secure vault with state-of-the-art defenses and security measures without any detecting the theft)	DC 32

If the check fails, roll a d20 for every thief in the crew. On a 1-9, they are caught. Roll another d20 for each thief caught. On a 1-9, they give you up as their recruiter.

This talent has multiple ranks; each ranks has a higher stealth and leadership requirement. If you have the second rank, you can higher thieves with a check bonus between 9-15. However, these thieves cost 250 times their check bonus (a thief with a bonus of +10 would cost 2,500 credits. In addition, caught thieves only give you up on a 1-4. If you take the third rank, you can hire thieves with a check bonus of 16-24. However, these thieves cost 1,000 times their check bonus. At this rank, caught thieves only give you up on a natural 1.

Jet Pack Specialists

Jet pack specialists use their jet packs to perform a wide variety of extra attacks and maneuvers.

New Specialization

Jump Pack Expert

Ability Score: +1 instinct

Talent: Leap

Focus Skill: Athletics OR Pilot

Special Ability (Ride the Currents): The character excels at using jet packs to fly. Any jet pack they use has double the launch distance of normal, applied after any other modifiers. In addition, character utilizing jet packs make better use of the fuel they spend. They use up half as much fuel every time they use jet pack fuel.

New Advanced Specialization

Space Commando

Focus Skill: Pilot

Special Ability (Soar through the Stars): The character has so much practice using jet packs, that they have learned to use them to fly in space. While in space, or any environment without gravity, they can use their jet pack to fly like a vehicle. They have an acceleration rating equal to their launch speed and a maximum speed of 150 squares. In starship combat, they can move at a speed of 1 square per round. This requires 1 fuel per round. However, they are especially difficult to see and target in the vastness of space combat. When fighting at that scale, they always gain the benefits of the Hidden condition.

New Talents

Death from Above

Requirements: Strength 6, Melee 6, Pilot 6, Leap, Weapon Mastery (melee)

Benefit: You have mastered using your jet pack for mighty leap attacks. By doing so, you launch into the air, and then land, colliding into a single foe, bolstering your melee attack against them. Doing a Death from Above attack requires spending 2 fuel of your jet pack. You target an enemy that is within squares equal to your jet pack's flight speed. By using this attack, you fly into the air and rocket down towards them. The target does not gain their agility bonus against your melee attack, and you gain +5 accuracy and +20 damage on the attack. If they attack surpasses their defense and toughness, the target is knocked prone.

Flying Dodge

Requirements: Pilot 6, Acrobatics 6, Dodge

Benefit: While flying with a jet pack, you can perform a special evade action. Doing so requires using 3 fuel and performing a bob and weave action on your last turn. You can perform either a pilot or acrobatics test to evade, instead of just acrobatics. If you succeed, you move 5x your shift speed in any direction to evade the projectile. You can spend extra fuel to give a +2 bonus per fuel spent to your evade check.

Jet Pack Burn

Requirements: Pilot 4, Ranged 4, Weapon Mastery (ranged)

Benefit: The character can use their jet pack to light enemies on fire when they take off. When the character lifts off with a jet pack, they make an attack roll against all adjacent enemies. This attack has an accuracy bonus of Ranged skill + Instinct. The attack deals 25 damage with the Energy Damage, Penetration (2), and Flames traits.

Spiral Flying

Requirements: Pilot 6

Benefit: When the character performs a bob and weave action while flying with a jet pack, they gain double the normal bonus to defense. They also gain +5 launch distance using the jet pack for flight and do not provoke opportunity attacks when launching with a jet pack.

Lore Master Specialists

Lore Masters use their incredible education and knowledge base to solve problems in skillful ways.

New Specialization

Mathematician

Ability Score: +1 intelligence

Talent: Universal Knowledge

Focus Skill: Lore OR Science

Special Ability (You're Doing it Wrong): The character can coach an ally on how to do things correctly and by the numbers. Once per round, they can select an ally who failed a check. The ally can reroll the check, adding $\frac{1}{2}$ this character's ranks in the lore skill to the check.

New Advanced Specialization

Lore Specialist

Focus Skill: Lore

Special Ability (Subject Expert): The character chooses one of the following topics for them to be an expert in. They gain numerous bonuses based on what subject they chose to master.

Subject	First Benefit	Second Benefit
Computer Science	Add $\frac{1}{2}$ lore to all computers checks	Computer systems you have secured are harder to hack by $\frac{1}{2}$ your lore skill. You also gain a bonus to finding information and performing research on the hypernet equal to $\frac{1}{2}$ your computer skill.
Engineering	Add $\frac{1}{2}$ lore to all science checks to repair constructs or install upgrades	It takes you half as long to install upgrades, craft items, or repair constructs
Medicine	Add $\frac{1}{2}$ lore to all medicine checks	You can perform long term care for a number of dormant patients equal to twice your lore skill. While under your care, patients heal from addiction, overdoses, and the disfigurements twice as quickly.
Physics	Add $\frac{1}{2}$ lore to morale bonus when boosting an attack or skill roll	You can make a DC 25 lore check over 1 hour by running numbers to find the best way to overcome a scientific obstacle. Success means you know the steps needed to solve the problem. Problems this can solve include returning power to an inactive starship or preventing a structural collapse of a major building.
Psychology	Add $\frac{1}{2}$ lore to all influence checks	You can communicate with a person who has experienced trauma that has caused them to be uncommunicative. You have a natural ability to make secretive people talk to you in confidence.
Xenoarchaeology	Add $\frac{1}{2}$ lore to science and computers checks with alien technology and medicine checks on aliens	When investigating technology or artifacts that require a psionics check to understand or activate, you can instead use Lore instead of psionics.

New Talents

Academic Contact

Requirements: Lore 6, Influence 6, One of the following specializations: Academic, Scientist, Mathematician, or Lore Specialist

Benefit: You can contact your academic contacts at one of the major education centers to do in-depth research on a single target. You can only call in this favor once per two weeks and can ask for either a wide variety of general information or for them to find out one of the target's secrets. It takes 3 days for your contact to get back to you; or 6 days if your subject target is a secretive entity. If you asked for general information, you gain access to everything publicly known about the target, as well as some private information. If you went probing for a secret, your contacts have a 50% chance of learning the secret or some details related to it. However, learning the secret may put yourself or your contacts at risk if the target entity is particularly dangerous.

New Subject Expertise I-II

Requirements: Lore 8/12, Lore Specialist specialization

Benefit: You gain the benefit of another subject expertise from the lore specialist. For example, if you picked Engineering when you chose the advanced specialization, you can pick Physics now. This talent has multiple ranks; each rank has a higher lore skill requirement. The second rank allows you to pick a third subject to become an expert on.

Probability I-IV

Requirements: Intelligence 6/8/10/12, Mathematician specialization

Benefit: You gain an additional reroll you give out per round, as per the You're Doing it Wrong ability of the Mathematician specialization. This talent has multiple ranks; each rank requiring a higher intelligence score. Each rank gives an additional usage of the You're Doing it Wrong ability each round.



Manipulator Specialists

Manipulators have all new ways to use their social skills to trick, demean, or degrade their foes.

New Specialization

Trickster

Ability Score: +1 willpower

Talent: Great Speaker

Focus Skill: Influence OR Leadership

Special Ability (Subtle Manipulation): The character can perform a combat influence action on either an ally or an enemy. If targeting an ally, they make a combat influence check as normal. The DC against the ally is 5 +5 per positive morale they have. Therefore, it is a DC 15 against an ally within 2 positive morale. If the check succeeds, the ally gains +1 morale level and they move 1 square closer to the influencing character.

If the target is an enemy, the character performs a normal influence test against their resolve. If successful, they either move the enemy 1 square towards the character or 1 square away, +1 square of movement for every 5 points they surpass resolve. This can be used against enemies no matter their morale level and can even be used against enemies that are not susceptible to morale, such as most zerg or beasts. It cannot be used against enemies that do not have a resolve score, such as robots.

Spontaneous movement from this ability does not provoke opportunity attacks. This ability can target multiple targets, even a mix of allies and enemies, when synergized with features such as Great Speak or the Personality specialization.

New Advanced Specialization

Disruptor

Focus Skill: Influence

Special Ability (Break Concentration): The character can perform a special combat influence action against a target, regardless of their morale level. They make an influence test versus the target's resolve, as normal. If they succeed, the target loses the benefits of all combat augmentations they currently benefit from. For example, when targeting an ally that is benefiting from a tactics and leadership combat augmentations, both effects are broken and need to be reapplied. In addition, if the target is a psychic, they suffer energy fatigue equal to $\frac{1}{2}$ this character's willpower.

New Talents

Attract Attention

Requirements: Influence 6, Survival 4

Benefit: The character can spend a standard action gaining the attention of a non-intelligent creature, such as a minion zerg, beast, or non-sentient primal zerg. The creature must be within 30 squares. This requires an influence test versus the target's resolve. If successful, that creature must attack the character on their next 3 turns. This is as long as they are a viable, visible target; if they are not, the effect ends. When using this power, the character can instead make a willing ally within 6 squares of them the chosen target for the animal. This usage functions identically, except the ally becomes the focus of the creature's rage.

Expert Mock I-III

Requirements: Influence 4/8/12

Benefit: The character's ability to mock their foes knows no bounds. Enemies count at being 1 morale level lower than they are for what influences apply to them. They also gain +2 to combat influence checks to demoralize their foes. This talent has three ranks, each rank having a higher influence requirement. Each additional rank gives the character +2 additional bonus to demoralize and counts their target as 1 morale level lower for the purpose of combat influence.

Support System I-II

Requirements: Influence 4/8, Leadership 3/6

Benefit: This character can function as a subleader when under another character's leadership combat augmentation. When under another character's leadership, this character can still provide rally actions to allies that are also under their leadership. These rally actions use the influence skill rather than the leadership skill. This talent has multiple ranks; each rank possesses a higher influence and leadership ranks. The second rank causes the character to, when using this talent to rally, give $\frac{1}{2}$ willpower temporary hit points to each ally that receives a morale point.



Poison Specialists

Poison specialists, while rare, are quite deadly and efficient operatives who focus on killing enemies with potent venomous attacks.

New Specialization

Poison Handler

Ability Score: +1 intelligence

Focus Skill: Medicine OR Stealth

Special Ability (Poison Application): The character has trained themselves in the handling of poison and applying poison to their melee weapons and ammunition. Applying a dose of poison to a weapon or set of ammunition takes 5 minutes.

Poison can be applied to the following melee weapons: sword, dueling sword, combat knife, heavy tool, light tool, reinforced unarmed or rifle bayonet. After applying the poison, the weapon deals the poison on the next few attacks. The poison lasts for a number of attacks (attacks, not strikes) equal to $\frac{1}{2}$ the character's intelligence. Therefore, if the character has 6 intelligence, the weapon applies the poison on the next 3 attacks. They can make any number of strikes with each of these attacks; it does not affect the poison or use it up faster.

A single dose of poison can instead apply to up to 10 rounds of ammunition. Rounds of ammunition includes slugs, gauss spikes, and crossbow bolts. When fired, if any of the rounds of ammunition are poisoned, then the entire attack has the poisoned trait. When poisoned rounds are mixed in a magazine of mundane rounds, the poisoned rounds are all fired first. For example, gauss assault rifle with 10 poisoned rounds and 40 regular rounds fires the poisoned rounds first.

New Advanced Specialization

Master of Poisons

Focus Skill: Medicine

Special Ability (Drop of Death): When dealing poison damage from any source, the character's poison can deal crippling wounds. This is despite that crippling wounds cannot normally be dealt by poison damage. Targets that take a crippling wound from the poison gain the Tormented condition for 1 round.

New Talents

Extract Venom

Requirements: Medicine 6, Science 6

Benefit: The character can extract poison from a creature with innately poisonous attack, such as a scantid or a hydralisk. To do so, the creature must be either dead or otherwise incapacitated. Doing so requires a medicine skill check versus the Endurance DC of the poison. This takes 10 minutes. Success draws 1 dose of the creature's venom, +1 dose for every 2 points of success on the medicine check. If the check fails, no poison is drawn, and future checks automatically fail. If check is failed by 10 or more, you are affected by the poison and must make a normal check against it.

Needle Expert I-V

Requirements: Ranged 3/6/8/10/12, Medicine 3/6/8/10/12

Benefit: You have perfected the usage of poisonous needle weapons. Every rank of this talent gives +2 penetration with needle weapon as well as giving +1 to the Poisonous Rounds (X) value. Needle weapons include the Needle Pistol and Needle Rifle weapons. Each rank of this talent has a higher ranged and medicine skill requirement.

Toxin Potency I-III

Requirements: Medicine 4/8/12, Tactics 4/8/12

Benefit: Any attack that you use that inflicts poison is more effective. This includes weapons and ammunition dosed in poison, weapons that use the Poisonous Rounds (X) trait, or any poisonous natural weapons you possess. All such weapons gain +1 to the endurance DC to resist the poison and add +2 to the poison damage. This talent has multiple ranks, each rank with a higher medicine and tactics requirement. The second rank increases the bonus to +3 to endurance checks and +6 poison damage, while the final rank increases to +6 to endurance checks and +12 poison damage.

Quick Draw Specialists

Quick draw specialists can switch weapons and equipment at will, dazing their enemies by fighting with more weapons that they should be able to carry.

New Specialization

Weapon Handler

Ability Score: +1 agility

Talent: Quick Draw

Focus Skill: Acrobatics OR Tactics

Special Ability (Quick Swap): The character can exchange what weapon they have equipped as a free action, any number of times per turn. Heavy weapons are the exception; they cannot be drawn faster. In addition, the character can draw ammunition as a free action. The character is so adept at swapping items, they essential count as having a third hand that can only be used to carry ammunition, explosives, drugs, and small gear items.

New Advanced Specialization

Quick Shot Duelist

Focus Skill: Defensive Training

Special Ability (Snapshot): After spending a standard action to attack, the character can spend a minor action to make a single strike attack with a one-handed weapon that they did not fire as a standard action that turn. If the character has the Weapon Handler specialization, this can be a weapon that they quick swapped to as part of using that specialization.

New Talents

Double Tap

Requirements: Agility 8, Instinct 8, Quick Draw talent

Benefit: When using a ranged heavy weapon with a Slow fire rate, you can perform 1 extra strike with that weapon, despite the normal restrictions.

Grenade Roll

Requirements: Agility 6, Ranged 6, Stealth 6, Quick Draw talent

Benefit: Instead of throwing a grenade, you can subtly draw the grenade and roll it towards the target. When doing so, the weapon cannot target a square outside of short range, even with a normal accuracy penalty for longer ranges. However, the sneaky application of the grenade means it cannot be evaded and targets do not receive their agility bonus to defense against the grenade.

Improved Snap Shot I-III

Requirements: Agility 6/8/10, Instinct 6/8/10, Quick Draw, Quick Shot Duelist advanced specialization

Benefit: When performing a snap shot attack of the Quick Shot Duelist advanced specialization, the attack gains +2 accuracy and +2 damage. This talent can have multiple ranks; each additional rank has a higher agility and instinct requirement. The second rank increases these benefits to +4; the third increases it to +6.

Tactical Coordinator Specialists

Tactical coordinators use their expertise in warfare and grand strategy to set up precision maneuvers in their allies.

New Specialization

Strategist

Ability Score: +1 intelligence

Talent: Close Combat Shot

Focus Skill: Science OR Tactics

Special Ability (Tactical Points): The character can spend a move action on their turn to enter telemetry data into their digital uplink. By doing so, they gain 2 tactical points. Any time an ally attacks or is attacked, before rolling the strategist can choose to spend a tactical point. If they spend a tactical point on an ally attack, that ally gains a bonus to the attack roll equal to $\frac{1}{2}$ this character's tactics skill ranks. If they spend a tactical point when an ally is attacked, they can spend a tactical point to give that ally bonus defense equal to $\frac{1}{2}$ their tactics ranks against that attack. Only allies that also have a digital uplink can benefit from a tactical point. A character can have a number of tactical points at once equal to $\frac{1}{2}$ their tactics skill (minimum of 2). Unspent tactical points expire at the end of an encounter.

New Advanced Specialization

Architect of War

Focus Skill: Tactics

Special Ability (Grand Scheme): The character can use their warfare expertise to restructure the battlefield as they will it. After initiatives are rolled but before the beginning of the encounter, they generate a number of strategy points equal to $\frac{1}{2}$ their tactics ranks +1. They use their strategy points before the encounter starts for the following functions; all unused strategy points go away. They do not gain any strategy points if they are surprised.

- 1- The character can use a strategy point for two allies to swap initiatives
- 2- The character can use a strategy point to give 1 ally +2 to their initiative
- 3- The character can spend two strategy points to allow one ally to perform an instant move action that does not provoke opportunity attacks.
- 4- The character can spend a strategy point for up to 2 standing allies to start the encounter prone
- 5- The character can spend a strategy point for an ally to apply a combat augmentation before the encounter

New Talents

Advanced Schemes

Requirements: Architect of War advanced specialization, Tactics 10

Benefit: When you generate strategy points at the beginning of an encounter, you gain two additional uses of strategy points.

First, you can spend a strategy point to give an enemy -2 to their rolled initiative. Second, you can create a defensive network.

Mark three allies, one of which can be you. If each ally remains within 3 squares of each other marked allies, all allies gain +2 defense. When any ally leaves the defensive network, all allies lose the benefit for the remainder of the encounter. You can only create one defensive network per encounter.

Marking Targets

Requirements: Strategist specialization, Pilot 6, Ranged 6, Tactics 6

Benefit: When the strategist generates tactical points during their turn, they can also spend a standard action to give one allied vehicle a target lock against a target. The strategist must have line of sight on both the ally and the marked target.

Swap Positioning

Requirements: Strategist specialization, Architect of War Advanced Specialization

Benefit: You gain a special usage of tactical points. On your turn, you can spend a minor action to cause two allies to swap locations instantly without provoking opportunity attacks. Both allies must be within their base move speed of one another and have a path of movement between their locations. Enemies do not block movement for this ability. After they swap, they each lose their minor actions on their following turns but can otherwise act as normal.

Tactical Gambit

Requirements: Leadership 6, Tactics 6

Benefit: You can set up a tactic gambit by convincing an ally to lower their defenses. You can choose one ally to lower their defenses, giving one enemy the ability to make an opportunity attack against them. If they do, then all other adjacent allies can make an opportunity attack against that enemy with their full number of strikes. If the enemy does not make the opportunity attack, then the allies still get to make an opportunity attack, except with only a single strike. Allies with the Threatening Shot talent can make opportunity attacks against the target without being adjacent, as normal.



Terran Weapon and Armor Upgrades

This section contains a selection of new weapon and armor upgrades for terran characters, to expand how they are able to design their characters and support new character builds.

Upgrade Name	Description	Compatibility	Component Cost	DC
Ammunition Feed	Armor holds five times magazine ammunition for a certain heavy weapon	Powered Armor	3,000	20
Auto Bow	Crossbow gains fast attack speed	Crossbow	1,000	15
Auto-Reflexes	Armor gives +1 agility and instinct	Light or Heavy with Integrated Power Supply	10,000	30
Ballistic Absorption Padding	Reduces penetration of non-energy or acid ranged attacks	Light or Heavy Armor	2,000	20
Concentrated Flak Volley	Use Flak weapon to make a line attack	Flak Pistol, Flak Rifle, Flak Cannon	6,000	20
Concentrated Incinerator	Flamethrower gains +4 penetration	Flamethrower (any)	10,000	25
Disruption Field	Weapon ignores shield armor	Any Melee	6,000	30
Flak Barrage	Can sacrifice spread to make long ranged burst attacks	Flak, Pistol, Flak Rifle, Flak Cannon	3,000	20
Flesh Ripper	Weapon deals +5 damage and 2 bleed with heavy strikes	Any Melee	4,000	20
Guided Needle Targeting System	Gains digital scope and +5 penetration when aiming	Needle Pistol, Needle Rifle	5,000	25
Gungrip	Gains a short ranged gun to use in addition to melee weapon	Any Two-Handed Melee	3,000	25
Health Management System	+2 to endurance checks to resist poison and fatigue, reduces suffered bleed by half	Light or Heavy with Integrated Power Supply	10,000	25
Impaler Rocket	+2 power ratings, +10 penetration, +1 range	Rocket Launcher, Shoulder Rocket Battery	50,000	35
Improved Parrying	+1 defense when using defensive trait	Sword, Dueling Sword, Promethean Blade	750	25
Internal Power Supply	Light or Heavy armor becomes powered and can support powerful upgrades	Select Light or Heavy armor	2,000	25
Limited Barrier	Provides a base energy shield that recharges very slowly	Light or Heavy with Integrated Power Supply	15,000	30
Needle Drum	+50 ammunition capacity	Needle Rifle	1,500	15
Needle Gun Repeater	Needle gun gains fast attack speed	Needle Pistol, Needle Rifle	1,500	15

Upgrade Name	Description	Compatibility	Component Cost	DC
Ordinance Autoloader	Armor stores and automatically reloads rockets	Powered Armor	3,000	20
Ordinance Striking Power	Ordinance launcher can shoot through walls or damage enemies with projectile	Grenade Launcher, Rocket Launcher, Shoulder Rocket Launcher	5,000	20
Rail Launcher	Crossbow gains +2 accuracy, 10 penetration, and Long Reload	Crossbow	5,000	25
Rapid Jets	Flamethrower gains +2 accuracy and cannot be evaded	Flamethrower (any)	4,000	20
Retractable	Weapon can be folded and concealed easily	Light Tool, Heavy Tool, Sword, Dueling Sword, Stunner, Combat Knife	500	20
Retracted Flak Barrel	Weapon gains -1 range but Close Quarters	Flak Rifle, Flak Cannon	500	15
Strength Boost	Armor gives +2 strength	Light or Heavy with Integrated Power Supply	10,000	30
Submunitions Launcher: Burst Cannon	Once every 3 rounds, weapon can fire a burst cannon laser attack	Heavy Weapon	4,000	20
Submunitions Launcher: Railgun	Once every 10 rounds, weapon can fire a railgun attack	Heavy Weapon	10,000	30
Surge Augments	Armor gives +1 move speed	Light or Heavy with Integrated Power Supply	3,000	25
Temperature Protected	Gives environmental protection against extreme temperatures	Light or Heavy with Integrated Power Supply	3,000	25
Thermal Lance	Flamethrower can be used to make piercing melee attacks	Flamethrower (any)	24,000	30
Twin Bolt Launcher	Crossbow gains Twin-linked	Crossbow	2,000	15
Wrecker	Tool gains +1 power rating, +4 penetration, and -2 accuracy	Light Tool, Heavy Tool	1,500	15

Ammunition Feed

Powered Armor

Base Cost: 3,000

Components: 50 Generic, 15 Framing, 10 Weapon, 10 Electronic

Creation or Addition DC: 20 **Creation Time:** 8 hours

Benefit: The powered armor has a feed system that can connect to a certain heavy weapon and give it a large ammunition supply without needing to reload. When creating armor with this upgrade, pick one of the following weapons: gauss cannon, chaingun, flamethrower, or flak cannon. When the ammo feed in your armor is connected to the magazine slot of the weapon, it can automatically pull ammunitions from the armor to feed the weapon. The armor can hold ammunition for the weapon equal to 10x the maximum default magazine size for the weapon. For example, the flak cannon normally holds 40 shots; the armor could hold 400. You can continue to fire this ammunition without needing to worry about reloading. Connecting the feed to the weapon, or detaching it, is a move action. It takes 10 minutes to reload the actual ammunition supply in the armor.

Auto Bow

Crossbow

Base Cost: 1,000

Components: 10 Generic, 3 Weapon

Creation or Addition DC: 15 **Creation Time:** 2 hours

Benefit: The crossbow can ready another bolt with the slightest touch of a switch. The crossbow increases to Fast attack speed.

Auto-Reflexes

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 10,000

Components: 20 Generic, 60 Electronic, 5 Robotic

Creation or Addition DC: 30 **Creation Time:** 8 hours

Benefit: The armor helps the user's speed and reaction time through sensors and robotic augmentations. This requires the armor to have an internal power supply and active charge. It gives the user a +1 equipment bonus to agility and instinct while worn.

Ballistic Absorption Padding

Light or Heavy Armor

Base Cost: 2,000

Components: 4 Framing

Creation or Addition DC: 20 **Creation Time:** 2 hours

Benefit: The armor has extra reinforcement and padding that reduces the impact of ballistic and explosive weapons. When the user is hit by a ranged attack without the Energy Damage or Acid Damage traits, reduce the attack's penetration by 3.

Concentrated Flak Volley

Flak Pistol, Flak Rifle, Flak Cannon

Base Cost: 6,000

Components: 20 Generic, 20 Weapon

Creation or Addition DC: 20 **Creation Time:** 8 hours

Benefit: Instead of firing normally, you can use the flak weapon to attack in a line. The weapon makes the normal weapon profile, but it loses the Spread and Flak Shot traits, and gains weapon traits based on which flak weapon it is. Flak Pistols gain the Line (4) traits; flak rifles gain the Line (10) trait; flak cannons gain the Line (20) and Hailfire (1) traits.

Concentrated Incinerator

Flamethrower (any)

Base Cost: 10,000

Components: 10 Generic, 30 Weapon, 2 Electronic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: The flamethrower has been upgraded to surpassing the melting point where it will easily dissolve metal. The flamethrower gains +4 penetration.

Disruption Field

Any Melee Weapon

Base Cost: 6,000

Components: 5 Generic, 10 Weapon, 20 Electronic

Creation or Addition DC: 30 **Creation Time:** 4 hours

Benefit: The weapon has been designed with a power field that helps it punch through energy shields. This weapon reduces target's shield armor by 10.

Flak Barrage

Flak Pistol, Flak Rifle, Flak Cannon

Base Cost: 3,000

Components: 10 Generic, 5 Weapon

Creation or Addition DC: 20 **Creation Time:** 4 hours

Benefit: Instead of activating maximum spread, you can use your flak weapon to affect a burst area. When you are attacking at long range or further, you can lose the Spread quality to gain the Burst (2) trait.

Flesh Ripper

Any Melee Weapon

Base Cost: 4,000

Components: 10 Generic, 1 Framing, 10 Weapon, 5 Electronic

Creation or Addition DC: 20 **Creation Time:** 3 hours

Benefit: The weapon is covered with gruesome edges and powered motors that allow it to tear into flesh once it is inserted into a living body. When the weapon is used in conjunction with heavy strike attack, you deal +5 damage and 2 bleed to the primary target of the attack.

Guided Needle Targeting System

Needle Pistol, Needle Rifle

Base Cost: 5,000

Components: 10 Generic, 10 Weapon, 10 Electronic, 2 Robotics

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: This upgrade fits your weapon with a digital scope that connects to a tiny device within the gun that manufactures and installs guidance chips on each of your weapon's needles. The weapon gains the Digital Scope weapon trait. While aiming with the scope, the weapon gains +5 penetration as the needles automatically track to the target's weak points.

Gungrip

Any Two-Handed Melee Weapon

Base Cost: 3,000

Components: 10 Generic, 8 Weapon, 1 Framing

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: This weapon has a hidden gun mounted inside it. This gun can store and fire high caliber bullets with decent accuracy at short range. This weapon can be used as a standard action instead of attacking normally with the melee weapon. Alternatively, you can attack with both the melee weapon and the gungrip using the dual-wielding rules.

Gungrip Weapon

Damage: 26

Accuracy: +2

RoF: Slow

Range: Short

Shots: 4 Extreme Slugs

Power Rating: +4

Special Traits: Penetration (2), Close Quarters, Long Reload

Health Management System

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 10,000

Components: 10 Generic, 1 Framing, 40 Electronic, 1 Robotic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: The health management system helps guide and control the user's heart rate and blood toxicity. This requires the armor to have an internal power supply and active charge. It gives the user +2 to endurance checks to resist fatigue or poison. It also reduces the amount of Bleeding (X) condition gained by half. Therefore, if you would gain Bleeding (5), you instead only gain Bleeding (2). Multiple sources of bleeding are still cumulative.

Impaler Rocket

Rocket Launcher, Shoulder Mounted Rocket Launcher

Base Cost: 50,000

Components: 100 Generic, 2 Framing, 100 Weapon, 30 Electronic, 10 Robotic

Creation or Addition DC: 35 Creation Time: 24 hours

Benefit: This upgrade gives a rocket launcher much faster velocity, making it even more effective. The rocket launcher gains +2 power ratings of damage, +10 penetration, and +1 range increment.

Improved Parrying

Sword, Dueling Sword, or Promethean Blade

Base Cost: 750

Components: 2 Framing

Creation or Addition DC: 15 Creation Time: 1 hour

Benefit: This sword has been designed for a superior balance and parrying edge. When you are benefitting from defensive weapon trait of your weapon, you gain +1 defense over normal.

Internal Power Supply

Light or Heavy Armor (excluding Combat Body Suit, Hostile Environment Suit, or Shadowblade HES)

Base Cost: 2,000

Components: 10 Generic, 1 Framing, 20 Electronic, 2 Robotic

Creation or Addition DC: 25 Creation Time: 4 hours

Benefit: The internal power supply upgrades a suit of basic, unpowered armor with an internal power supply. This power supply is provided power by a power cell, which gives it life for 8 hours. Tier 2 power cells give it power for 48 hours. Tier 3 power cells give it power for 256 hours. While the using the armor, it can connect and provide power to any other worn items, such as a tactical mask, hologram, or energy shield. It also allows the armor to support more advanced upgrades.

Limited Barrier

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 15,000

Components: 20 Generic, 1 Framing, 50 Electronic

Creation or Addition DC: 30 Creation Time: 6 hours

Benefit: The armor provides a small energy shield around the user that protects against some harm but takes a long time to recharge. The armor gives the user an energy shield with a shield pool of 20 times equipment tier with 5 shield armor. After being damaged or spent, it requires 1 hour of the user not suffering damage to recharge.

Needle Drum

Needle Rifle

Base Cost: 1,500

Components: 5 Generic, 1 Framing, 5 Weapon

Creation or Addition DC: 15 Creation Time: 1 hour

Benefit: You install a drum magazine on your needle rifle, giving it +50 ammunition capacity.

Needle Gun Repeater

Needle Pistol, Needle Rifle

Base Cost: 1,500

Components: 6 Generic, 8 Weapon

Creation or Addition DC: 15 Creation Time: 1 hour

Benefit: This upgrade increases the rate of fire of your needle gun to Fast attack speed.

Ordinance Autoloader

Powered Armor

Base Cost: 3,000

Components: 30 Generic, 5 Framing, 5 Weapon, 5 Electronic, 5 Robotics

Creation or Addition DC: 20 **Creation Time:** 8 hours

Benefit: The powered armor has an ordinance ammunitions storage device mounted on it, and a robotic claw that automatically refills a carried rocket launcher. The armor contains the storage for up to 8 rockets, and at the end of the character's turn, can automatically reload an equipped rocket launcher or shoulder rocket battery with whatever ordinance the character wants. This auto loading is a free action. Loading the rocket storage is a gradual reload action.

Ordinance Striking Power

Grenade Launcher, Rocket Launcher, Shoulder Mounted Rocket Launcher

Base Cost: 5,000

Components: 20 Generic, 20 Weapon, 2 Electronic

Creation or Addition DC: 20 **Creation Time:** 4 hours

Benefit: This upgrade gives an ordinance launcher the ability to shoot its projectile with incredible force. It can shoot directly through objects that are delicate or light without penalty or shoot through dense objects that are no more than 6 inches thick. The target gains no bonus from cover, but the attack has concealment penalties if the attacker could not properly see the target (such as firing through a wall). Alternatively, if you are not using this power, you can try to hit a primary target with the weapon and let the grenade/rocket deal impact to them. If there is a primary target of your attack, and you gain at least 2 attack overages, you strike the target with the bomb before it explodes. They take a hit of 40 damage even before the explosion (no overage, damage modifiers, or penetration).

Rail Launcher

Crossbow

Base Cost: 5,000

Components: 10 Generic, 10 Weapon, 5 Electronic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: The crossbow has been configured to fire with magnetically charged rails. The weapon gains +2 accuracy and +10 penetration but gains the Long Reload trait.

Note: You cannot take the Twin-Bolt Launcher upgrade if you have this upgrade.

Rapid Jets

Flamethrower (any)

Base Cost: 4,000

Components: 10 Generic, 10 Weapon

Creation or Addition DC: 20 **Creation Time:** 4 hours

Benefit: The flamethrower shoots its flames incredibly quick, faster than the eye can react. It gains +2 accuracy and cannot be evaded, regardless of what abilities the target possesses.

Retractable

Light Tool, Heavy Tool, Sword, Dueling Sword, Stunner, Combat Knife

Base Cost: 500

Components: 20 Generic

Creation or Addition DC: 20 **Creation Time:** 1 hours

Benefit: The weapon has been designed to fold into a compact form that makes it easy to carry and conceal. It takes a minor action to switch the weapon between a concealed and extended form. When concealed, it only takes up 1 equipment slot and the user gains a +5 to stealth checks to conceal it from those searching for a weapon.

Retracted Flak Barrel

Flak Rifle, Flak Cannon

Base Cost: 500

Components: 5 Generic, 1 Framing

Creation or Addition DC: 15 **Creation Time:** 2 hours

Benefit: You shortened the barrel of your flak weapon to make it better in close quarters. The weapon decreases 1 range increment but gains the Close Quarters trait.

Strength Boost

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 10,000

Components: 20 Generic, 60 Electronic, 5 Robotic

Creation or Addition DC: 30 **Creation Time:** 8 hours

Benefit: The armor augments the user's raw strength through robotic augmentations. This requires the armor to have an internal power supply and active charge. It gives the user a +2 equipment bonus to strength while worn.

Submunitions Launcher: Burst Cannon

Heavy Weapon

Base Cost: 4,000

Components: 20 Generic, 2 Framing, 10 Weapon, 15 Electronic

Creation or Addition DC: 30 **Creation Time:** 6 hours

Benefit: The powered armor has a secondary burst laser cannon mounted on the underside of the weapon. This weapon can be fired once per 3 rounds and suffers a -2 accuracy penalty. Otherwise, it functions identically to a burst cannon weapon (SUP 2, page 130), with all the same upgrade and tier as the primary weapon.

Submunitions Launcher: Railgun

Heavy Weapon

Base Cost: 10,000

Components: 30 Generic, 3 Framing, 20 Weapon, 10 Electronic, 1 Robotic

Creation or Addition DC: 30 **Creation Time:** 8 hours

Benefit: The powered armor has a secondary railgun mounted on the underside of the weapon. This weapon can be fired once per minute (10 rounds) and suffers a -2 accuracy penalty. Otherwise, it functions identically to a railgun weapon (SUP 2, page 131), with all the same upgrade and tier as the primary weapon.

Surge Augments

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 3,000

Components: 10 Generic, 30 Electronic, 2 Robotic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: The armor has motors and braces that accelerate the user's movement while not causing any discomfort or strain. This requires the armor to have an internal power supply and active charge. While worn, it increases the user's movement speed by 1.

Temperature Protected

Light or Heavy Armor with Internal Power Supply upgrade

Base Cost: 3,000

Components: 20 Generic, 20 Electronic

Creation or Addition DC: 25 **Creation Time:** 4 hours

Benefit: The armor can warm or chill the wearer based on the wearer's need and the surrounding temperature. This requires the armor to have an internal power supply and active charge. It gives the user the Environmental Protection trait, but only regarding extreme hot or cold ambient temperatures.

Thermal Lance

Flamethrower (any)

Base Cost: 24,000

Components: 40 Generic, 5 Framing, 40 Weapon, 5 Electronic, 3 Robotic

Creation or Addition DC: 30 **Creation Time:** 12 hours

Benefit: The flamethrower has an alternate fire mode. Instead of producing a billowing blast of flame, it can form a very short ranged lance of thermal energy. Switching modes is a minor action. When used as a thermal lance, it loses the Cone and Hailfire traits and gains a range of melee. However, it gains the Piercing trait and deals +2 power ratings of damage. Attacking with it in this way still used the ranged weapon skill and ranged talents, despite the fact it is in melee range.

Twin Bolt Launcher

Crossbow

Base Cost: 2,000

Components: 10 Generic, 2 Framing, 2 Weapon

Creation or Addition DC: 15 **Creation Time:** 2 hours

Benefit: The crossbow is set up to fire two bolts at once. The crossbow gains the Twin-Linked weapon trait (it gains Hailfire 1 and uses up twice as much ammunition when you do not aim).

Note: You cannot take the Rail Launcher upgrade if you have this upgrade.

Wrecker

Light Tool or Heavy Tool

Base Cost: 1,500

Components: 5 Generic, 3 Framing, 2 Weapon

Creation or Addition DC: 15 **Creation Time:** 1 hour

Benefit: The tool is covered with spikes, extendable blades, and other gruesome accessories to make the weapon hit harder. It also makes the tool more unwieldy. The tool gains +1 power rating to damage, +4 penetration, but suffers a -2 base accuracy penalty.



Chapter 2: Protoss Heroes

This chapter is dedicated to protoss. Included within is an in-depth backstory generator, helping create a story for your long lived protoss hero, as well as new talents to help customize your protoss character.

Protoss Backstory Generator

As you design your character for the StarCraft RPG, you will come to learn a great deal about your character. Their strengths, their weaknesses, and what makes them special. However, filling out your character's record sheet may tell you what you need to play your character in game, but may leave out some information about who your character is and where they come from.

This chapter contains plenty of information regarding your protoss hero. These are inspiration to help generate a character concept. Where do they come from? How old are they? What has their long life been like? What motivates them?

It is possible that you already knew this information when you created your character. This is especially likely with veteran roleplayers who are familiar with the StarCraft setting. For those who are not both veteran StarCraft or RPG players, this section will help give you guidelines on how to determine your character's history or identity.

These tables are designed to either be rolled on or have a result simply chosen from the table. None of these results effect your character's statistics: they simply give your character more identity and backstory. They will help you decide how to roleplay your character outside of the fires of battle.

Most of these tables are out of 20, 10, or 5. If there are 20 entries on the table, simply roll a d20 and take the matching result. If it is a 10 table, roll a d20, halve the result, and round up. If there are 5 options on the table, roll a d20, divide the result by 4, and round up.

Age

Protoss are a race that breeds slowly but live a long time. In general, protoss live around 1,000 years, but there are examples of protoss that have lived into their 11th century. Generally, over 100 is considered an adult, but under 300 is still referred to as 'young'.

If you wish to randomly determine you protoss' age, roll on the table below. Your starting level before your adventuring career should also help determine your starting age. If you are starting between levels 5-9, add +1 to your result on this table. If you are starting between levels 10-14, add +2 to the table. Between levels 15-19, add +3. If you are starting at level 20 or higher, add +4 to the table.

<i>Dice Roll</i>	<i>Protoss Age</i>	<i>Rolls for Major Life Phases</i>
1	199 or fewer years old	1
2	201-249 years old	1
3	250-299 years old	1
4	300-349 years old	2
5	350-399 years old	2
6	400-449 years old	2
7	450-499 years old	2
8	500-549 years old	3
9	550-599 years old	3
10	600-699 years old	3
11	700-799 years old	3
12	800-899 years old	4
13	900-999 years old	4
14	1,000 or more years old	4

You probably notice your age also determines your major life phases. Each age gives a recommendation of a number of times to roll on life phases. We will talk about that in the next section.

Life Phases

Protoss live so long that it would be overly detailed to list all their experiences over their massive life span. Instead, when developing a protoss backstory, we will talk about life phases. Life phases are ambiguously-long periods of a protoss life cycle, between years and centuries, where the protoss followed a single pattern of behavior. Life phases are broad categories that determine how you lived for a time. Older protoss with longer lives probably have undertaken multiple life phases as their perspectives have changed and evolved over time.

The most interesting part about life phases is determining what order your character's phases occurred and how they changed over time. For example, imagine you are playing a 600-year-old protoss with the following life phases: Warrior Mentality, Crisis of Faith, and Hermit. You can imagine that your character was once a great warrior who dedicated themselves to war and battle. After years of battle, something happened that made them doubt their conviction to battle. Perhaps it was guilt, or doubt, or some other source of apprehension. Crippled with their past decisions, they chose to go into exile and become a hermit, living in solitude, perhaps in penance of past mistakes in battle.

Another example is imagining your protoss rolled the following life cycles: Supremacist, Rebellious, and Partnership. You began your life as a fanatical patriot who believed in the greatness of protoss just like you. It drove you to persecute those who were different and seek company with like minded individuals. Eventually, your activities drew you to be increasingly more radical as you began to actively act upon your beliefs of superiority. Perhaps you started sabotaging or hurting different protoss and discriminated against protoss you perceived as different. Your radical activities made you seem unhinged and dangerous to your fellows. However, eventually you found an ally that believed in your agenda. Together, you eschewed other protoss and kept your own inclusive company while you plotted your radical ideals together.

Dice Roll Life Phases

1	Crisis of Faith: You have suffered from a crisis of belief. One of the core fundamentals that you were raised upon or have clung to for much of your life you now actively question. It could be your religious faith in the xel'haga, your patriotism, belief in your culture, or other philosophical ideal that you clung to for many years.
2	Warrior Mentality: You embrace conflict. It brings you excitement and joy. You long for the opportunity to assail your enemies, prove your might and superiority. Such is your zeal for conflict that you volunteer for the most dangerous assignments. Your thirst for battle has given you a fearlessness regarding death.
3	Career Change: For many years, you practiced a singular career. Something happened that made you reshuffle your priorities. You now seek a new path in life. It may have been difficult to leave your current path, possibly not even legal, but you were sure it is the right call for you own wellbeing.
4	Fanatical: You believed fanatically in the doctrines of your tribe. Your mind is unwavering. You could not be swayed against your beliefs. Similarly, questioning or challenging your beliefs is an act of highest heresy and a personal challenge to your honor.
5	Consumed with Work: There was no place for a personal life for you. Everything was about your work and your duty. You devoted yourself wholly, heart and mind, to your occupation. Social advancements and relationships fell in the background as you devoted yourself to your profession. Maybe great opportunities past you by, but you didn't care at the time.
6	Perfectionist: You chose a single skill and dedicated yourself to it. It could have been fine art, swordsmanship, a particular science, a long-term project, or mastering the power of your psionics. Whatever it was, perfecting that skill became your life.
7	Rival: You spent many years circling and dealing with a rival protoss. It could have been a rival nemesis who shared your profession that you tried to outperform. It could have been a superior that took you for granted. It could have been a rogue protoss or criminal that wronged you in some manner. Whoever they are, they played an important part of your life.
8	Partnership: Years of your life were spent dedicated to a partner. It could have been a romantic partner that you dedicated, and perhaps still dedicate, your life towards. It may have also been a business partner, or fellow soldier, whose friendship shaped both of your lives. Regardless, you spent decades, maybe centuries together.
9	Pilgrimage: You grew distant from your current life and decided to explore the universe. You spent years either traveling solo or as part of a larger pilgrimage. You traveled to see far away sights and exotic places

- to find inspiration for your life. You might have gone to see historic sights around the sector, such as ancient temples and xel'naga ruins.
- 10 **Pacifist Views:** You became tired of war. You refused to sully your hands in combat and encouraged those around you to abstain from battle as well. This belief may have come from guilty, weariness, or some greater ideology. Militaristic personalities made you nauseous and you distanced yourself from battle.
- 11 **Ambitious:** You sought advanced and prestige. You did everything in your power to advance in political power or climb the ranks of the military. You believed it was your destiny to be a leader of your people, and that others should look up to you. The greatest question is what you would sacrifice to make your dreams come true.
- 12 **Reckless:** While protoss are largely a disciplined people, you had a phase of carefree recklessness. You did what you wanted, when you wanted to do it, and didn't care much for the consequences. Your kin probably perceived you as an oddity or a bad sample. For you, it was the most fun you ever had.
- 13 **Studious:** Knowledge is often the greatest pursuit. You spent years studying and learning from teachers, ancient tomes, scripts, and memory crystals. Your primary interest was knowledge for the sake of knowledge, to fill your brilliant brain with every source of information you could get your hands onto.
- 14 **Leader:** Intentionally or not, you find yourself in a position of leadership over many fellow protoss. Your life became centralized around your position of power, for you had many responsibilities and were accountable for the actions of many around you. All other interests had to wait.
- 15 **Hermit:** You lived in self-imposed exile for many years. Perhaps you felt guilt over something you did. Perhaps you simply came to despise your own people or their actions. Perhaps you were just anti-social and craved solitude. Why you lived in solitude may also determine how far you decided to live away from your fellow protoss.
- 16 **Loyal:** You had an important figure in your life that you idolized. It could have been a mentor, a superior, or a historic figure such as Adun or Khas. You spent your life learning everything you could from their deeds and actions and following their examples. They're inspiration presence made you into the protoss you are today.
- 17 **Rebellious:** You lived a dark period where you broke conformity and defied expectations. You rebelled against your tribe's customs and beliefs. Your kin thought you were broken, defective, and dangerous. Your rebellion may have resulted in exile or societal shunning, and other steep punishments.
- 18 **Belligerent:** At one point, your mannerisms were less than pleasant. You were cantankerous and rude without real justification for behaving thus. It was part of a phase where you felt great rage and disdain for everyone around you. You became a social outcast, noted for peculiarities taking the form of poor behavior.
- 19 **Supremacist:** You believed in the greatness of your race or tribe. You viewed all who were not part of your culture as inferior and not worthy of the same rights as others. You sought the company of other similarly-minded fanatics.
- 20 **Religious:** You devoted yourself to your faith. Pray and meditation were your escapes and preferred methods of solving personal conflicts. You believed that the true answers of the universe were in the hands of the Xel'naga and the legacy they left behind.



Background

Your background is what aspect of society you come from. This is very dependent on what tribe, or sub-race, of protoss you belong to. Many sub-races are broken into castes, philosophies, or lifestyles that can form a strong foundation on the outlook and philosophy of your character.

Roll on the table that matches your subrace, or simply pick a result that appeals to how you want to play your character. You may consider rolling background before you do life phases.

Dice Roll Aiur Protoss Background

1	Khalai Caste: You were born of the Khalai case, destined to be a worker, artist, engineer, or scientist. Your people are known for their loyalty, timid nature, and peaceful ways. However, the fall of Aiur may have forced you into battles you were not prepared for. Thankfully, your intellect makes you easy to adapt.
2	Templar Caste: You were born of the Templar caste, the warrior-protectors of Aiur. Your life was destined to be centered around battle and preparation for battle. How you make war is up to you, whether you fight in close combat with blades, blast enemies with psionics, or bombard foes with implements or starships
3	Judicator Caste: You were born of the Judicator caste, the leaders of Aiur. Your caste is known for their intelligence, wisdom, and overwhelming hubris. The judicator caste has largely been dismantled in the fall of Aiur, forcing all remaining judicators to find their place amongst a people they no longer lead.
4	Old Bloodline: You are the ancestor of one of the great heroes of the protoss race. No matter what caste they came from, you are distinguishable for your bloodline. Great things are expected from you, lest you dishonor your ancestor.
5	Outer World: Rather than being a child of Aiur, you were born on one of the outer colonies of the protoss empire where the rules are slightly less strict. You lived far from the heart of your society and were quite removed from Aiur politics. That also made it easier to fit into a roll that was not befitting your born caste.

Dice Roll Nerazim Protoss Background

1	Savage Tribe: You came from one of the savage tribes that lived in the twilight dunes of Shakuras. Your tribe abstained society and lived simple lives in the wastes, making their clothing and armor out of the bones of fallen animals and zerg. These tribes are known for creating great warriors and deadly assassins.
2	Cultured City Dweller: You come from Telemetros or one of the other great nerazim cities. You work in live in a cultured environment much like the great cities of Aiur. However, you still prize your independence are grateful for the severing of your nerve cords, so you are not subjected to all the random thoughts and feelings of the many nerazim living around you.
3	Academic: You came from one of the many nerazim monasteries and libraries hidden throughout the sector. These locations are precious monuments that contain countless memory crystals storing the memories of all the dark templar's greatest minds. Your upbringing involved cataloguing, studying, and recording these memory stones.
4	Shadow Warrior: You are a dark templar, a soldier of the nerazim. You completed the shadow walk and stand as a recognized soldier of your people. You may stand guard and protect your people on their home worlds, or you may travel the cosmos as part of a prelate's entourage, bringing the fight to your enemies
5	Void Touched: You have always heard the whispers of the Void and feel a great connection to that supernatural realm. Your kin have often thought you were blessed, or cursed, with a deep connection to the Void. You have a natural understanding of those energies and how to manipulate them.

Dice Roll Tal'darim Protoss Background

- 1 **Pirate:** You were part of the fleets that prey on lost ships and warp lanes looking for victims. You tore unsuspecting ships apart, piece by piece, and then searched them for usable scrap and cargo. You always dreamed of commanding your own ship and thought of challenging the commander for the rights to lead their ship via Rak'shir.
- 2 **Aspirant:** You dedicated your life to thinking of ways to advance yourself along the Chain of Ascension. You plot, deceive, and make deals to scheme your way into a position of power over the Tal'darim. Your ambition makes you dangerous, and your superiors keep a wary eye on you.
- 3 **Supplicant:** Unlike many tal'darim, you do not seek ascension. You are, or were, content to serve the powerful. Perhaps it was out of loyalty, but it may have just been an easier way to live, not having to think for one's self.
- 4 **Slave:** You were born of shame, possibly to an exile, traitor, or banished tal'darim. Your fellows have abused you throughout your life and forced you to work as slave labor, either as a mechanic or simple manual labor. You dreamed of ascending past your meager life, but everyone seems intent that you remain in your place.
- 5 **Outlaw:** You were outlawed from tal'darim society. Perhaps you killed a rival outside of Rak'shir or defied a superior too many times. Now you seek refuge with other wayward outlaws, hoping that safety in numbers will prevent the highlord's blood hunters from finding you.

Dice Roll Purifier Protoss Background

- 1 **Blank Slate:** You were created as a sentient purifier that had no built-in personality. You are the ultimate blank-slate; you can choose to be anyone and have any life that you choose.
- 2 **Replica Hero:** You are the copy of a notable templar or another firstborn. You have great skills and experience, but sometimes get confused between what are your memories and what are the memories of the personality you originated from. You must make the decision on whether you want to embrace your past self or become your very own being.
- 3 **Mass Produced Personality:** You are one of many purifiers that have been created from a replicated personality of a single individual. Essentially a robotic clone, you seek to differentiate yourself from your fellow clones and make yourself unique.
- 4 **Achieved Sentience:** You were one of the second-generation purifiers, an automated combat drone devoid of personality. Through a quirk of programming, you achieved sentience and free will. Now you must decide what you will do with it.
- 5 **Ancient Warrior:** You were one of the first batches of purifiers, forced into service as slaves of the protoss empire. You fought in the civil war, destroyed time and time again, but every time you rose to fight again. Imprisoned and reawaken on Cybros, now your people are a part of the empire you fought against for so long. Now you just must come to terms with it; no small task.

Motivation

The last detail to determine for your character is your personality and motivation. What drives you, forces you adventure, and pushes you into danger? Unlike other choices, this decision is based on your starting class. Different professions encourage different manners of behavior. If you are playing a higher-level character with multiple classes, you can choose your starting class or a later class, but it would be best for whatever class you have the most levels + elite levels in.

Dice Roll *Psychic Warrior Motivation*

- | | |
|---|---|
| 1 | Zealot: You are a fanatic warrior that fights for honor, glory, and the fanatical belief in your cause. You are willing to die for what you believe in, assuming that you gain glory in death. |
| 2 | Guardian: You believe in protecting your kin, even at the cost of your own health. Everything you do is to safeguard others. You feel great responsibility and loyalty to your brethren. |
| 3 | Discipline: Your goal is self-perfection. Everything you do is to be the best you can be, whether in battle or outside battle. You take a disciplined and stoic view of issues. |
| 4 | Assassin: You undertake the heavy responsibility of killing those who are a threat to your nation. It is a thankless, ugly task, but someone needs to safeguard your people from enemies and outcasts. You view yourself as the execution of your tribe. |
| 5 | Soldier: You are a soldier that believes in the nation you safeguard. You act out of patriotism and loyalty to your superiors. Pragmatic concerns are your focus, not ideological issues or concepts. |

Dice Roll *Psychic Master Motivation*

- | | |
|---|--|
| 1 | Power: You are drawn by the temptation of personal power. You seek to be mightier than your enemies; possibly also your friends. Experience and training are foremost to you. |
| 2 | Discipline: Your goal is self-perfection. Everything you do is to be the best you can be, whether in battle or outside battle. You take a disciplined and stoic view of issues. |
| 3 | Control: You seek mastery over your environment, seeking to control the actions of those around you. You seek to change your environment and others into what you think they should be. |
| 4 | Knowledge: Your primary interest is the accumulation of knowledge. You have a particular interest in secret knowledge that is known to only a few, and you will do whatever you must to acquire it. |
| 5 | Soldier: You are a soldier that believes in the nation you safeguard. You act out of patriotism and loyalty to your superiors. Pragmatic concerns are your focus, not ideological issues or concepts. |

Dice Roll *Fateweaver Motivation*

- | | |
|---|--|
| 1 | Control: You seek mastery over your environment, seeking to control the actions of those around you. You seek to change your environment and others into what you think they should be. |
| 2 | Meddler: You seek to be the power behind the throne; a meddler who interferes with events by influencing others from the background. You dislike the spotlight, but love seeing your plans unravel. |
| 3 | Discipline: Your goal is self-perfection. Everything you do is to be the best you can be, whether in battle or outside battle. You take a disciplined and stoic view of issues. |
| 4 | Power: You are drawn by the temptation of personal power. You seek to be mightier than your enemies; possibly also your friends. Experience and training are foremost to you. |
| 5 | Knowledge: Your primary interest is the accumulation of knowledge. You have a particular interest in secret knowledge that is known to only a few, and you will do whatever you must to acquire it. |

Dice Roll Scholar Motivation

- | | |
|---|---|
| 1 | Knowledge: Your primary interest is the accumulation of knowledge. You have a particular interest in secret knowledge that is known to only a few, and you will do whatever you must to acquire it. |
| 2 | Compassion: Your priority is improving the lives of your kin. You genuinely care about your fellow protoss. Your actions are noteworthy for their benevolence and charity. |
| 3 | Meddler: You seek to be the power behind the throne; a meddler who interferes with events by influencing others from the background. You dislike the spotlight, but love seeing your plans unravel. |
| 4 | Control: You seek mastery over your environment, seeking to control the actions of those around you. You seek to change your environment and others into what you think they should be. |
| 5 | Curiosity: You want to understand how everything works. You ask many questions, perform many inquiries, and perform experiments so you are clear on how things operate. People are as great a mystery as science and machines. |

Dice Roll Artificer Motivation

- | | |
|---|---|
| 1 | Knowledge: Your primary interest is the accumulation of knowledge. You have a particular interest in secret knowledge that is known to only a few, and you will do whatever you must to acquire it. |
| 2 | Discipline: Your goal is self-perfection. Everything you do is to be the best you can be, whether in battle or outside battle. You take a disciplined and stoic view of issues. |
| 3 | Compassion: Your priority is improving the lives of your kin. You genuinely care about your fellow protoss. Your actions are noteworthy for their benevolence and charity. |
| 4 | Curiosity: You want to understand how everything works. You ask many questions, perform many inquiries, and perform experiments so you are clear on how things operate. People are as great a mystery as science and machines. |
| 5 | Invention: You want to create new inventions and technology to share with others. You are driven by the need to be part of cutting edge research and developments, and to share your product with the world. |

Dice Roll Pilot Motivation

- | | |
|---|--|
| 1 | Zealot: You are a fanatic warrior that fights for honor, glory, and the fanatical belief in your cause. You are willing to die for what you believe in, assuming that you gain glory in death. |
| 2 | Wanderlust: You are driven to explore and hate feeling tied down. Your greatest joy is seeing new things and place. |
| 3 | Discipline: Your goal is self-perfection. Everything you do is to be the best you can be, whether in battle or outside battle. You take a disciplined and stoic view of issues. |
| 4 | Thrill: You live for the adrenaline surge associated with danger and excitement. You seek out new and wonderful experiences to appease your lust for adventure. |
| 5 | Soldier: You are a soldier that believes in the nation you safeguard. You act out of patriotism and loyalty to your superiors. Pragmatic concerns are your focus, not ideological issues or concepts. |

New Protoss Character Options

Designing a protoss character has always been very heavy in what class and subrace you chose. Talents have always been a smaller priority for protoss. This resource has been designed to give protoss players a wide variety of new talents to choose from to supplement their choice of race/class. These options are designed to amplify the roles of protoss characters, by giving them extra features that help them fulfill the concept of a character of that class.

While many of the talents here are strictly for combat, characters belonging to a skill-based class, such as scholar or fateweaver, can look forward to features that help them greatly outside of battle.

Psychic Warrior Talents: Warrior's Bravado

The Warrior's Bravado talent tree for Psychic Warriors helps them control the battlefield and direct attacks towards them, instead of their allies.

Fatal Attraction

Requirements: Warrior's Bravado, Influence 8

Benefit: When the psychic warrior uses Warrior's Bravado, all effected enemies immediately shift 2 squares towards the character, if possible. This movement does not provoke opportunity attacks, and targets do not move into fatal ground, such as lava, over the edge of a cliff, or similar hazards.

Fractured Concentration

Requirements: Warrior's Bravado, Influence 8

Benefit: All targets of the character's Warrior Bravado are now distracted, rendering them vulnerable to ally attacks. Until the start of the psychic warrior's next turn after using Warrior's Bravado, allies gain advantage when attacking marked targets.

Warrior's Bravado

Requirements: Completed the Psychic Warrior class, Influence 6, Defensive Training 6

Benefit: The psychic warrior can release a powerful psychic call that draws enemies towards them. This is done as a standard action and effects all enemies within squares equal to the warrior's PL. On their next turn, all the enemies marked by this power must declare the psychic warrior as the primary target of their attacks. They also gain +5 accuracy on attacks versus the psychic warrior for the next round. They can perform any other action as normal, but any attacks must be centered on the character using this talent. If multiple characters use this talent, then the target of this power must target whichever character used Bravado most recently. Warrior's Bravado effects all targets, including vehicles, controlled minions, robots, and psionic entities.

Psychic Master Talents: Psionic Lash

Psionic Lash is a new psionic ability that combines light, short-ranged offense with energy recovery. It is useful for psychic masters to gain a way to sustain their psionic powers while still dealing damage.

Draining Lash

Requirements: Psionic Lash, PL 6, *Feedback* psionic power

Benefit: When the character's psionic lash power deals damage to a psychic target, the caster recovers twice as much energy fatigue.

Improved Psionic Lash

Requirements: Psionic Lash, Completed the Elite Psychic Master class

Benefit: The character's psionic lash power is more powerful. Its damage equals 8 +4x the caster's PL, penetration of 3xPL, and range equal to 2xPL squares.

Psionic Lash

Requirements: Completed the Psychic Master class, Endless Energy, PL 5

Benefit: The character can channel their psionic energy into a lashing whip of psionic power that steals the essence from the target. This is a special attack that the character can make as a standard action by spending 1 energy fatigue. This attack deals 8 +3x the caster's psi level in damage, with an accuracy of their psionics skill ranks plus intelligence and a penetration of 2xPL. It has a range of squares equal to Psi Level. If the attack deals hit point damage, the character recovers ½ PL +1 energy fatigue. Any effect that synergizes with psionic powers also bolsters energy shock, and any bonus psi level from the Psychic Discipline Focus (energy) also bolsters this power. This ability does not require a manifestation check.

Racial Psionic Lash Focus

Requirements: Psionic Lash, PL 6, Access to Energy Psychic Discipline

Benefit: The character's psionic lash gains bonuses depending on what protoss subrace the character belongs to.

- Aiur**: Psionic Lash gains +2 accuracy and penetration and recovers 1 addition energy fatigue
- Nerazim**: If the lash bypasses the target's defense and toughness, they are blinded for 1 round
- Tal'darim**: The psionic lash deals +6 damage.
- Purifier**: The psionic lash gains the Flames trait.

Commander Talents: Exuberance

The Exuberance build combines the two biggest perks of the commander class: leadership and defense. This built allows you to constantly gain morale tokens while also generating temporary hit points to give to all your followers.

Arrogant Defense

Requirements: Completed the Commander class

Benefit: You gain strength by resisting an enemy's assault. If you are hit by an attack that did hit point damage but did not deal a crippling wound or reduce you to 0 hit points, you gain a morale point.

Exuberance

Requirements: Completed the Commander class, Mental Training 8, Durability 8

Benefit: Whenever you gain a morale point, you gain 5 temporary hit points. These are not cumulative with multiple morale points gained. These temporary hit points last until the encounter or until spent.

Unstoppable Defense

Requirements: Completed the Commander class, Hardened Survivalist, Durability 8, Defensive Training 8

Benefit: You gain twice as many temporary hit points from all sources.

Warrior Cult

Requirements: Completed the Elite Commander class, Leadership 10, Grand Leader

Benefit: Whenever you gain temporary hit points, all allies under your leadership combat augmentation gain the same number of temporary hit points. This is not cumulative with multiple instances of the same temporary hit points. For example, if you and an ally each gain 5 temporary hit points, and that ally is under your leadership, they do not gain an additional 5 temporary hit points.

Note: If you have the Unstoppable Defense talent, the doubled temporary hit points are also shared by allies under your leadership.

Fateweaver Talents: Fearsome Reputation

The fateweavers are advisors to praetors and hierarchs alike. They have a force of presence, an iron will, and a reputation for intellect and pragmatism. This fateweaver talent build capitalizes on their fearsome reputation, and their ability to use their reputation to influence others.

Advisor

Requirements: Completed the Fateweaver class, Influence 6, Willpower 6

Benefit: It is often the role of fateweavers to advise protoss commanders. When under the leadership effect of another character, you can actively advise them in their course of action. Any time your leader makes a leadership check, you can make an assist check, except that you use influence instead. Therefore, you can give +2 to their leadership by succeeding a DC 15 influence check. If you have the Fearsome Reputation talent, you add your ranks of that talent to the bonus you provide via assisting. So, if you have a Fearsome Reputation II, you give a +4 assist bonus instead of +2.

Fear

Requirements: Completed the Fateweaver class, Influence 8

Benefit: You can terrify an enemy into briefly running away. You make a combat influence action against the target's resolve +5. You gain +5 to the check for every point of negative morale the target has, and +5 to the check for every rank of Fearsome Reputation you have. If you succeed the check, the target instantly moves squares away from you equal to ½ your willpower plus your ranks of Fearsome Reputation. This power can affect targets that are not susceptible to combat influence, but not robots or creatures with emotionless.

Fearsome Reputation I-V

Requirements: Influence 2/4/6/8/10, 120/240/360/480/600 accumulated honor, Completed the Fateweaver class

Benefit: You have gained a reputation amongst protoss as a powerful and intimidating individual. Fearsome Reputation represents how feared, respected, and intimidated other protoss are by you. This talent has multiple ranks; each rank has a higher influence and accumulated honor requirement. For every rank you have in fearsome reputation, you gain +1 on influence checks against other protoss and the requisition cost for goods is reduce by 1 honor (before multiplier for tier, minimum 1). In addition, any protoss you meet has a chance to have already heard of you. Roll a d20 for every protoss you meet, adding double your ranks of fearsome reputation. On a 18+, your reputation precedes you and you need no introduction. This might influence how others interact with you, be it more or less friendly. Some might even be hesitant to fight you if they know your reputation.

Prophecy

Requirements: Completed the Elite Fateweaver class, Temporal psionic discipline, Psychic Discipline Focus (temporal)

Benefit: You can enter a trance while focusing on a single object, creature, or location to gain a prophetic vision of the future. This trance takes 1 hour to undertake and can only be enacted once per week. To undertake a vision, you must have something belonging to your subject. If it is an object, you must have either the object or a piece of the object. If it is a creature, you must either have the creature present, something important to the creature, a piece of them, or an intimate connection with them. You must be in a location to gain a vision about that location.

After the hour is over while you focus on the prophecy, you make a special check. This check is a d20 roll plus your intelligence and the psi level you manifest temporary powers at. What you learn about the subject from your vision is determined by the GM, but use the following table as a guideline:

Roll	Result
12 or less	You learn nothing from your vision
13-20	You learn the base state of the source object, its present location and circumstances, what may be hidden near it, what emotional state it is feeling, etc.
21-30	In addition to the previous benefit, you see the future and past of the object going back or forward 1 week.
31-40	As previous benefit, but you see the past and future of the object going back and forward 1 year
41+	As previous benefits, but you see the past of the subject going back to its creation and you see multiple possible futures going forward 1 year for the subject, including how to change those futures.

Scholar: Accumulated Knowledge

Scholars are learned individuals who study and research. More than anything, they are pillars of knowledge and understanding. This built allows a scholarly character to benefit from a special resource called Accumulated Knowledge, that they can use for a wide variety of functions every day.

Accumulated Knowledge I-III

Requirements: Completed the Scholar class, Lore 4/7/10

Benefit: You have done significant scholarly research over your life and have accumulated a great deal of knowledge to fall back on. You gain 2 of a special resource known as Accumulated Knowledge. As a free action, you can spend an accumulated knowledge to gain one of the following benefits.

- Reroll a lore check with +2

- Reroll any other skill check with -2

- Make a logical estimate on the consequences of an action. The scholar chooses an action and asks the GM what the rough consequences of the action will be. The GM should answer honestly yet vaguely, giving a general estimate on how an action might unfold based on average circumstances.

Accumulated Knowledge refreshes whenever the character takes a long rest. This talent has multiple ranks; each rank has a higher lore requirement. The second rank increase the character's accumulated knowledge to 4 per day, while the third rank increases it to 6 per day.

Ancestral Wisdom

Requirements: Accumulated Knowledge II

Benefit: Your study of the deeds of others gives you +1 accumulated knowledge per day. When you spend an accumulated knowledge to make a logical guess of an action, you can make three guesses on how to proceed with a single action. The GM will tell you which action will 'probably' be the most beneficial, and a rough estimate why.

Ancient Memories

Requirements: Accumulated Knowledge II, Lore 10

Benefit: Your study of various protoss across history gives you +1 accumulated knowledge per day. In addition, you can spend an accumulated knowledge to try to recall a bit of information about any protoss that you meet. Make a DC 35 lore check to recognize some information, background, or ancestral bloodline of an individual. The DC is reduced by 1 per 2 levels the target possesses. For example, recalling information on a level 10 protoss is only DC 30, while a level 22 protoss is only DC 24. You can use this information to instantly improve your reaction to the individual, making them more familiar and comfortable with you as you honor their history. This gives you +10 to influence checks to befriend or persuade that individual.

Lessons Learned

Requirements: Accumulated Knowledge, Lore 6, Influence 6

Benefit: Your refined learning gives you +1 accumulated knowledge per day. In addition, you can use accumulated knowledge to allow an ally to reroll any skill check with a +2 bonus, instead of a -2 penalty.

Artificer Talents: Construction

An important build option, these artificer talents allow a protoss to actually build new protoss equipment, much like what was introduced for terrans in the Advanced Terran Training Manual. Refer to the sidebar below for the rules on protoss crafting.

Crafting Pattern

Requirements: Completed the Elite Artificer class

Benefit: Through extensive research, you learn the crafting patterns for various protoss items of the following categories: weapon, implement, armor, gear, or garment. You instantly gain 2 +1/2 intelligence crafting patterns. Learning a tier 2 pattern counts as 3 of those patterns. Learning a tier 3 pattern counts as 6 of those patterns. You must learn the full amount of patterns from the list you have, or the knowledge will go to waste. This talent can be taken multiple times, each time gives you a new allotment of crafting patterns.

Deconstruction

Requirements: Completed the Artificer class, Science 8, Sabotage

Benefit: You can deconstruct a protoss weapon, implement, suit of armor, gear item, or garment in order to understand its construction. This process takes a number of hours equal to 1/10 the honor cost. Once the item is thoroughly deconstructed and examined, it is destroyed but the artificer learns how to replicate the item using protoss crafting (see the sidebar).

Efficient Crafting

Requirements: Deconstruction, Sabotage, Calm Engineer, Fast Engineer

Benefit: When building an item via the protoss crafting system, the time it takes to build the item and the resources required to build it are reduced by ¼.

Supplier

Requirements: Deconstruction, Influence 7

Benefit: You have set yourself up with the contacts and resources to function as a supplier of goods for the protoss. Any items you create via the item crafting system can be donated to the reliquary, increasing your honor by a quarter of the honor cost of requisitioning the item.

Protoss Item Creation

Crafting protoss items works different than terran item crafting. The first difference is that protoss crafters must learn crafting patterns in order to create the item. These crafting patterns are gained from the talents listed above, but mostly come from Deconstructing other items.

To craft an item, you must learn the item's difficulty value. The difficulty value of the item is the honor cost of the base item divided by 5. If it is a tier 2 item, add 4 to the difficulty value. If it is a tier 3 item, add 12 to the difficulty value. Therefore, a heavy power suit would have a difficulty value of 7 (35/5) and a tier 2 heavy power suit will have a difficulty value of 11 (35/5+4). The difficulty value determines most of the information you need to craft the item. Use the following formula to create the item.

-The science DC of crafting an item is 15+ the difficulty value. Failure fails to create the item and uses up ½ of the protoss crafting resources. Failure by 5 or more uses up all the crafting resources.

-Creating an item requires 2x difficulty value hours.

-Creating the item requires 100x the difficulty value in protoss crafting resources.

-You require a protoss workshop to craft items. Workshops are found in most protoss settlements that have a forge structure.

Keep in mind, crafted items cannot be donated to the reliquary for honor without the Supplier talent.

Protoss Crafting Resources

Crafting resources are a generic term for all the materials needed to build an item. They include plating, spare parts, psionic power sources, crystals, cloth, and whatever else is required. A protoss with the artificer class can requisition 500 crafting resources by spending 1 honor. This honor is not refunded; it is permanently gone. Crafting resources are usually gained from completing quests, requesting it as a reward for service, or from mining or salvaging operations. Missions should usually give 25 x level crafting resources where resources are a reward.

Pilot and Eternal Warrior Talents

This section is dedicated to characters that focus in piloting vehicles or are imbedded in a cybernetic walker. This section is much larger, to give a great deal of content to focusing in all the different vehicles used by the protoss. An important talent for pilots is the Designated Vehicle, which means you possess your very own aircraft for use in battle. Your GM can still restrict whether you have a vehicle available in a certain situation or not.

Corsair Cerebral Blast

Requirements: Designated Vehicle: Light Aircraft (corsair), Psychic Discipline Focus (telepathy)

Benefit: The pilot can calibrate and amplify the neuron blast of the corsair to deal psychic damage instead of a blast of energy. They can choose when they attack to have the Neutron Flare attack deal psionic damage instead of energy damage. If they do this, the weapon gains +20 damage. Psionic damage is ineffective against other vehicles, but highly effective against organic foes.

Corsair Disruption Efficiency

Requirements: Designated Vehicle: Light Aircraft (corsair), Willpower 8, Ranged 8

Benefit: The pilot is efficient at using the disruption web of the corsair. Using disruption web costs only 5 energy fatigue, has an area equal to 4x the pilot's psi level and lasts rounds equal to the pilot's full PL.

Corsair Proficiency

Requirements: Designated Vehicle: Light Aircraft (corsair), Instinct 8, Pilot 8, Ranged 8

Benefit: When piloting a protoss corsair, you gain +50% acceleration rating, +2 defense, and +1 hailfire with the Neutron Flare weapon.

Designated Vehicle: Advanced Aircraft I-III

Requirements: Protoss, Completed the Pilot class, 300/600/900 accumulated honor

Benefit: The character has earned the right to their own personalized Scout aircraft. The scout is delivered to the player at a hanger or stargate of their choosing. If the scout is destroyed, the aircraft is replaced after 1 week. This talent has multiple ranks; each rank having a higher accumulated honor requirement. The second rank replaces the vehicle with a tier 2 scout. The third rank replaces the vehicle with a tier 3 scout. In addition to the listed honor requirement, rank 3 of this talent requires the character complete the Elite Pilot class.

Note: Protoss characters that have also completed the Fateweaver class can replace the scout with an oracle. The choice is determined when this talent is taken and cannot be changed.

Designated Vehicle: Light Aircraft I-III

Requirements: Protoss, Completed the Pilot class, 250/500/750 accumulated honor

Benefit: The character has earned the right to their own personalized Phoenix aircraft. The phoenix is delivered to the player at a hanger or stargate of their choosing. If the phoenix is destroyed, the aircraft is replaced after 1 week. This talent has multiple ranks; each rank having a higher accumulated honor requirement. The second rank replaces the vehicle with a tier 2 phoenix. The third rank replaces the vehicle with a tier 3 phoenix. In addition to the listed honor requirement, rank 3 of this talent requires the character complete the Elite Pilot class.

Note: Purifier characters can replace the phoenix with a Mirage. Nerazim characters can replace the phoenix with a Corsair. The choice is determined when this talent is taken and cannot be changed.

Oracle Proficiency

Requirements: Designated Vehicle: Advanced Aircraft (oracle), Instinct 8, Pilot 8, Ranged 8

Benefit: When piloting a protoss oracle, you gain +4 defense, +2 accuracy, and deal +5 damage with the Pulsar Beam.

Oracle Purging Beam

Requirements: Designated Vehicle: Advanced Aircraft (oracle), Ranged 8, Devastating Cripple (ranged)

Benefit: The pilot has calibrated the oracle's pulsar beam to be unstoppable. The weapon gains the Piercing weapon trait, replacing its penetration.

Oracle Temporal Nexus

Requirements: Designated Vehicle: Advanced Aircraft (oracle), Pilot 10

Benefit: You are accustomed to interacting with the psi matrix of the oracle. While inside an oracle, you gain +4 to manifesting powers from the Temporal psionic discipline, and you can reroll all manifestation checks while inside an oracle.

Phoenix Empowered Ion Cannon

Requirements: Designated Vehicle: Light Aircraft (phoenix or mirage), Instinct 6, Ranged 8

Benefit: The pilot can use the phoenix's ion cannons to disable smaller ships. When attacking a gargantuan-sized or smaller vehicle with the ion cannons, the target is staggered if the ion cannon attack gains at least 6 attack overages. A vehicle cannot be staggered 2 turns in a row by this effect. This effect also applies to the mirage.

Phoenix Proficiency

Requirements: Designated Vehicle: Light Aircraft (phoenix or mirage), Instinct 8, Pilot 8, Ranged 8

Benefit: When piloting a protoss phoenix or mirage, you gain +25% acceleration rating, +25% max speed, +2 defense, and +2 accuracy

Phoenix Strike Craft

Requirements: Designated Vehicle: Light Aircraft (phoenix or mirage), Pilot 10

Benefit: The pilot is adept at high speed flying through large battlefields. The character's phoenix or mirage moves at +1 speed in starship scale combat. This does not change their normal acceleration rating or maximum speed.

Scout Missile Barrage

Requirements: Designated Vehicle: Advanced Aircraft (scout), Instinct 6, Ranged 8

Benefit: When using the anti-matter missiles on a scout, the pilot can fire an additional missile at the normal attack bonus for the target lock. For example, they can fire 2 missiles at +10 or 3 missiles at +4.

Scout Proficiency

Requirements: Designated Vehicle: Advanced Aircraft (scout), Instinct 8, Pilot 8, Ranged 8

Benefit: When piloting a protoss scout, you gain +2 defense, +2 accuracy with vehicle weapons, and deal +1 power rating of damage.

Scout Silent on Scanners

Requirements: Designated Vehicle: Advanced Aircraft (scout), Agility 6, Pilot 8

Benefit: You are skilled at flying a scout under the radar. You are automatically hidden from enemies if you are at least 300 squares (2 starship squares) away from them. In addition, spotter and detector actions to locate your scout must succeed a DC 30 perception check to notice you. Finally, you can make detector actions as a standard action with your scout, with a range of 300 squares (2 starship squares).

Walker Cybernetic Artillery

Requirements: Imbedded within a Cybernetic Walker, Ranged 8, Instinct 6, Far Shot, Weapon Mastery (ranged)

Benefit: You have mastered the cannons of your cybernetic walker. Your mounted weapon gains +2 accuracy, +2 power ratings of damage, and fires at +1 range increment.

Walker Empowered Legs

Requirements: Imbedded within a Cybernetic Walker, Athletics 8 OR Science 8, Melee 8

Benefit: The legs of your cybernetic walker are more powerful, giving greater striking power. Your walker gains a permanent +2 strength and +2 move speed. You also deal +2 power ratings of damage with bash attacks.

Walker Hull Upgrade

Requirements: Imbedded within a Cybernetic Walker, Durability 8 OR Science 8

Benefit: Your cybernetic walker has received numerous upgrades to the hull. You gain +5 damage resistance and +10 damage threshold.

New Protoss Race Options

This section gives new protoss talent options based on subrace. Unlike other talents, these primarily focus on gaining honor and esteem. Therefore, they are less character perks and more roleplay distinctions and career paths. These sections include ways of proving yourself amongst your faction, such as by mentoring apprentices, collecting bounties, or extinguishing rivals. In a common gameplay sense, these are fantastic new ways of gaining honor and esteem, a new protoss resource gauging how well you are viewed in the protoss community.

See the sidebar for the rules on esteem. Keep in mind, some of the core talents in the section, such as Bounty Hunter or Apprenticeship, might be given out for free by the GM if they decide that their players have earned the privileges to those sorts of missions.

Aiur: Apprenticeship

Apprenticeship

Requirements: Aiur Protoss, Level 10 or higher

Benefit: You have gained such reputation that you have earned the right to train future protoss warriors. You can spend 50 honor to have an apprentice follow you around for a time. Your apprentice is guided by you but controlled by the Game Master. The apprentice accompanies you on all your actions and fights alongside you. For the purpose of statistics, the apprentice is a level 5 Templar Warrior (see the Supplement 3 NPC glossary for the details on that NPC).

You split experience with your templar warrior as normal. He does not receive quest experience. Every 250 experience that your apprentice gains, he gains +10 maximum hit points and +1 to all attacks, checks, and defenses. Once he receives 1,000 experience, he graduates from the apprenticeship and moves on in life. You have your 50 honor returned to you, and gain an additional 50 honor. Training warriors is a mark of honor in protoss society and is thus rewarded.

At any time, you can dismiss your apprentice, gaining your 50 honor back, but putting a hold on their training. If your apprentice dies, your honor is returned, but you lose 10 total honor. Letting an apprentice die is considered poor form in protoss society and people shun reckless instructors.

When you finish training an apprentice, you gain +1 esteem. See the sidebar for uses of esteem. In addition, once you have esteem from having an apprentice, you can gain additional apprentices should you choose to mentor again. You have extra apprentices equal to your esteem. Experience is split between each apprentice, and each apprentice gives, and requires, 50 honor once they reach 1,000 experience.

Brethren Summon

Requirements: Aiur Protoss, 1 esteem, 400 accumulated honor

Benefit: Such is your reputation that you request an honorable protoss warrior join your service and fight with you for a short time. This protoss fights with you as an ally, not a servant, out of respect for your actions. You can call a protoss ally with 10 character levels per point of esteem that you have. If you have 4 or more esteem, you can call multiple allies, splitting their character level between all the levels worth you have access to. You invest 100 honor into binding their service, and they fight with you as long as you dedicate your resources to them. Once they die or you no longer wish their service, the honor investment is returned.

Deeds of Renown

Requirements: Aiur Protoss, Completed 1 class and 1 elite class

Benefit: You are boisterous without being arrogant and proud without being deluded. You've made sure your actions and deeds are well known amongst the protoss community. You gain a 10% gain of honor whenever you gain honor. This excludes returning gear you no longer need. Therefore, if you gain 10 honor from a source, you would instead gain 11, if you would gain 20, you would instead gain 22. In addition, your honor gain is increased by an additional 10% for every point of esteem you have.

Nerazim: Bounty Hunter

Bounty Hunter

Requirements: Nerazim Protoss, level 10 or higher

Benefit: You've gained the connections and resources to function as a nerazim bounty hunter; a tracker and execution who seeks out those who have wronged the Daelaam and need elimination. When a Nerazim settlement, you can spend a day looking for active bounty targets. The bounty target will be a specific individual somewhere in the sector that needs to be killed or destroyed. You gain the latest intel on the marked target and are sent to eliminate them.

The GM determines the details about the bounty target, including who they are, where they are found, what information is known about them, and what is not known. They chose how much information the bounty hunter gets upon taking up this contract. The GM should determine who wants the target dead and what they did to deserve a death mark.

The bounty hunter must kill the target and submit themselves to a telepathic scan to prove they did the deed. Once dead, the bounty hunter gains 10 honor. If the bounty hunter killed the target in such a subtle way that there is no tracing the kill back to the nerazim, they gain an additional 5 honor and +1 esteem. If you fail to kill a contract target, you lose 3 honor for the disgrace.

Foes of the Nerazim

Requirements: Nerazim Protoss, Bounty Hunter, 1 esteem

Benefit: Your success as a bounty hunter channels your strength against a marked foe. When attacking an enemy that is an active bounty hunter mark, or is protecting such a mark, you gain +2 accuracy and damage against the target per point of esteem you have. This only effects targets related to a bounty hunter contract. This bonus to accuracy does, however, apply to melee skill checks to activate Extermination.

Soul Fragment

Requirements: Nerazim Protoss, Willpower 8, Bounty Hunter, 400 accumulated honor

Benefit: You have created a special augmentation crystal that collects soul fragments of those who you kill. Whenever you kill the mark of a Bounty Hunter contract, you gain +1 power for the soul crystal. The soul crystal gives a different benefit depending on what crystal slot it is placed in and what power level the crystal is.

Soul Fragment

Normal Socket: The character gains a +1 bonus to all strength, agility, and fortitude related skill checks per point power in the soul fragment.

Wisdom Socket: The character gains a +1 bonus to manifest powers per point of power in the soul fragment

Immortality Socket: The character gains +5 shield points for their personal energy shield per point of power in the soul fragment

Vengeance Socket: The character deals +1 damage with melee attacks per point of power in the soul fragment

Dominance Socket: The character recovers 1 energy fatigue at the start of their turn, +1 energy fatigue per 2 points of power in the soul fragment.

Esteem

Esteem is an optional resource for the StarCraft RPG used by player characters. Whereas honor is a gauge of worth, prowess, and accomplishment, esteem is a gauge of overall fame. Esteemed protoss are more likely to be listened to, given more command over other protoss, and be able to serve as the contact of faction leaders such as Artanis or Vorazun. A character can have very high honor from their local deeds, but esteem is their widespread reputation and respect amongst the protoss as a whole.

Esteem is gained whenever a protoss completes a deed that is celebrated, and results on their name being spread far and wide. For example, a protoss warrior that stood against a zerg invasion by themselves and stood triumphant is likely to gain a point of esteem, as their legend is spread throughout the sector. In general, a protoss should gain +1 to influence checks out of an encounter with other protoss for every point of esteem that they have. Characters might be given special equipment by their faction out of respect for their accomplishments. Characters of 5 esteem or more are likely to be so well known that they can request an audience with a major protoss faction leader.

These talents listed in this section are a way to gain esteem by serving the community rather than overwhelmingly epic deeds. Each protoss faction has different priorities on what gains fame, and these actions are steady ways to gain respect from the community.

Tal'darim: Rivalry

Shadow Rival

Requirements: Tal'darim Protoss, Level 10 or higher, Leadership 6

Benefit: You are ambitious and seek more power. You actively seek out protoss rivals that threaten your power and seek to squash them. Defeating them gives you greater power and respect amongst other protoss. Failure makes you look weak and incompetent and discredits your accomplishments.

Upon choosing this talent and every time you are without a rival, you and the GM work together to establish a rival to your power. Your goal becomes to kill your rival or weaken them to the point they are no longer a threat. To do this, you must devote resources to their destruction. This is represented by you and your enemy investing honor into special attacks until one of you is out of honor. For the honor total of your enemy, assume they have 20 honor per level they possess, unless the GM says otherwise.

Every 72 hours, you and your enemy can stage and attack at each other's holdings. Making an attack costs an investment of 25 honor, which is not returned until after the shadow war is over. Each of you chose what type of attack you want to stage, chosen from the following list. For each of your attacks, you both roll a d20 check plus the relevant skill plus your esteem. If the defender is not currently attacking, they gain +2 to their roll. If the attacker wins the roll, their target loses 50 honor, +5 per point of success. Their honor remains invested, however. If the defender succeeds, they lose no honor and the attacker's investment remains tapped. This represents thwarting the attackers attack with no cost of their own.

The following attacks can be made by investing honor into an attack.

- Punishment:** You send your agents to bully, harm, or kill your rival's assets. You make a strength check versus the target's fortitude or agility check.
- Theft:** You send your agents to steal from your rival. You make an agility check versus the target's instinct or intelligence
- Sabotage:** You send your agents to sabotage your enemy's resources. You make an intelligence check versus your target's intelligence or fortitude
- Demoralize:** You send your agents to demoralize, taunt, or weaken the resolve of your enemy and their allies. You make a willpower check versus your target's willpower.

The shadow war ends once either you or the enemy concedes or runs out of honor. All invested honor is returned. If you win, you gain 50 honor and 1 esteem. If you lose the shadow war, you lose 30 honor and 1 esteem (minimum of 0 esteem). Afterwards, you can select a new rival if you wish to engage another shadow war.

Rivalry and the Tal'darim Shadow War

Tal'darim rivalry usually focuses on climbing the Chain of Ascension. Rivals are often higher members of the chain, or lower ranked members that threaten your position. Sometimes, however, they are even protoss of other tribes that you have a personal dispute with. It is possible, but rare, that a rival could be a terran agent. An example of this could be the feud between Alarak and Nova after the Death Fleet invasion of Vardona.

The rules listed under the shadow rival talent are if you want to run the shadow war as a background conflict, listing automated expenditure of resources for simplified skill checks to represent success. If you want a shadow war to be the focus on an adventure or campaign, however, you can actually play out the conflict. Perhaps a you try to weaken the foe by killing some of their allies personally or infiltrate their compound and stealing their supplies. It would involve encounter maps, adventures, and combat rather than simplified checks.

The danger of this method is twofold. First, if only one player is waging a shadow war, the rest of the players are simply assisting with their endeavor with little or no benefit to themselves. Therefore, other players may not be interested in the group's time being monopolized with one character's feud. The other concern is risk and reward. The GM will have to plan out how events can fail or backfire. There must be a real risk of losing a shadow war other than all the players being defeated. You will have to work out the stakes for victory and defeat.

Whether you do the simplified or in-depth method for a shadow war, a fitting way for a conflict to end between two tal'darim is in a trial of Rak'Shir. See StarCraft Supplement 5: The End War, for rules on running a Rak'Shir duel.

Ascend the Chain

Requirements: Shadow Rival, completed the Commander class, 2 esteem, 500 accumulated honor

Benefit: You have numerous resources at your disposal. You only need to invest 15 honor to wage an attack on an enemy in a shadow war, as per the Shadow Rival talent. In addition, you can order tactical assets to your aid by investing 250 honor for their service. The tactical assets are determined by choice and how much esteem you possess.

- Tal'darim Attack Squad: 5 tal'darim zealots, requires 2 esteem
- Tal'darim Death Squad: 2 tal'darim blood hunters, requires 3 esteem
- Tal'darim Heavy Artillery: 1 tal'darim vanguard, requires 3 esteem
- Tal'darim Strike Squadron: a squadron of 3 tal'darim scouts, requires 4 esteem
- Tal'darim Capital Ship: 1 tal'darim destroyer, requires 5 esteem

The minions stay with you as long as you invest your honor in their service, until they die, or until your esteem drops so you can no longer support them. Keep in mind the loyalty of these allies is subjective, and possibly available for purchase when a more powerful tal'darim comes along.

Higher Concerns

Requirements: Shadow Rival, 1 esteem

Benefit: You have ascended in the ranks of the tal'darim and use your authority to take what you want from other protoss. The requisition cost for goods is reduced by 2 honor (before tier multipliers) per point of esteem that you have.

Purifier: Crusade

Purification Crusade

Requirements: Purifier Protoss, level 10 or higher

Benefit: You are an established champion amongst the purifiers and can volunteer to undertake a purification crusade. A purification crusade involves going to a location and eliminating all traces of the inhabitant's presence. This includes their population, their structures, and any trace that they were there. Crusades are exceptionally difficult and violent, and usually involve borrowing manpower and the support of the full party.

The GM determines the details about the crusade target. They could be terran pirates, an invasive zerg hive cluster, greedy miners, smugglers, or even a militant group of rogue protoss. They are given the location of the enemy encampment and the instructions on how thoroughly they want to be purified. Most crusades call for utter annihilation, but sometimes they are more strategic.

A crusade should be a substantial obstacle that requires significant investment of time and resources to overcome, as well as allies. The completion of a crusade rewards 1 esteem and 30 honor for the purifier leading the crusade. If multiple purifiers undertake the crusade, the honor reward is split between them, but they all gain esteem.

Share of the Glory

Requirements: Purification Crusade, Leadership 7, 1 esteem

Benefit: You can enlist allies to help you with a crusade. They come along for the honor and glory to be gained from such an attack. You can call a protoss ally with 12 character levels per point of esteem that you have. If you have 2 or more esteem, you can call multiple allies, splitting their character level between all the levels worth you have access to. You invest 50 honor into binding their service, and they fight with you as long as you dedicate your resources to them. They only fight for your one crusade, not any other battles. You regain invested honor once your mission is complete. You also split the honor gain with the NPCs you recruit for the crusade. If all of the allies you recruit die on the crusade, then you do not gain any esteem from the crusade.

Mark of Esteem

Requirements: Purification Crusade, Fortitude 8, 1 esteem

Benefit: You can invest 50 honor into upgrades on your robotic chassis to mark your deeds and showcase your prowess. These enhancements not only look impressive to others, but also add to your physical durability. You gain +1 natural damage resistance and +1 regeneration for every point of esteem you possess, and your esteem gives double social benefits with other purifiers.

Chapter 3: Zerg Heroes

This section is dedicated to infested terran and primal zerg characters. It contains a backstory generator for infested terrans, and both a backstory generator and new character options for primal zerg characters.

Infested Terran Character Backstory Generator

This section helps determine the backstory for your infested terran character. The first step for an infested terran character, however, is determining who you originally were. In this case, develop a fleshed out terran character by determining their backstory, possibly using the terran backstory generator in Chapter 1. Once you know who you were, you can figure out how you became what you are. This allows a deep character backstory by generating your past life and your transition to your present existence.

There are only two details to roll upon for an infested terran character after deciding your terran origin. The first is the acquisition method. This is how the zerg got ahold of you and subjected you to experimentation. The second is the reasoning. For some reason, you are more evolved and independent than the countless legions of infested terrans. This chart will determine why you are different, what changed with you to make you special.

Dice Roll Zerg Acquisition Method

1	Defeated: You were defeated in battle against the zerg. Rather than let you bleed to death, you were captured, brought back to a lair, and infested to fight for the swarm.
2	Virus: You were in a location that was exposed to the zerg hyper-evolutionary virus. It swept through your settlement, effecting your friends, family, home, and eventually you as well.
3	Trapped: You were inside a structure that was infested by a queen. The building came alive with you inside, and you were one of the victims who became trapped and infested with the structure.
4	Mistake: You were exposed to the virus when treating virus victims, experimenting with zerg biology, or had it applied to you by a ruthless terran scientist.
5	Captured: You were hunted down and captured by a prowling infestation-specialist. They brought you back to their lair and infested. Something about you made you seem like an ideal candidate for infestation.

Dice Roll Advanced Infested Reasoning

1	Worthy Adversary: You proved to be a worthwhile enemy of the zerg and they made you an advanced infested to put your considerable skills to work as an active agent of the swarm.
2	Specific Set of Skills: Something about your terran self was attractive to the zerg. They desired that trait and sought to bring it into the swarm. Making you a decorated agent of the swarm was the first part of that.
3	Chance Adaptation: For some reason, the virus was extremely effective on you. You turned into an advanced infested by pure chance and coincidence, one in a thousand.
4	Experimental Subject: You were experimented on with prototype strain of the virus, and your advanced state of development is the cause of the successful tests.
5	Groomed for Leadership: You were intended to be a leader amongst the swarm, to lead the swarm's host in battle as a powerful command node. Perhaps it was your leadership or willpower and life that made your infestor believe you were qualified.

Primal Zerg Character Backstory Generator

This section is for detailing the backstory of a primal zerg character. While there are a lot of possibilities for a primal zerg adventurer or hero, this focuses on two key parts that form your foundation. The first is your origin; what type of situation you were born in. Primals are very adaptable and they spawn new primal zerg in a variety of different ways. Often, the birth of a primal zerg is a very violent process.

The second detail is the complicating factor. For some reason, you are not leading the typical primal zerg life and running free with your pack. Something made you seek a different life. You can choose 1-3 results of this table, depending on how dynamic you want your primal zerg's life to have been. This should give you a good idea on how your primal zerg ended up adventuring.

Dice Roll Primal Zerg Origin

1	Ultimate Evolution: You began your life as an insignificant primal worm; a mewling creature that is one of thousands in a primal nest. Through raw tenacity and aggression, you killed and consumed until you became a sentient, fully functioning, primal zerg.
2	Clutch: You were born with siblings from a clutch of eggs. You and your siblings formed a close pack and fought together like a cohesive military unit. Now you are finally on your own. Perhaps your siblings were killed, betrayed you, or you simply parted ways with them.
3	Cannibalism: You were born with siblings from a clutch of eggs. Within seconds of hatching, your entire clutch turned on itself, each of you eating and consuming the others. You were the only one that survived, consuming all of your siblings in a lethal birth throe.
4	Bloodline: You were spawned directly by an epically powerful primal zerg, maybe even a pack leader. While you parent probably gave you no heed or acknowledgement, you are grateful to be born from a being with such strong genetic traits and evolutions, giving you an advantage in your hunt.
5	Youngling: You were spawned from a single parent who laid a solitary egg. You might be the same type of creature as your parent, a different kind, or a may even be an exact clone of your parent. You lived a very traditional parent and child relationship with your parent until you grew large enough. Then you set off before your parent began to hunger for your essence.

Dice Roll Primal Zerg Complicating Factor

1	Devastated Pack: Your primal pack was destroyed, probably because of the death of your pack leader. Every member of the pack went on their own or were forced into another pack. You decided to take your own path through life.
2	Independent Minded: You are an exceptionally willful zerg that thinks for yourself. Rather than stay in a pack or follow conformity, you decided to walk your own path through life. You decide for yourself what you believe in and with who you should keep company.
3	Uncannily Intelligent: Most primal zerg are dimwitted. You stand out as a higher mind, rivalling terrans and protoss in intelligence. Your higher mental functions cause to have different priorities than most zerg. Rather than simple growth or power, you seek knowledge and understanding.
4	Unhealth Ambition: Your ambition was unsettling for the local pack leaders. They viewed you as an active threat to their power. You were forced to leave before your hunger for control got you into more trouble than you could handle. Now, you seek to establish yourself as the pack leader of your small party.
5	Higher Purpose: You were given an agenda by a pack leader or powerful zerg; some greater purpose to fulfill. Fulfilling that purpose meant acting on your own, away from a safety net. You don't understand the grand purpose you were chosen for or why you were selected, but you fulfill your mission regardless.
6	Betrayed: You were betrayed by an ally that you trusted. Most often, another sentient primal in your group decided to collect your essence and tried to murder you. It could be your pack leader sent the rest of the pack after you. You no longer know who your allies are.
7	Insatiable: You have a great hunger for flesh and essence. You are known to attack most anything you can wrap your teeth around. Other primal zerg eschew you, as they recognize what a significant threat you are to everyone around you. Your current group stays alive through mutual respect and their ability to defend themselves.
8	Paranoid: Ever since you were born, other primals have tried to consume you. Now you see villains, murderers, and betrayers everywhere you go. Your paranoia makes you a detriment to the pack, who see

- you as an unstable mutation. But you don't care. They're still going to try to kill you for that mutation, aren't they?
- 9 **Revenge:** Someone slighted you, and now you want revenge. Perhaps they killed a pack mate, or left you for dead, or simply insulted you in some way. Now they are the hunted, as you creep after them to consume their essence for yourself. A perfect revenge.
- 10 **Pack of your Own:** You seek a land to plant your own flag upon, metamorphically speaking anyway. You seek to start your own primal zerg pack and are actively trying to increase your size and power to take dominance over a group of primals. Afterwards, you will settle onto the world or region that you have fought for and taken for your purposes.

New Primal Zerg Archetypes

Primal Zerg are constantly adapting and growing. Therefore, there is endless possibilities for a primal zerg. This section details new character options for primal zerg, in the form of archetypes for them to invest into. These give all new abilities for a primal zerg to develop into a unique lifeform. These archetypes follow all the rules described in Supplement 4: Monsters of Koprulu.

Adaptive Lifeform

Essence Point Cost: 120

Special Acquisition Method: Consume a primal zerg of level 15 or higher that has the desired genetic quirk

Ability Score: +1 to relevant statistic

Skill Focuses: None

Special Ability (Marvel of Genetics): You have evolved a great genetic boon. You gain a second genetic quirk, chosen from the normal list. You cannot pick a genetic quirk you already possess. You gain all abilities related to that genetic quirk, and +1 to the ability score that quirk is attached to. You do not, however, gain the +1 maximum ability score for the related ability score. You do count as having that genetic quirk for the purpose of talents and evolutions. This archetype cannot be chosen more than once, as normal.

Description: The adaptive lifeform is a primal that has gained an additional genetic quirk. This is a rare gift of an adaptable and clever primal zerg that has expanded beyond their base biology. Adaptive lifeforms often possess an above normal intelligence and manage their self-evolution carefully. They avoid eating anything with traits they do not desire, avoiding unfavorable essence like a stingy human would avoid calories or certain vitamins.

Alpha Scavenger

Essence Point Cost: 50

Special Acquisition Method: Consume a small or tiny sized creature that is at least level 10

Ability Score: +1 strength

Skill Focuses: Melee

Special Ability (Pounce and Claw): If you are performing a charge at a target that is medium sized or larger, you gain +4 accuracy on the charge. If you bypass the target's defense by at least 5 points, you can latch onto them. When latched onto them, you scramble across their body while constantly clawing at their vital organs. While attached to them, you are included in the target's square and move with them wherever they go. The only action you perform on your turn is to either release them or attack them with a melee weapon. You automatically hit with all natural melee weapon attacks against the target with maximum attack overages. Those attacks also gain +5 rending. You can release your target as a standard action, after which you can act normally. The target can act normally with you attached; except they gain the Tormented condition. They can spend a standard action to try and remove you, which is athletics check versus your toughness. If successfully removed, they can then throw you a number of squares equal to the character's strength, to a location of your choosing. They could potentially choose to throw you off a cliff or into a hazard, like lava, so be careful!

Special Ability (Breach): If you are adjacent to either an enemy wearing powered armor or an enemy vehicle, you can spend a full-round action to dig inside their armor. If you dig inside the armor of a character wearing powered armor, they gain the Bleeding (10), Slowed, Staggered, and Tormented condition if you are inside, while you gain the Crushed condition. You can spend a full-round action leaving their armor. If you claw inside a vehicle, then you can attack the pilot (but they can also attack you as well!).

Special Ability (Digging Claws): Your scything claw natural weapon gains +10 penetration and +5 rending. In addition, you can use your claws to tunnel very quickly in the ground. You can tunnel through the ground at 4x your normal land movement speed.

Restriction: You must have Size Evolution: Small to gain any benefit from this archetype. If your size increases above small, you lose all special abilities of this archetype until you shrink back down.

Description: The alpha scavenger is a terrifying adaptation for the smaller primal zerg that have come to the Koprulu sector. To compensate for their small size, these little primals have adapted powerful, incredibly sharp digging claws. These claws are meant for more than tunneling, however, and are used to 'dig' inside terran and protoss armor. Alpha scavengers are tiny answers to powerful foes, acting as ambush assassins that climb within their targets and strike at their vulnerable parts. The terrifying sensation of having a zerg inside your powered exoskeleton with you, or climb inside your vehicle, cannot be underestimated.

Corrupted Primal

Essence Point Cost: 120

Special Acquisition Method: Consume a void entity, such as a xel'naga, hybrid, or void thrasher

Ability Score: +1 willpower

Skill Focuses: Mental Training

Special Ability (Unnatural Entity): You have ascended the frail mortal limits of a primal zerg. You no longer require oxygen, do not require food, and never age. You can fly at will, even without requiring a flight movement evolution, at your normal speed based on size. You can survive in the vacuum of space and never suffer penalties from extreme temperatures.

Special Ability (Void Energies): Your body is infused with void energies, which occasionally explode unpredictably from you. At the start of your turn in an encounter, you can choose to release void energies. If you do, roll on the table below to determine what effect the void energies have on you that turn. You cannot choose to cancel the effect if you make an unfavorable roll. In addition, any time you suffer damage, you might erupt with void energies. You can choose to automatically erupt upon taking damage, or you can make an Endurance check to stop yourself from exploding with void energies. The DC of the endurance check is equal to the damage you take from the attack.

Dice Roll	Effect
1-2	Temporal Distortion: You gain Swiftess Drain (4) for three rounds. If you gain this result multiple times, it stacks duration.
3-4	Psionic Overload: Despite not being a psychic, you suffer a psionic overload. Roll on the psionic overload table while gaining a +10 bonus to the result. Your effective Psi Level is 1/3 of your character level. Energy fatigue instead becomes regular fatigue.
5-6	Backlash: You suffer a hit of 40 psionic damage.
7-8	Time Flicker: You are removed from the time stream until the start of your next turn. While removed from the time stream, you essentially do not exist. Therefore, you cannot act, be touched, or be affected by any powers. You simply disappear and reappear 1 round later. To you, it seems as if no time passed at all.
9-10	Energy Surge: You release a current of void energies. You deal 30 +2x level energy damage to all targets within your reach.
11-12	Teleport: You instantly teleport to a location that is at least 5 squares away and no more than 30 squares.
13-14	Temporal Surge: You gain Swiftess Boost (4) for three rounds. If you gain this result multiple times, it stacks duration.
15-16	Overwhelming Knowledge: You are overwhelmed with the knowledge from the void. You suffer a hit of 40 psionic damage but gain Skilled Boost (4) for 1 minute. If you gain this result multiple times, it stacks duration.
17-18	Unnatural Power: You gain Mighty Boost (4) for three rounds. If you gain this result multiple times, it stacks duration.
19-20	Unimaginable Strength: You gain Mighty Boost (10), Swiftess Boost (10), and Health Boost (10) for 1 round. If you get this result multiple times, it stacks duration.

Description: Corrupted primals are an unusual result of primals that invaded the void or fought hybrid during the End War. Shunned by their kin, corrupted primal are usually a midnight black color and radiate with crimson void energies. They are known to explode with void energies when under stress, creating unpredictable effects that are often in deference with science. Corrupted primals may release destructive energy, gain unnatural speed, or simply disappear from the time stream for a few seconds.

Glutton

Essence Point Cost: 60

Special Acquisition Method: Consume a primal zerg with this archetype, or any zerg with the *Consumption* or *Devour* evolution powers

Ability Score: +1 Strength

Skill Focuses: Melee

Special Ability (Endless Feast): You gain great strength by consuming fresh biomass. Keep track of the number of levels worth of enemies you consume. These levels build upwards and give you additional bonuses to regeneration, natural weapon damage. You also gain temporary hit points equal to the consumed target's level, cumulative with multiple creatures consumed. All these benefits last until you go 1 hour without consuming another creature or take a long rest.

Levels Consumed	Bonus Natural Weapon Damage	Bonus Regeneration
10-19	+5	1
20-29	+10	2
30-49	+15	5
50-74	+20	10
75-99	+25	15
100-199	+30	20
200+	+40	30

Special Ability (Gluttony Evolved): When using the *Consumption* or *Devour* evolution powers, you regain twice as much biomass. In addition, you recover hit points equal to the biomass drain. When using *Devour*, you gain consumed levels equal to the final biomass gain for your Endless Feast power.

Description: The glutton is a ravenous primal zerg that devours everything they lay their eyes upon. They are always hungry for biomass. Gorging their endless appetite, they channel consumed biomass into pure adrenaline-infused strength. Intelligent gluttons tend to be belligerent, disgusting, and rude and very little communication skills. Relationships with a glutton last only if allies provide more food than eating them would.

Kraken

Essence Point Cost: 80

Special Acquisition Method: Consume a creature with 4 or more natural melee weapons

Ability Score: +1 agility

Skill Focuses: Melee

Special Ability (Flailing Limbs): You have grown an assortment of extra tentacles and limbs that you can use in battle. These limbs generally grow out of your torso, but sometimes sprout from a different location. You can work with your GM on what form your limbs take. You can attack with a limb as a minor action, making a standard melee skill attack with your normal size bonus to accuracy. These limbs do not have a standard weapon profile, and do not gain bonus damage or accuracy from most of your character evolutions, talents, and abilities. They have the damage and traits as listed in the table below. You spend a number of minor actions per round to make extra attacks equal to the number of limbs you have. Alternately, you can spend a minor action to attack with all your limbs at once. If you do so, make a single attack and gain several bonus strikes (thus +4 accuracy) and hailfire for each limb beyond the first. Alternately, you can use multiple minor actions to divide multiple limbs between multiple attacks. Thus, you could spend 2 minor actions to attack with four limbs, with each attack benefitting from two limbs, and therefore +4 accuracy and +1 hailfire.

Size	Number of Extra Limbs	Limb Damage	Limb Weapon Traits
Small-Medium	1	10 +strength	Scaling Penetration (light), +1 accuracy
Large	2	20 +strength	Scaling Penetration (light), +1 accuracy
Huge	3	30 +strength	Scaling Penetration (light), Cleaving (1), +2 accuracy
Gargantuan or larger	4, +1 each size above Gargantuan	30 +strength	Scaling Penetration (moderate), Cleaving (2, +1 per size above gargantuan), +2 accuracy

Special Ability (Assisted Motion): Instead of using your extra limbs to attack in a turn, you can use them to assist your motion. If you do so, you gain +2 movement speed (land, swimming, and burrowing) and +2 to athletics and acrobatics checks for each limb assisting in your movement.

Special Ability (Many Limbs): A kraken's many limbs gives them an extra minor action every round.

Description: A kraken is a primal that grows a variety of additional limbs to assist them in movement and action. These long, prehensile limbs are often like that of a squid or octopus, but are often very heavy, thick, and muscular. A kraken has great control over these limbs and can lash at several different foes with them. Often, these extra limbs are covered with carapace shells, barbs, suckers, or serrated blades.

Leviathan

Essence Point Cost: 150

Special Acquisition Method: Consume a creature that is massive-sized

Ability Score: +10 strength, +5 fortitude, -1 agility **Skill Focuses:** Durability

Special Ability (Larger than Life): You are now a massive-sized creature. You have a space of 30 by 30 squares and a reach of 30 squares. You gain the ability score modifiers as described above. You no longer have a maximum limit on your strength and fortitude. You gain have a defense penalty of -10, toughness and damage threshold bonus of +64, same speed, 1,000 base hit points with 100+fortitude hit points per rank of durability, and 30 base regeneration. Your natural weapons gain +12 power ratings of damage. Melee natural weapons gain the Cleaving (4) trait.

Special Ability (Destroyer of Worlds): The primal zerg improves the Earthquake power from Size Evolution: Colossal. Instead of using it as a full-round action, it is used as a standard action once every round. The earthquake is also centered on a square of the primal's choosing that is within their reach.

Restriction: You must have Size Evolution: Colossal to take this archetype. Once this archetype is taken, you can never reduce back down in size and are forced to remain at massive size. Therefore, you can never replace your size evolutions with other evolutions. This evolution makes your character incredibly powerful and you require GM approval to take it.

Description: While leviathan is often used to refer to organic zerg capital ships, it also refers to the largest primal zergs. Leviathans have grown too large to believe; literal titans that walk the earth. So rare are the primal zerg that grew to this size, that almost all are recorded in primal zerg evolutionary memory. Zurvan was the most famous zerg leviathan, a primal zerg who predated the Overmind.

Overgrowth

Essence Point Cost: 60

Special Acquisition Method: Consume a large-sized or larger creature that is vegetable matter but is at least as smart as an animal

Ability Score: +1 fortitude **Skill Focuses:** Endurance

Special Ability (Siphoning Roots): As a full-round action, you can root into an area of natural earth. Once rooted, you cannot move, shift, or evade. Once rooted, you extend parasitic roots into the ground, and begin to absorb all nutrients, biomass, and water from the earth. You gain numerous statistical benefits based on how long you have been rooted. Refer to the table below. How long you have been rooted gives you extra toughness while rooted, temporary hit points at the start of each turn, biomass recovery each turn, and improved regeneration. If you are rooted over a period of many days, weeks, or months, your power might result in draining the life from your surroundings, causing normal plants to wither, water sources to dry up, and soil to become arid. You can unroot as a full-round action, instantly losing all benefits.

Time	Bonus Toughness	Temporary Hit Points	Biomass Recovery	Regeneration
Less than 1 minute	+0	0	0	+2
1 minute	+2	5	0	+5
1 hour	+10	10	1	+8
1 day	+20	20	2	+12
10 days	+40	30	5	+20
30 days	+80	40	10	+30

Special Ability (Plant Physiology): Your plant physiology gives you a number of different advantages, as well as side-effects. You gain +8 damage threshold and toughness, +4 damage resistance, and a +20 bonus on all endurance checks. However, your agility is reduced to 1 and cannot be raised. Your lack of agility is so intense that you no longer have the ability fly or swim (you can still move or burrow). In addition, all your movement speeds are reduced by half, and you cannot shift, evade, charge, or sprint. Finally, attacks with the Flames trait gain (Hailfire +1) against you.

Description: The overgrowth is an exceptionally rare primal zerg archetype. It is a primal zerg that has transformed into a plant-like creature. This change gives incredibly resilience and the ability to root in place, siphoning the ground for biomass and nutrients. However, it also penalizes the creature with an impossibly slow metabolism and reaction speed. Overgrowth primals have become more common since their introduction in the Koprulu Sector, where some great specimens of primal zerg have rooted themselves into forests, become part of the landscape, and become breeding machines for vast new populations of primal zerg to infest the world.

Parasite Queen

Essence Point Cost: 60

Special Acquisition Method: Consume a creature that is filled with tiny parasites or exudes swarms of creatures, such as a Scantipede or zerg with the Pestilence evolution discipline

Ability Score: +1 Agility

Skill Focuses: Endurance

Special Ability (Parasite Cloud): As a minor action, you can spend 3 biomass to create a parasite cloud in an adjacent square. At the end of each of your turns, you can move each of your parasite clouds 5 squares. They are flyers and move in any direction. If they end their movement inside the square of a biological enemy, that enemy suffers 2x your level poison damage. They do not gain an endurance check to prevent this damage, but it otherwise functions normally for poison damage. The swarms can be destroyed by attacks. They have a defense of 20 and 40 hit points. They take no damage from attacks without one of the following weapon traits: Burst, Cone, Line, Energy Damage, or Acid Damage. It takes half damage from attacks with one of those weapon traits or normal damage from attacks that possess two or more of those traits. If not killed, these parasites die 5 minutes after being spawned.

Special Ability (Pestilence Powers): You can create zerg gases, clouds, and microorganisms. You gain access to the Pestilence evolution discipline. If you are level 5-9, you gain Basic Pestilence. At levels 10-17 you gain Advanced Pestilence. At levels 18-24, you gain Master Pestilence. At 25 or higher, you gain Paragon Pestilence. If you have another archetype that also grants the pestilence discipline, then your parasite cloud power (above) deals poison damage equal to 2x your level +5.

Description: The parasite queen is home to a huge number of killers, microscopic parasites. They spawn these creatures from tumor-like chimneys on their spines. The parasite queen can direct their hive of minions to infect and consume a nearby target. They often control multiple clouds of parasites at once, taking on numerous enemies with directed arsenals of winged parasites. The parasite queen is closely related to the Hive, another parasite-covered archetype. In truth, many primals that possess the Hive archetype are also Parasite Queens.

Serpentine Constrictor

Essence Point Cost: 60

Special Acquisition Method: Consume a creature with a large-sized or larger creature with serpentine or worm like body structure

Ability Score: +1 strength

Skill Focuses: Athletics

Special Ability (Sweeping Tail): If you have a tail evolution, your tail attack gains +2 accuracy, +10 damage, and Cleaving (1).

Special Ability (Constrict): You can wrap your serpentine body around a target and squeeze it to death. When you are grabbing a target that is your size or smaller, you can choose to constrict in addition to grabbing them normally. At the start of every turn after you grab, you deal an automatic hit of 5 times your strength score damage to the target you are grabbing. This is in addition to any grab actions that you perform, such as a slam action. In addition, if the target is a living creature that relies on air to breathe, it begins suffocating, suffering 15 piercing and +1 fatigue every round it is grabbed. Otherwise, this functions as an ordinary grab.

Restriction: You must have the Serpentine movement evolution to take this archetype. If you lose the Serpentine evolution, you lose all special abilities of this archetype until you gain it again.

Description: Snakes are a common form for primal zerg to take. Some creatures take it to the next level, evolving their body to be longer and more sinuous. These primals use their body as a weapon, lashing out with their long tails, or even constricting and smothering targets like a python. A large enough serpent primal can crush a tank from the outside, causing it to implode as their muscles bend the war machine in unnatural methods.

Venom Lord

Essence Point Cost: 30

Special Acquisition Method: Consume a creature that is inherently poisonous

Ability Score: +1 fortitude

Skill Focuses: Endurance

Special Ability (Poison Expertise): All poisons you deal, no matter the source, are greatly empowered. All of your poisons deal +12 damage, have +2 DC, and give the target the Tormented condition for 2 rounds if they fail their endurance check.

Special Ability (Poison Spit): All ranged natural weapons that you possess that deal acid damage also deal poison. Anyone hit by your acid attacks must make an endurance check (DC 8+ primal's level) or take 2x your level poison damage. This damage and DC are further empowered by the Poison Expertise ability.

Description: The venom lord is a primal that specializes in the lethality of their own excreted poisons. They have learned not only to evolve their own form but evolve the venom they extrude. It is not indifferent than a chemist experimenting with compounds, but instead occurs on a cellular level with the primal's own body. Their poisons are not only lethal but causes traumatic pain and suffering.

New Primal Miscellaneous Evolutions

Primal Zerg are always developing new beneficial evolutions for their body. These evolutions are new miscellaneous options for any primal character.

Clone Embryo

Essence Point Cost: 100

Special Acquisition Method: Consume a pregnant creature

Benefit: You have a clone of yourself gestating within you. If you are killed but your body is not vaporized, your essence passes to your clone. This clone is born from your body once you die and eats its way outwards. It grows to full size after a number of hours equal to your level + strength + fortitude. At that point, it counts as your original character at the same level and experience value as before. It is a separate being that retains all the memories and skills of its parent.

Restriction: Once you take this evolution, it takes time for the clone embryo to develop. Specifically, it takes 30 days of game time. If you are killed before the embryo is fully developed, the clone dies as well. Furthermore, your clone does not have this mutation when it is grown, even though it is otherwise a clone of your character. The clone must take this mutation again and wait another 30 days after the mutation is taken for the clone to take effect.

Disease Ridden

Essence Point Cost: 15

Special Acquisition Method: Consume a creature ridden with a terrible disease, such as a rabid animal

Benefit: Your ripping fang attack transmits a terrible disease. When you bite an enemy, they must make an Endurance test (DC 12+ primal's level) or suffer from a wasting disease. This disease gives the target the Health Drain (3). If the target is hit multiple times with your weapon, and fails multiple endurance checks, then the Heal Drain condition increases its value by 1 each additional time. The disease lasts until the character is cured by anti-toxins or similar effects, or the character succeeds a new endurance check at the end of a long rest.

Restriction: None

Energy Absorbing Plates

Essence Point Cost: 100

Special Acquisition Method: Consume a creature with natural immunity to an energy type

Benefit: You have a series of dorsal plates that you can expand to absorb incoming energy. You can extend your plates as a move action. If you are hit by an attack that deals energy damage while the plates are deployed, you can absorb some of that energy for raw power. Keep track of how much damage the energy power did to you. You can divide that energy into a variety of different functions as a free action on your turn. You can split the damage into multiple different of these options, but you must use all absorbed energy at once.

- Gain 1 temporary hit point per point absorbed damage spent
- Spend 25 absorbed energy to take an instant minor action
- Spend 50 absorbed energy to take an instant move action
- Spend 100 absorbed energy to take an instant standard action

Restriction: None

Lashing Tail

Essence Point Cost: 30

Special Acquisition Method: Consume a primal zerg with a tail evolution and two tail augmentations

Benefit: Your tail is longer and more powerful. When you make a tail attack, you gain +4 accuracy, +10 damage, and +1 reach. This is not a tail augmentation and is thus does not count as one of the 2 tail augmentations you can have at once.

Restriction: None

Multiple Brains

Essence Point Cost: 60

Special Acquisition Method: Consume a creature with an intelligence of 8 or higher

Benefit: You have multiple brains that gives you the unique ability to compartmentalize your actions and concentration. You roll twice for initiative, and act on both of those turns. However, you still have the standard selection of actions, standard, move, and minor, to spread across both of their turns. Therefore, you can choose to 'hold' one of your actions to a lower initiative step. For example, a primal that acts of initiatives of 15 and 5, can move and bob and weave on initiative 15, then hold their standard action to attack at initiative 5.

Restriction: None



Obese Growths

Essence Point Cost: 5

Special Acquisition Method: Consume an animal or person that is morbidly obese, or a zerg that has a biomass of 20 or higher

Benefit: You have fat a great store of fatty reserves that you can call upon in case you need extra biomass. Once per day, make an endurance check as a free action. You regain biomass, up to your normal maximum, equal to the result of the Endurance check.

Restriction: Your obesity slows you down, decreasing your shift speed by 1.

Paralyzing Poison

Essence Point Cost: 70

Special Acquisition Method: Consume a that is level 10 or higher and possesses a poisonous natural attack

Benefit: Your inflicted poison is also a paralytic, slowing or stopping the movement of victims exposed to your poison. Any creature that fails their endurance check against your poison gains *Swiftess Drain (2)* and *Mighty Drain (2)* for 1 minute (10 round). Multiple failed endurance checks against your poison resets the duration to 1 minute since latest exposure and increases the Drain values by 2.

Restriction: You must have an attack that deals poison on hit.

Rows of Teeth

Essence Point Cost: 5

Special Acquisition Method: Consume a creature with this evolution

Benefit: You have multiple rows of teeth in your mouth, making it easier for you to bite your enemies. Your ripping fangs attack gains +2 accuracy and advantage.

Restriction: Must have the Primal Ripping Fangs evolution

Second Skin

Essence Point Cost: 5

Special Acquisition Method: Consume a creature with this evolution

Benefit: You have a second layer of hardened skin beneath your carapace. You gain bonus damage resistance equal to your armor's resistance rating.

Restriction: The defense penalty of your armor, after equipment tier modifier, is doubled.

Slime Shed

Essence Point Cost: 15

Special Acquisition Method: Consume a creature that naturally exudes slime, such as a snail, slug, or Zerg Infestor

Benefit: As a standard action, you can exude large amounts of slime. This fills your square and all squares within your reach. Anyone stepping into those squares, besides you, must make a DC 15 acrobatics test or fall prone. Even then, it is considered limited movement. In addition, you gain +10 to your toughness to avoid being grabbed, pushed, or moved. You also gain +20 to checks to escape grabs or holds on you. The benefits on yourself last for 5 rounds, while the area of slime lasts for 5 minutes.

Restriction: None

Chapter 4: Vehicles and Psionics

Technomancy Psionic Discipline

Technopathy is a rare form of psionic ability that involves manipulation of technology through mental effort. Technopathic characters can psionically interface with technology. This includes interacting with transmissions and networks as if the character possessed advanced technology. They can hack computers without laying a finger on them; pilot vehicles through pure thought. The most powerful technopathic characters can control electro-magnetic energy into bursts of great power that can defy physics and fry machinery. There are even rumors of technopathic characters so powerful that they can transform into digital life forms and upload themselves into data networks.

Technopathy is a new psionic discipline that is available to certain protoss and terran characters. Because this discipline requires a high understanding of technology, mastering these powers requires high ranks of computers and (sometimes) science. After all, the psychic needs to have a keen understand of technology to allow their mind to interact with computer systems on an instinctual level!

The technopathy psionic discipline can be acquired in several methods:

-**Psionic Terrans** of either the Advanced Telepath or Telekinetic power levels can gain access to Technopathy. To do so, they must either sacrifice access to the Augmentation psionic discipline or pay 2 additional characteristic points at character creation.

-**Purifier protoss** can gain access to the Technopathy psionic discipline at character creation. To do so, they must sacrifice access to the Augmentation psionic discipline.

-Protoss that take the **Artificer class** can gain Technopathy. If they chose to, they gain access to Technopathy instead of Telekinesis.

Powers Quick List

Power	Discipline	Requirements	Effect
Mental Hack	Technopathy	PL 2, Computers 4	Can remotely hack computers
Mental Transmission	Technopathy	PL 2, Computers 4	Can send or intercept electronic transmissions
Overload	Technopathy	PL 3, Computers 6, Mental Hack	Deals EMP damage to target robot
Remote Pilot	Technopathy	PL 3, Computers 6, <i>Mental Hack</i>	Remotely control a vehicle
Psionic Repair	Technopathy	PL 4, Computers 6, Science 6	Repairs a vehicle while channeled
Override	Technopathy	PL 5; Computers 8, Overload	Can apply a variety of positive or negative effects to a target robot
Null Zone	Technopathy	PL 5; Computers 8, Mental Transmission	Creates a zone where communications and information networks do not function
Electromagnetic Burst	Technopathy	PL 6; Computers 10, Overload	Releases a large burst centered on the caster that deals EMP damage
Magnetic Burst	Technopathy	PL 6; Computers 10, Overload	Generates a powerful magnetic field that allows flight, repels projectiles, and gives special attacks
Transcend Mortality	Technopathy	PL 8; Computers 12, Override, Null Zone	Exit your physical body and become an artificial intelligence living in an electronic network; gain immense power over that network

Technopathy Powers List

Mental Hack

Technopathy, PL 2, Sustained Power, Computers 4

Action Type: Standard Action

Manifestation DC: 16

Range: Short

Energy Fatigue: 2, +2 per minute sustained

Default Benefit: By using *Mental Hack*, the psychic can try to hack a computer from a distance without touching the computer. They also gain a bonus to their computer check to hack equal to their Psi Level. The computer must be within short range of the character trying to hack it. This power must be sustained for long-term hacking checks. It is sustained as a standard action.

Psi Level	Benefit
2	Default Effect
3	Power can be used at medium range
4	While using this power, it takes the psychic half as long to hack a computer a computer; the power is useable at long range
5	This power no longer costs any energy fatigue to use or sustain
6	Power can be used at distant range; it takes one quarter the normal time to hack when using this power
8	The psychic adds twice their PL to hacking checks; this power can be used and sustained as a minor action

Mental Transmission

Technopathy, PL 2, Sustained Power, Computers 4

Action Type: Minor Action

Manifestation DC: 16

Range: Special

Energy Fatigue: 2, +1 per round sustained

Default Benefit: *Mental Transmission* allows the psychic to use their mind to communicate and hear through radios and communicators. This power can be used in numerous ways. Whichever function of this power is used, it can be sustained as a minor action.

-While the power is sustained, the character counts as having a Communicator with a range of 10 miles per PL

-This power can send a signal or electronic text message to a chosen target or digital account. Text messages can be up to 10 words per PL per round. It is persistent once sent. Audio signals, on the other hand, repeat if the psychic spends a minor action to sustain the power. These powers have a range of 25 miles per PL.

-The power can be used to intercept communications sent within an area. This includes secure transmissions and messages not sent to the psychic. The psychic marks an area within 1 mile per PL. This area is a Burst (10xPL). Any electronic communications going in or out of the area is intercepted by the psychic. If the message is heavily encrypted, they might require a computer skill check (DC 15-30, GM's discretion) to break through the encryption.

Psi Level	Benefit
2	Default Effect
5	This power has twice the normal range based on PL; text messages sent have a length of 100 words per PL
8	All uses of this power can reach anywhere on the planet or within orbit of the planet.
10	This power no longer requires energy fatigue to use

Overload

Technopathy, PL 3, Instant Power, Computers 6, Mental Hack

Action Type: Standard Action

Manifestation DC: 18

Range: Short

Energy Fatigue: 4

Default Benefit: The psychic causes a robot or vehicle to suddenly overload their systems and power supply. This requires a psionic attack roll versus the toughness of a construct. The attack gains bonus accuracy equal to 3x the user's ranks in Computers. If the attack hits, the target suffers 10xPL EMP damage, or half that much damage on a missed attack.

Psi Level	Benefit
3	Default Effect
5	This power functions at medium range
6	This power gains 10 rending versus constructs. If it deals a crippling wound, the target takes twice as many wounds as normal.
7	This power can be used at long range
10	This power can be used at distant range

Remote Pilot

Technopathy, PL 3, Sustained Power, Computers 6, Mental Hack

Action Type: Standard Action

Manifestation DC: 18

Range: Short

Energy Fatigue: 8, +1 per round sustained

Default Benefit: *Remote Pilot* allows a psychic to take control of an unattended vehicle and control it. This power can affect any vehicle that is huge-sized or smaller. It is a standard action to take control of the vehicle. The vehicle must be within short range for the psychic to control it and must remain in that range to sustain control of the vessel. Once in control of the vehicle, the power is sustained as a free action to maintain control of the vehicle. However, the psychic must use all the normal actions to control the vehicles, such as move action to pilot the vehicle and a standard action to shoot its weapons. They do not need to meet the training requirements of the vehicle to control it and they add their PL as a bonus to all pilot checks. The vehicle's statistics are based on the psychic's as normal.

Psi Level	Benefit
3	Default Effect
4	Power can be used at medium range
5	The psychic can fire all the vehicle's weapons as a single standard action, including weapons not controlled by the pilot. They suffer -2 accuracy for every weapon they are firing beyond the first.
6	The psychic can control gargantuan-sized vehicles; this power no longer cost any energy fatigue to sustain; this power can be used at long range
8	The psychic can control colossal-sized vehicles; power can be used at distant range
10	The psychic can control massive-sized vehicles, they no longer suffer accuracy penalties for firing multiple vehicular weapons

Psionic Repair

Technopathy, PL 4, Sustained Power, Computers 6, Science 6

Action Type: Full-round Action

Manifestation DC: 20

Range: Short

Energy Fatigue: 5, +5 per round sustained

Default Benefit: The psychic can use their power to repair a construct through pure thought. As they use this power, the vehicle's flaws sort out, the wiring fixes itself, and the system stabilizes its power fluctuations. When this power is used and every round it is sustained, the construct recovers 3xPL hit points. This power is sustained as a full-round action. This cannot be used as a vehicle is being piloted.

Psi Level	Benefit
4	Default Effect
6	This power restores 4xPL hit points; its cost is reduced to 4 energy +4 per round sustained
7	This power can be used at medium range
8	This power restores 5xPL hit points; its cost is reduced to 3 energy +3 per round sustained
10	This power restores 50 additional hit points on the round it is initially manifested; it is sustained as a standard action instead of a full-round

Override

Technopathy, PL 5, Channeled Power, Computers 8, Overload

Action Type: Standard Action

Manifestation DC: 22

Range: Medium

Energy Fatigue: 12

Default Benefit: The psychic can use override to effect robots and either cripple or bolster them. This requires a psionic attack roll versus the toughness of a robot if the robot is hostile. The attack gains bonus accuracy equal to 3x the user's ranks in Computers. The psychic chooses the effect they are applying to the robot.

-**Cripple:** The robot is staggered for 2 turns

-**Disable:** The robot is stunned for 1 turn

-**Focused:** The robot gains advantage on all attack rolls and skill checks for 1 turn

-**Braced:** The robot gains 5xPL temporary hit points. These expire after 2 turns.

Psi Level	Benefit
5	Default Effect
6	This power can be used at long range
7	This power gains additional bonus accuracy equal to PL.
8	Cripple now deals 5xPL EMP damage to the robot every turn it is staggered; when using Disabled, the robot is staggered for 1 turn afterwards; Focused now lasts for 3 turns; Braced robots also gain +5 damage resistance for 2 rounds
10	This power can be used at distant range



Null Zone

Technopathy, PL 5, Sustained Power, Computers 8, Mental Transmission

Action Type: Minor Action **Manifestation DC:** 22

Range: Burst centered on Self **Energy Fatigue:** 3, +3 per round sustained

Default Benefit: The psychic can project a *Null Zone* around them which drowns out all electronic networks surrounding them. This power effects an around the psychic with a radius of 10xPL squares. Within that area, electronic communicators and radios cease to function. They cannot send or receive messages. Wireless data services cease to function, including access to the Hypernet. Automated functions that rely on remote control, such as various drones and installation functions, enter standby mode and do not respond to input until they exit the null zone. This power is sustained as a minor action.

Psi Level	Benefit
5	Default Effect
7	This power can be projected instead of being centered on the psychic. A projected Null Zone has the same area but can be targeted at a location within distant range.
8	The null zone now effects an area of 20xPL squares; the zone also deactivates protoss psi matrixes within the area, possibly rendering protoss structures without power. In addition, protoss telepathic augmenters do not function in the area. Finally, Instinctive Telepathic Links do not function in the area.
10	This power is so disruptive that it distorts telepathic communication within the area. The Natural Mind Reading trait does not function, forcing innately telepathic creatures, such as protoss, to use Messaging and Reading powers to communicate. Finally, all telepathic powers in the area, whether manifested by friend or foe, suffer disadvantage on the manifestation checks.

Electromagnetic Burst

Technopathy, PL 6, Instant Power, Computers 10, Overload

Action Type: Full-round action **Manifestation DC:** 24

Range: Burst centered on Self **Energy Fatigue:** 15

Default Benefit: The psychic release a massive surge of energy that sweeps from them. This blast of electro-magnetic energy fries' circuits and computers within the area. This power effects a Burst (3xPL) centered on the caster, attacking the defense of every target within the area. If the attack hits, the targets suffer 30+ 5xPL EMP damage, or half that much damage on a missed attack. As normal for EMP damage, characters in powered armor that are struck are slowed for 1 round.

Psi Level	Benefit
6	Default Effect
8	Targets that are in powered armor that are struck by this power are instead slowed a number of rounds equal to ½ PL instead of 1 round
10	The caster can omit a number of squares equal to PL from being affected by this power

Magnetic Field

Technopathy, PL 6, Sustained Power, Computers 10, Science 8, Overload

Action Type: Standard Action

Manifestation DC: 24

Range: Self

Energy Fatigue: 10, +4 per round sustained

Default Benefit: In a raw display of power, the psychic generates a storm of magnetic energy around them, allowing them glow with power and bend the laws of reality to their will. While this power is active, the user can fly at a speed equal to their PL. They are very protected against projectile attacks, as most projectiles are simply rebounded by the caster's field. They gain +10 defense and damage resistance against any ranged attacks without one of the following damage types: Acid Damage, EMP Damage, or Energy Damage. In addition, they can spend a minor action to manifest one of possible 3 attacks. They can use multiple minor actions to make various different attacks or the same attack multiple times. However, they cannot target the same enemy with these powers more than once a turn.

-Lightning Discharge: the caster makes a psionic attack at a target within medium range. If the attack hits, the power deals 5xPL damage, with Energy Damage, Penetration (2xPL), and Stun weapon traits.

-Magnetic Blast: the caster makes a psionic attack at the toughness of a target within medium range, gaining bonus accuracy equal to 2x their ranks in Science. If the attack hits, the target is knocked back 1 square, +1 square per 5 points the attack roll surpassed their toughness.

-Disruptive Blast: the caster makes a psionic attack against a construct within medium range. If the attack hits, the target suffers 5xPL EMP Damage.

This power is sustained as a free action every turn.

Psi Level	Benefit
6	Default Effect
7	While this power is active, the caster gains an extra minor action every turn that can only be used to make a special <i>Magnetic Field</i> attack
8	This power can be manifested as a move action; while active, the user gains a fly speed equal to 3xPL.
9	The shield that protects against projectile attacks increases to +20 defense and damage resistance; the user gains two extra minor actions every turn that can be used for a special attack (instead of one extra minor action)
10	While this power is active, the caster projects an aura centered on themselves with a radius of 3xPL squares. Shifting or evading is impossible within the area and moving towards the caster counts as difficult terrain.



Transcend Mortality

Technopathy, PL 8, Persistent Power, Computers 12, Override, Null Zone

Action Type: Full-round Action

Manifestation DC: 28

Range: Self

Energy Fatigue: 20

Default Benefit: The most advanced of technopathic powers, the psychic can detach their consciousness from their body and become a being of pure digital energy. In doing so, their body becomes limp and non-functioning, performing only basic body functions as it is essentially brain dead. The caster then enters an electronic network they are adjacent to. This can be the electronics of an installation, a wireless network, or any similar data network. Once they have transcended into the network, they can perform any changes or actions to modify features in the establishment as if they were an AI on that network. For example, if the caster uploads their consciousness into the electrical system of a space station, they could close or open door, access data cores, control turrets, air locks, etc. However, because they lack a physical body, they cannot perform any other actions, such as attacking or manifesting psionic powers.

The character can access a number of systems each turn equal to their intelligence. Encrypted information or access that the character does not have the key or password for still requires computer checks to access. Any AIs on the network, or characters with access to the console, can make opposed computer checks against the character to prevent or undo changes that they are making.

This power is not without risks. If the network they are uploaded into is deactivated, the psychic similarly does not exist until the network is reactivated. If the network is completely destroyed, the caster is similarly destroyed. In addition, the user's body starts to die while they are away from it. It expires after days equal to the caster's Psi Level passes. Once the body dies, the character is permanently imbedded in their chosen network. Returning to their body requires their body still having physical contact with the source of the network, such as connection to a power or data cord. Once they return to their body, they gain 5 points of fatigue, +2 for every day they were away from their body.

It is also possible to create malware that will destroy the caster when they are imbedded into a network. Doing so requires a significant amount of time, usually 1 hour per point of intelligence the caster has and requires a DC 35 computer skill check to create. Unleashing this malware will purge the caster, destroying them forever and preventing them from ever returning to their body. Therefore, characters that plan to stay in a network for a long period of time survive longest if they make their presence invisible.

Psi Level	Benefit
8	Default Effect
10	The caster gains a bonus to computer checks while using this power equal to their PL.
12	The caster can 'hop' from one linked network to another. This counts any related networks, like going from an electrical system to a data network or wireless network. Doing so takes 1 hour of time in which the character cannot do anything else. Once they transfer networks, they lose access to the previous network and gain access to the new one.

***Note:** Purifiers, as digital beings, are quite efficient at using this power. Their bodies never die or expire from being left behind. Furthermore, if the network they are in is destroyed, they simply upload their consciousness back to the Cybros data-center and await either a new or old body to inhabit. They can still be permanently killed by malware that specifically targets and kills their consciousness.

Minor Psionic Powers

Many abilities that psionic characters may manifest are small things. These effects are referred to as minor powers. By taking the Minor Psionic Power talent, the character gains all minor powers that they meet the pre-requisites for. This is retroactive, so if the character unlocks further minor powers then they automatically gain access that they qualify for.

Minor powers may not affect any unwilling target in any way. Any attempt to force an unwilling character to the effect of a minor power causes the power to end immediately. As such these powers are usually not suitable for combat situations and instead are mostly quality of life upgrades for psionic characters.

Minor Psionic Powers

Requirements: Psi Level 2, Psionics 3

Benefit: You may use all minor psionic powers that you meet the prerequisites for. The requirements are based on having the required Psi Level and access to that psionic discipline.

Minor Psionic Power List

These are the minor power accessible to characters with the minor power talent, organized by psionic discipline.

Telepathy Minor Powers

Empathy

Requirements: Access to Telepathy powers, Psi level 2

Benefit: You may 'listen' to the emotions of others within a number of squares equal to $\frac{1}{2}$ your psi level. This gives you a sense of their general emotional state but does not allow you to read their thoughts.

Mind Search

Requirements: Access to Telepathy powers, Psi level 3

Benefit: You may search your own memories, looking for thoughts and information lost within your own mind. It only takes a few seconds to recall recent information that you have forgotten, but it may take a minute to recall information from a month or more ago. Recalling information that has been taking from your mind, such as by psionic powers or a mind wipe, may take around 10 minutes.

Illusory Image

Requirements: Access to Telepathy powers, Psi level 4

Benefit: You may create a flat, illusory image, visible in the minds of a small number of willing people. This cannot be used to make any kind of compelling illusion, but it can be useful to communicate visual ideas with your allies. Some teeps use this as a kind of shared mental whiteboard, while other uses may include sharing some kind of remembered information such as showing what you could recall of a face, or the sound of a weapon firing for the purpose of aiding other to identify it.

Memory Modification

Requirements: Access to Telepathy powers, Psi level 5

Benefit: You may work with a willing participant to alter or remove their memories. This is a precise operation, usually to help alleviate trauma; this power is not such that you could fully mind-wipe or resocialize a target. The target must be willing to begin the process and must approve any modifications.

Telekinesis Minor Powers

Telekinetic Reach

Requirements: Access to Telekinesis powers, Psi level 2

Benefit: You may perform basic interaction with objects near you without needing your hands – this can include holding, placing, or retrieving small objects without needing your hands. This power could be used to reach an object just out of reach from within a jail cell but is primarily used to grab a nearby remote control, reach objects on tall or short shelves, or hold books while eating.

Hover

Requirements: Access to Telekinesis powers, Psi Level 4

Benefit: You may hover a few inches above the ground. This does not allow you to move while you are hovering but can be useful in temporarily avoiding the ground. This levitation slows your momentum roughly as quickly as normal ground would, so if you are pushed, you will not go very far. However this power is incredibly easy to maintain, in the back of your mind, so some teeks will keep this power active when meditating or sleeping.

Telekinetic Programming

Requirements: Access to Telekinesis powers, Psi Level 4

Benefit: You may 'program' an object to perform a simple task as you direct it. These tasks are generally a combination of a simple motion of the object with optional movement through a space. This power can be used to program a broom to sweep an apartment or to make a spoon move to different pots to stir but could not be used to automate cooking a meal. The programming of the object is incredibly frail, and if either you or the object are within the area of a combat encounter, the power ends. You may only have one programmed object active at a time, but you have a number of objects storing programming equal to your intelligence score.

Telekinetic Assistance

Requirements: Access to Telekinesis powers, Psi Level 5

Benefit: You can split your focus and perform multiple minor telekinetic actions at the same time. Each may only handle simple actions and little weight, but this allows you to physically multitask while cooking a complex dish or dressing yourself in a complex outfit.

Augmentation Minor Powers

Alter Style

Requirements: Access to Augmentation powers, Psi Level 2

Benefit: With a minute's light concentration you may alter the color or style of your hair. The overall length of your hair remains mostly unchanged, but you may cause sections of hair to disappear or reappear or change length. You may use this power to achieve hair colors and textures nature would not dare.

Alter Markings

Requirements: Access to Augmentation powers, Psi Level 4

Benefit: With 10 minute's worth of concentration, you may create or remove markings on your skin, or alter your eye color. You can create a single large tattoo or marking, alter or remove a birthmark, alter or remove skin blemishes, or alter your eye color(s). The effect is static, but you may use a number of unusual textures for your designs.

Alter Features

Requirements: Access to Augmentation powers, Psi level 6

Benefit: With an hour's worth of concentration, you may make dramatic alterations to your appearance. You may change the shape and texture of your ears, you may grow out some forms of fangs or tusks, and you may change your skin color and texture. The only effect that your character has of these effects is that if a changed feature is visible you may gain a situational bonus on drawing attention or a penalty to avoiding attention. Regardless, these changes may alter an individual feature, but you are still recognizably you.

Pyromancy Minor Powers

Reheat

Requirements: Access to Pyromancy Powers, Psi level 2

Benefit: You can reheat a serving of food or beverage with a touch. This will keep the food fresh and warm for up to 5 minutes. This power will not cook food outright, but allows you to reheat leftovers and keep your coffee hot.

Burning Hand

Requirements: Access to Pyromancy Powers, Psi level 3

Benefit: You can produce a small flame in a free hand as a minor action. This flame provides illumination and produces bright light within a number of squares equal to your psi level. You may choose what color the flame is. You may ignite highly flammable objects by touching them. You may extinguish the flames as a free action or by holding and object in that hand. This power mostly is used for illumination by pyromancers.

Spark

Requirements: Access to Pyromancy Powers, Psi Level 3

Benefit: You can loose a small, hot spark which will ignite a single, exposed fuel source within 10'. This power is mostly used to easily ignite campfires, spilled fuel, or even loose curtains.

Cold Tolerance

Requirements: Access to Pyromancy Powers, Psi level 5

Benefit: Tapping into a tiny amount of pyromancy energy allows you to keep yourself and other warm. You can ignore temperature hazards caused by exposure to cold air or water for a number of hours per day equal to your psi level. So long as you maintain contact, you may share this protection with up to one additional person per 5 psi levels. So, a level 11 pyromancer could remained protected for 11 hours per day, and by remaining in contact could share this protection with 2 others while active.

Bonfire

Requirements: Access to Pyromancy Powers, Psi level 5

Benefit: You can create a persistent flame ranging from a small cookfire to a large bonfire. This flame will remain stationary and is sufficient to cook from as well as providing light and heat in adjacent squares. The fire can last up to a number of hours equal to your psi level. You may only have one bonfire effect active at a time.

Energy Minor Powers

Light Orb

Requirements: Access to Energy Powers, Psi Level 2

Benefit: You may create a light orb that floats above your head providing bright light within twice your PL squares. This useful effect does come with some cost however, generating one energy fatigue per minute. You may control the orb's color when you manifest it, and it moves with you, staying out of your line of sight.

Light Panels

Requirements: Access to Energy powers, Psi level 3

Benefit: You may create one or more small rectangular areas of light powered by your psionic energy. These panels are free-floating and may be positioned anywhere within short range. You may have one light panel per three psi levels. You control the color, temperature, and intensity of each light panel. This is mostly useful for manually lighting a scene for visual production or investigation.

Backup Battery

Requirements: Access to Energy powers, Psi level 5

Benefit: You may keep your devices running, even in the event of power loss. You may act as a tier one power cell for a device on your person for one minute per psi level per day. You power additional devices simultaneously, but each uses a minute of your stored power at a time. You may switch to your internal reserves as a reaction if a device suddenly loses power.

Technomancy Minor Powers

Password Manager

Requirements: Access to Technomancy Powers, Psi level 2

Benefit: You can generate and store a list of highly secure passwords of great length in your mind for instant use on any device you can reach with your mind. You can login to a machine you have already setup with a mental minor action, and the DC to hack your devices, accounts, and secure communication channels is increased by 5.

Nonvisual Studio

Requirements: Access to Technomancy Powers, Psi level 3

Benefit: You can create a digital workspace within your own mind. By closing your eyes, you can mentally work in your mind to generate and debug programs that can later be transferred to a computer. Some technomancers use this power to go "unplugged" for a while, some travelling to hike in nature preserves, others to stay productive while in hiding or prison, some just use it to avoid getting out of bed.

Minor Device Access

Requirements: Access to Technomancy powers, Psi level 3

Benefit: You may access non-secured embedded devices with simple architectures – generally this allows you to flip small switches, trigger motion controlled doors, change holo channels, and other minor effects in residential and public areas not monitored by more complex or secure systems. This effect reaches out to short range.

Temporal Minor Powers

Incident Warning

Requirements: Access to Temporal powers, Psi level 2

Benefit: You may be forewarned of an accident or misstep a second or two before it happens. Once per day this allows you to reroll a failed athletics, acrobatics, or pilot check. You gain an additional reroll per day equal to one-fifth of your psi level (round down).

Gaffe Warning

Requirements: Access to Temporal powers, Psi level 3

Benefit: You can sometimes see a conversational misstep coming. Once per day this ability lets you reroll a failed influence or leadership check. You gain an additional reroll per day equal to one-fifth of your psi level (round down).

Sequester

Requirements: Access to Temporal powers, Psi level 5

Benefit: You can phase a small object you are holding out of existence for a short time. The phasing lasts up to a number of rounds equal to half of your psi level, and you may arrange for it to reappear a number of squares away equal to one-fifth of your psi-level. The time and distance of the object reappearing must be chosen when you activate this power and may not be altered.

Cloaking Minor Power

Skulk

Requirements: Access to Cloaking powers, Psi level 4

Benefit: You may reduce your psychic footprint in crowds. You are not specifically noticed within a crowd. If a target is specifically looking for you, or someone by your description, they may spot you by succeeding a perception check opposed by a psionics skill check by you. If the searcher has a higher psi level than you, they may make a psionics check instead of a perception check if they choose, and they gain advantage on the check. This power allows you to avoid being noticed within a crowd, but gives you no help once you separate from a crowd. This power has no effect in combat, even if you were in a situation to hide.

Meta-Psychic Talents

Metapsychic talents give characters manifesting psionic powers the ability to increase the difficulty and cost of manifesting the power in exchange for a modification to the manifested power. A character may choose to modify the desired power before they attempt to manifest the power. The power may not be manifested at a psi level lower than the manifestor's normal maximum psi level. If multiple Meta-Psychic talents are applied to the same power, their effects stack. When a psionic power is affected by meta-psychic and other abilities, its energy fatigue cost is first adjusted by any multipliers, and then additional costs are added in, and finally reductions of the base energy cost are subtracted.

Meta-Psionic Accuracy:

Requirements: Psi level 5, Psionics 6

Benefit: Before manifesting an offensive psionic power, you may choose to modify it to gain more accuracy on the psionic attack roll. Doing so increases the manifestation DC of the power by +4, the energy fatigue cost by +2, and the power gains a bonus to accuracy on the psionic power equal to your psi level.

Meta-Psionic Shaping:

Requirements: Psi level 6, Psionics 8

Benefit: Before manifesting a psionic power that primarily affects a burst, cone or line area; you may modify it to gain more or less area. Decreasing the area of the power increases the manifestation DC by +4, the energy fatigue cost by +3, and the power reduces its burst, cone, or line area by half (round down). Increasing the area of the power increases the manifestation DC by +8, the energy fatigue increases by half the base amount, and the burst, cone, or line effect doubles. This does not affect special power areas such as wall of fire or annihilation beam.

Meta-Psionic Reach:

Requirements: Psi level 6, Psionics 8

Benefit: Before manifesting a psionic power with a range of at least short, you may modify it to gain additional range. Increasing the range of the power increases the manifestation DC by +6, the energy fatigue increases by half the base amount, and range band increases by 1. This does not affect bursts centered on the caster, or effects with a range of self, or effects whose range is not a named range band.

Vehicle Customization Rules

Vehicles are an important part of StarCraft adventures. They allow you to fight larger foes, fight in epic warfare, and travel quickly. Inevitably, players will accumulate various vehicles in their campaigns across the Koprulu Sector. This section is dedicated to giving players options to customize their vehicles as they see fit.

This section is dedicated to both terran and protoss vehicles. Protoss vehicles does not include cybernetic walkers. For zerg characters, these vehicles can still be infested via the infested vehicle rules in Supplement 4: Monsters of Koprulu.

Vehicle Customization Basics

Every vehicle has a number of hard points that determines how many major upgrades that can be added to a vehicle. Note that this is major upgrades; some upgrades are so small and subtle that they do not require hard point slots. For example, adding an additional gun will usually require a hard point, but adding an advanced targeting system will generally not; it is largely software and some parts.

All vehicles have a base number of hard points based on their size.

Vehicle Size	Hard Points
Large	1
Huge	2
Gargantuan	4
Colossal	8
Massive	20

Protoss Cybernetic Walkers cannot be subjected to vehicle customization under most circumstances. They are not ordinary vehicles and instead are a modification of the pilot within, acting as an exoskeleton. The GM can overrule this if they choose, however.

However, even though a vehicle has available hard points, doesn't mean there isn't downsides to adding more systems on a vehicle. Vehicles are designed how they are to be efficient, easy to use, and balanced. Adding more systems, even within the hard point limit, is going to overburden a template vehicle. To represent this, every upgrade you can customize a vehicle with has two factors: weight and complexity. You need to keep track of how much weight and complexity you are adding to a vehicle.

Weight makes the vehicle heavy and slower. It is less responsive, more burdensome, as it is weighed down with too many modifications. Every 5 points of weight that you add to a vehicle reduces its maximum speed by 20% and its acceleration rating by 10%. If it is a walker, it instead loses 1 move speed and 1 shift speed. Therefore, if you have 10 weight points on a vehicle, it loses 40% maximum speed and 20% acceleration rating. Vehicles with 0 maximum speed, acceleration, or move speed are too heavy and cannot move.

Some vehicle customization reduces weight. This is common when you discard armor plating. Negative weight values reduce the added weight to a vehicle. Extremely reduced weight can even make your vehicle faster. If your total weight modifier is negative, every -5 you achieve in weight increases your vehicle's speed at the same rate as it would increase. Therefore, if you scrap a huge amount of armor and get your weight to -20, your vehicle gains +80% maximum speed and +40% acceleration rating.

The second factor is complexity. Adding too many systems to a vehicle makes it hard to operate and requires more skilled pilots. Every 5 points of complexity you add to a vehicle increases its training requirements by 1. Therefore, if you add 15 points of complexity to a vehicle, its training requirement, the base pilot ranks you need to control the vehicle, increases by 3, making it require a much more skilled pilot to operate.

You can add modifications to a vehicle beyond its limit of hard points, but it is ill-advised. It will hugely unbalance the vehicle and, frankly, make it look quite silly. Every upgrade you apply beyond the hard point limit adds 5 weight and 5 complexity to the vehicle on top of the cost of the upgrade.

This system has similarities and differences to several other existing systems, such as the Personalized Starship Creation rules in Supplement 2, and the optional gear sections most terran vehicles have. These rules can be used in conjunction with Personalized Starship Creation, adding extra customization on top the base design of the ship. This section can be used with or instead the optional gear on terran vehicles. Note that, when adding vehicle systems from the optional gear list, that does not give complexity or weight; those additions are designed to be modular with the chassis. These customization options are all designed regardless of whether the chassis supports them or not.

Paying for Vehicle Upgrades

Customizing a terran vehicle costs credits. Essentially, a terran character will take their vehicle into a factory or machine shop and begin ordering parts and customizing the layout of their vehicle. To have a vehicle modified, you require the sum of all the upgrades and equipment you are purchasing, plus an extra 25% for the labor and use of the shop.

Protoss are given allowances from their community based on their position. For every level a protoss has in the artificer, pilot, or commander classes, they can requisition 10,000 credits worth of upgrades, using the credits value the upgrade has for terran vehicles. For every level of the elite artificer, pilot, or commander classes, they can requisition 20,000 credits worth of upgrades. Therefore, if a character is a level 7 warrior, 7 pilot, and 3 elite pilot, they have access to 130,000 credits worth of modifications for their ship. Protoss do not need to pay for labor.

No matter if they are protoss or terran, if they have access to a supply of minerals, they can use their minerals to help cover the costs. Every ton of minerals they have access to covers 10,000 credits worth of cost. Partial amounts of minerals, such as a half-ton, divide evenly based on how much less of a ton they have. Terrans cannot pay for labor with minerals; they still must pay for labor in credits and paying some of the cost of supplies does not decrease the cost of labor.

Vehicle upgrades take time, usually 1 day per 10,000 credits of upgrades done on the vehicle. Terrans can order a rush job, halving the upgrade time, but it increases the labor cost to 50%. If a player character is overseeing the job, and they have the Engineer Foreman talent, reduce the time by half.

Switching or Adding Weapons

One of the most common ways to modify a vehicle is to add or swap out its weapons. Perhaps you want a goliath with a flamethrower, a siege tanks with an eviscerator railgun, or a wraith with an autocannon.

Most military vehicles come with a number of weapons built into them. If you are adding a weapon, the method is simple: you pick a weapon, pay for it, use up a vehicle hard point, and give that weapon to the vehicle. The cost of vehicle weapons is listed in terran supplements. The cost for protoss vehicle weapons is listed later in this chapter. The added complexity and weight of the weapon depends on the category of the weapon. Refer to the following tables for weapon categories.

Weapon Size	Example Weapons	Weight	Complexity
Pistol/ One-handed Implement	Any terran handheld pistol, any protoss one-handed implement	0	1
Rifle/ Two-handed Implement	Any terran handheld rifle, any protoss two-handed implement, Particle Beam	0	1
Heavy	Any terran handheld heavy weapon, Disruption Beam, Sanitization Beam	1	1
Light Vehicle Weapon	Autocannon, Battle Cannon, Boulder-Blaster, Burst Cannon, Fusion Drill, Gatling Cannon, Infernal Flamethrower, Ion Cannon, Neutron Flare, Particle Disruptor, Phase Disruptor, Photon Blaster, Railgun	2	1
Heavy Vehicle Weapon	Antimatter Missile Battery, Backlash Rocket Battery, Charged Pulse Blaster, Concordance Laser Cannon, Eviscerator Railgun, Lexington Rocket Battery, Missile Battery (any), Phase Cannon, Pulsar Beam, Punisher Cannon, Scatter Cannon, Siege Cannon (arclite or crucio), Tornado Rocket Battery, Thermal Lance, Thor's Cannon, Torpedo Battery, Void Orb Cannon, Warpspace Cannon	5	3

If you are switching one weapon for another, it gets more complicated. First you must determine what weapon size the current weapon is. Refer to the table above. Terran weapons are in blue; protoss in red. By swapping a weapon, the previous weapon is completely removed from the tank, including its ammunition feeds. It is replaced with the new weapon, which must be the same weapon size or a lighter size. Therefore, you can replace a light vehicle weapon with anything but a heavy vehicle weapon. You can replace a mounted rifle with a mounted rifle or pistol. It costs nothing to have a weapon removed; you only have to pay the cost for the new weapon being added in.

You may also choose to remove weapons altogether if you want more hard points. This is common if you are repurposing a vehicle for a non-combat purpose; like removing a turret from a tank to add in a radar jammer. If you remove a light vehicle weapon or heavy vehicle weapon, the vehicle gains 1 hard point. Removing less than a light vehicle weapon does not give any hard points. For terrans hiring labor, removing a weapon without putting anything in its place costs 1,000 credits in labor.

Vehicle Weapon Equipment Tiers and Upgrades

Keep in mind, when you add a new weapon to your vehicle, you will probably want to increase its equipment tier. Many vehicles start with tier 2 or tier 3 weapons, and any weapons you add will want to be at least as effective. It is x4 for a tier 2 weapon, and x12 for a tier 3 weapon. Therefore, a tier 2 combat missile battery, normally costing 22,500, would instead cost a massive 90,000 credits.

You may notice that in some cases, especially for tier 3 vehicle weapons, the cost may be drastically more than the stock vehicle. When stock model vehicles, like most in the StarCraft universe, are made off a template blueprint for extra cheap. Therefore, the cost of their armaments is at greatly reduced price. When customizing vehicles, however, you must pay these costs in full for custom work and creative engineering. Creating personalized vehicles is very expensive.

You can add weapon upgrades to vehicle weapons at the same cost as normal as part of this process.

Changing Armor

Changing how heavily armored your vehicle is another common change for a vehicle. Perhaps you want your vulture bike to endure heavy firepower. Perhaps you need your scout as light as possible for fast maneuvering.

As described in the vehicle chapters of various supplements, vehicles possess one of four levels of armor. Check your vehicles statistic to determine what level of armor your vehicle has. Then determine what level of armor you want. How much the armor change is determined on the comparison between your current armor and the armor you are changing to. Refer to the following table for how things change.

Current Armor	Light Hull	Reinforced Hull	Heavy Plated Hull	War Machine Hull
Light Hull	NA	15,000 credits, 5 weight	50,000 credits, 10 weight	100,000 credits, 20 weight
Reinforced Hull	5,000 credits, -5 weight	NA	25,000 credits, 5 weight	75,000 credits, 10 weight
Heavy Plated Hull	10,000 credits, -10 weight	5,000 credits, -5 weight	NA	50,000 credits, 5 weight
War Machine Hull	25,000 credits, -20 weight	10,000 credits, -10 weight	5,000 credits, -5 weight	NA

Adding heavier armor adds considerable weight and slows your vehicle down. Similarly, removing armor subtracts weights and lets you get more usage out of your engines. Armor only effects weight and does not add complexity or requires hard points.

The tier of your vehicle's armor does not affect the cost. However, the size of your vehicle does. Before paying the above costs for changes to vehicle armor, refer to the following table. This determines how the cost changes based on the size of your vehicle.

Vehicle Size	Armor Price Modifier
Large	½
Huge	No change
Gargantuan	x2
Colossal	x4
Massive	x12

Cost and Availability of Vehicle Weapons

This section includes the cost and various vehicle weapons that you can quickly reference, as well as what supplement you can find them in. For protoss weapons, this lists credits costs for those weapons so you know what numbers to work with when adding them.

Weapon	Faction	Cost	Resource
Antimatter Missile Battery	Protoss	50,000	Supplement 3
Autocannon	Terran	18,000	Core Rulebook, Supplement 2
Backlash Rocket Battery	Terran	15,000	Core Rulebook
Battle Cannon	Terran	10,000	Supplement 2
Boulder-Blaster	Terran	4,000	Supplement 2
Burst Cannon	Terran	3,000	Core Rulebook, Supplement 2
Charged Pulse Blaster	Protoss	120,000	Supplement 5
Concordance Laser Cannon	Terran	30,000	Supplement 2
Disruption Beam	Protoss	4,000	Supplement 3
Eviscerator Railgun	Terran	35,000	Supplement 2
Fusion Drill	Terran	2,000	Core Rulebook
Gatling Cannon	Terran	30,000	Core Rulebook
Infernal Flamethrower	Terran	6,000	Core Rulebook
Ion Cannon	Protoss	15,000	Supplement 3
Lexington Rocket Battery	Terran	40,000	Supplement 2
Missile Battery, Cluster	Terran	22,500	Supplement 2
Missile Battery, Combat	Terran	22,500	Core Rulebook, Supplement 2
Missile Battery, Destroyer	Terran	25,000	Core Rulebook, Supplement 2
Missile Battery, Haywire	Terran	22,500	Supplement 2
Missile Battery, Ripwave	Terran	30,000	Core Rulebook, Supplement 2
Missile Battery, Torpedo	Terran	22,500	Core Rulebook, Supplement 2
Neutron Flare	Protoss	20,000	Supplement 3
Particle Disruptor	Protoss	5,000	Supplement 3, Supplement 5
Phase Disruptor	Protoss	10,000	Supplement 3, Supplement 5
Phase Cannon	Protoss	30,000	Supplement 3
Photon Blaster	Protoss	25,000	Supplement 3
Pulsar Beam	Protoss	25,000	Supplement 3
Punisher Cannon	Terran	25,000	Core Rulebook
Railgun	Terran	9,000	Supplement 2
Sanitization Beam	Protoss	5,000	Supplement 5
Scatter Cannon	Protoss	30,000	Supplement 5
Siege Cannon (arclite)	Terran	50,000	Core Rulebook
Siege Cannon (crucio)	Terran	75,000	Core Rulebook
Tornado Rocket Battery	Terran	22,500	Supplement 2
Thermal Lance	Protoss	75,000	Supplement 3, Supplement 5
Thor's Cannon	Terran	40,000	Core Rulebook
Void Orb Cannon	Protoss	80,000	Supplement 5
Warpspace Cannon	Protoss	80,000	Supplement 3

All pistol, rifle, and heavy weapons attached to a vehicle carry only their base magazine worth of ammunition, unless an extra 2,000 is paid to give them Greater Capacity. This upgrade does not cost any hard points or give weight or complexity. It does give the weapon 10 times its normal ammunition capacity without needing to be reloaded

Addition Customization

Weapons and armor are far from the only features that can be added to a vehicle. These additional customization options can be applied to your vehicle, using the same system as listed above. These customization options give hard points, weight, and complexity based on the upgrade themselves. Their cost of credits is listed, along with what vehicles that apply to and their effects.

Some customization's cost varies based on the size of the vehicle. For these, refer to the table of price change for armor based on size, under the Changing Armor section.

Advanced Cloaking Power Cell

Terran or Protoss, any vehicle with Cloaking capabilities

Cost: 100,000

Hard Points: 1 Weight: 2 Complexity: 4

Description: The vehicle can remain cloaked indefinitely when using its cloaking device.

Advanced Healing AI

Terran, any vehicle with Nano Wave

Cost: 25,000

Hard Points: 1 Weight: 3 Complexity: 2

Description: The vehicle can use its Nano Wave ability twice per round, against the same or different targets, using different activation methods each time if necessary. It costs nanites each time it is used.

Advanced Scanners

Terran or Protoss, any vehicle

Cost: Varies

Hard Points: 1 Weight: Varies Complexity: 3

Description: The vehicle has an advanced sensors system allowing it to detect cloaked or hidden enemies. The exact extend of the sensors varies; it could be just sophisticated computer equipment, a radar dish, or a full deep space surveillance station mounted on it.

There are several levels of advanced sensors. The more advanced the sensor, the more it costs in credits and the more weight it generates. Better sensors have improved range for detection and requires less effort to activate.

Sensor Type	Benefit	Weight	Credit Cost
MK I Sensor	As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 40 squares, even if they are not within line of sight.	2	10,000
MK II Sensor	As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 150 squares (1 starship square), even if they are not within line of sight.	5	20,000
MK III Sensor	As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 1 kilometer (5 starship squares), even if they are not within line of sight.	10	40,000

Artificial Intelligence

Terran or Protoss, any vehicle

Cost: Varies

Hard Points: 0 Weight: 0 Complexity: 5

Description: The vehicle possesses a built-in, artificial intelligence that helps with the vehicle's functions. Any function that a pilot or co-pilot could fulfill, the AI can do instead. The AI gains one full-round action every round to perform whatever functions are needed. The AI may pilot the vehicle, fire a mounted gun, activate special actions, or monitor the vehicle's subsystems. The AI is built into the vehicle and may not leave it. It can even control the vehicle on its own if desired. The artificial intelligence is completely loyal to its owner, creator, or whoever it is assigned to.

The cost of the AI depends on how skilled it is. Refer to the following table for the AI's cost, skill values, and effective ability scores.

AI Level	Cost	Ability Scores	Skill Ranks
Type 1	7,000	4	3
Type 2	24,000	6	6
Type 3	68,000	8	9
Type 4	176,000	10	12
Type 5	324,000	12	15

Automated Repair Rig

Terran or Protoss, any vehicle

Cost: 25,000

Hard Points: 1 Weight: 3 Complexity: 4

Description: The vehicle possesses a large rig with a grasping arm, drill, welder, and plasma cutter. This rig can be used to make repairs on adjacent vessels. A pilot or operator can spend 10 minutes repairing a target object or vehicle. They make a science check with a +100 bonus. The target construct recovers that many hit points. Prolonged repairs, or multiple repair actions, may require a stockpile of fresh resources to perform the fixes.

Auto-Stabilizer Chamber

Terran or Protoss, any vehicle

Cost: 20,000

Hard Points: 1 Weight: 2 Complexity: 2

Description: The vehicle's compartments are designed to absorb and redirect the impact from crashes and collisions. When the vehicle rams, is rammed, or collides with a target, the passengers suffer no damage unless the vehicle is reduced to 0 hit points. This upgrade's price increases based on the size of the vehicle.

Backup Shielding

Protoss, any vehicle

Cost: 30,000

Hard Points: 1 Weight: 2 Complexity: 2

Description: When this vehicle runs out of shields, the pilot can make a minor action to project a backup shield. The backup shield has a shield pool of 200 and 5 shield armor. It lasts until the vehicle regains its shield or the pilot does not use up a minor action sustaining the shield. However, the pilot can reactivate the backup shield for a turn by spending another minor action. The backup shielding only recovers shields once the vehicle is inactive for 1 hour.

Cargo Bed/Bay

Terran or Protoss, any vehicle

Cost: 1,000

Hard Points: 1 Weight: 3 Complexity: 0

Description: The vehicle has an added storage bay, container, or open-topped cargo bed that can store cargo. The cargo bay has a five-foot cubic area that can hold whatever is needed.

Cloaking Field

Terran or Protoss, any vehicle

Cost: 50,000

Hard Points: 1 Weight: 2 Complexity: 3

Description: This vehicle has an onboard stealth field generator, allowing it to cloak for a limited amount of time. The vehicle only has 10 energy, +5 energy for every tier the vehicle is above the 1st. Activating cloaking uses 2 energy, and 1 more energy at the start of every turn the vehicle is cloaked. Once the vehicle reaches 0 energy, its cloaking breaks. Every round the vehicle is not cloaked, it recovers 1 energy.

Communications Array

Terran or Protoss, any vehicle

Cost: 30,000

Hard Points: 1 Weight: 3 Complexity: 4

Description: The vehicle has a mounted advanced communications array that can send, receive, or intercept long ranged communications. The vehicle can send signals that can communicate with any receiver within that star system or a neighboring star system. It can receive signals within the same area. Finally, it can also be used to intercept signals meant for someone else. Doing so requires some level of knowledge of where the signal is going from or going to, and a DC 30 computers check successful steal the signal. After intercepting a signal, you can steal the communication for yourself and prevent the other person from accessing it, or simply observe the contents of the signal or communicate covertly. Either way, you might need to make additional computers checks to make sure your spying is not found out, and your location is secret.

Co-Pilot Cockpit

Terran or Protoss, any vehicle

Cost: 20,000

Hard Points: 1 Weight: 2 Complexity: 3

Description: The vehicle has a second cockpit that allows for a co-pilot to help control the vehicle. The co-pilot can control the vehicle even if the pilot has lost control, fire vehicle weapons, apply target locks, apply a second tactics combat augmentation, or make assisted pilot checks that the primary pilot makes.

Defensive Matrix

Terran, any vehicle

Cost: 100,000

Hard Points: 1 Weight: 2 Complexity: 3

Description: The vehicle can deploy a defensive matrix around itself to protect it from harm. This is activated as a standard action. The matrix is an energy shield with a shield pool of 400 and 10 shield armor. It lasts for 3 rounds. Once it wears off, it cannot be used again for another hour.

Defensive Measures

Terran, any vehicle

Cost: Varies

Hard Points: 1 Weight: 3 Complexity: 3

Description: The last resort of the desperate or deranged, the defensive measures allow the vehicle to project a defensive element to protect itself from destruction. These are commonly used when the vehicle is grabbed or surrounded. When activated as a standard action, the defensive measure attacks all enemies adjacent or touching the vehicle and all the vehicle's pilots and passengers. It also may have downside for the vehicle itself. The defensive measures can be used up to three times before 1,000 credits need to be spent for fuel.

The cost of the defensive measure, and its effects, depends on what defensive measure is placed on the vehicle. Remember that the defensive measure effects the pilots as well.

Defensive Measure	Cost	Effect
Poison Gas	20,000	All effected target must make a DC 24 Endurance check or suffer 32 poison damage
Thermite Chutes	30,000	Make a +20 attack against all effected targets; hit deals 40 energy damage with the Penetration (5) and Flames traits. Vehicle suffer 40 piercing damage
Tesla Coil	75,000	Make a +20 attack against all effected targets; hit deals 60 energy damage, with the Penetration (20) and Stun traits. Vehicle suffers 60 EMP damage

Displacement System

Terran or Protoss, any vehicle with Cloaking capabilities

Cost: 100,000

Hard Points: 0 Weight: 1 Complexity: 7

Description: The vehicle's cloaking device distorts the vehicle's image as well, making it difficult to hit even when the vessel is detected. When the vehicle is cloaked, area of effect, rocket, and missile attacks never do half damage on a missed attack. This only functions while the vehicle is cloaked.

Engine Boost

Protoss or Terran, land or aerial vehicle

Cost: 10,000

Hard Points: 1 Weight: 2 Complexity: 2

Description: The vehicle has a much more powerful engine. It gains +50% acceleration rating and maximum speed. However, it only goes at combat speed at twice its acceleration rating, instead of triple.

Extra Arms

Terran, walker

Cost: 5,000 per arm

Hard Points: 1 Weight: 2 Complexity: 1

Description: The walker is given a pair of extra arms. Each arm is a hard point that can support a weapon or tool. Therefore, for the cost of 1 hard point, the walker gains 2, with a net gain of 1 hard point. These hard points can only be loaded with weapons or external tools, as judged by the GM. If the walker also has a bash attack, they gain +1 strike for every additional arm that they have when using their bash. Therefore, a walker that gains 2 new arms gains +2 strikes with their bash attack. This upgrade's price increases based on the size of the vehicle.

Extra Bulky Frame

Terran or Protoss, any vehicle

Cost: 10,000

Hard Points: NA Weight: 10 Complexity: 1

Description: The vehicle has been made significantly larger so that it can support more hard points. These vehicles remain the same size category but are unusually heavy and bulky compared to similar vehicles of the size. This causes a large amount of extra weight to be added to the vehicle. However, it also adds +2 structure rating to the vehicle, giving it more hit points, toughness, and damage threshold. Finally, it gives the vehicle 4 more hard points.

Heavy Mag Crane

Terran or Protoss, any gargantuan or larger vehicle

Cost: 40,000

Hard Points: 1 Weight: 5 Complexity: 2

Description: The vehicle has a heavy magnetic crane used to pick up heavy objects and relocate them. The crane has a reach of 20 squares and can lift objects up to colossal sized. Maneuvering the crane to a new location is a full round action. Picking up or dropping an object is another full-round action. The crane can pick up vehicles, even piloted vehicles, as long as they are stationary. It still requires a melee skill attack versus the target's defense, with a -2 penalty, to successfully grab a piloted vehicle. The grabbed vehicle cannot move unless the vehicle with the crane is destroyed. The crane cannot pick up living creatures.

Hover Vehicle

Terran, land vehicle

Cost: 5,000 credits, +5,000 for every size category above large

Hard Points: 1 Weight: 2 Complexity: 4

Description: This vehicle now counts as a hovercraft and follows all the rules for a hovercraft. In addition, it gains +10 acceleration rating.

Immortality Protocol

Terran, land or walker vehicle

Cost: 80,000 credits, +20,000 for every size category above large

Hard Points: 1 Weight: 4 Complexity: 3

Description: This vehicle has automated systems that allows it to repair itself on suffering damage. If the vehicle is reduced to 0 hit points, it only explodes on a natural 20. When it is wrecked, it begins to repair itself over 5 rounds. Every round, the vehicle regains hit points equal to its damage threshold. After 5 rounds have passed, it is active once again and the player can act with the vehicle. Note that Immortality Protocol only has 1 charge by base. After it uses this ability, it must be loaded with another ton of raw minerals and allows 24 hours to process those minerals before immortality protocol can be used again.

Injector Rig

Terran, any vehicle

Cost: 15,000

Hard Points: 1 Weight: 2 Complexity: 3

Description: The vehicle's cockpit is loaded with a medical rig that can inject drugs and chemicals into the pilot as needed. As a reaction, the pilot can order a dose of drugs injected into them, pulled from any chemicals in the following list: painkillers, anti-toxin, sniper's glory, rage, mental stimulants, or combat stimulants. Because it is a reaction, it does need to be used on the character's turn. The character can be given any amount of potency that they choose. The injector rig can give out 25 potency of chemicals each day.

Jamming System

Terran or Protoss, any vehicle

Cost: Varies

Hard Points: 1 Weight: Varies Complexity: 2

Description: The vehicle has a jamming system that interrupts and scrambles electronics, such as communicators, targeting systems, digital uplinks, and more. Maintaining a jamming system is a minor action each turn by the pilot or co-pilot. The exact effect of the jamming system, and its range, is determine by what level of a jammer it is.

Sensor Type	Benefit	Weight	Credit Cost
MK I Jammer	The jamming system stops all communicators and digital uplinks from functioning, to a range of 40 squares	2	20,000
MK II Jammer	The jamming system stops all communicators and digital uplinks from functioning. It also prevents target guidance systems from functioning, and target locks from being made. It has a range of 120 squares (1 starship square)	5	40,000
MK III Jammer	The jamming system stops all communicators and digital uplinks from functioning. It also prevents target guidance systems from functioning, and target locks from being made. It has a range of 1 kilometer (5 starship squares)	10	80,000

Jump Jet Technology

Terran, any vehicle

Cost: 20,000, +2,500 for every size category above large

Hard Points: 1 Weight: 4 Complexity: 2

Description: The vehicle has an extra combustion jet engine, similar to a jet pack, that allows the vehicle to launch itself through the air. This technology works differently depending on if it is a land, walker, or aerial vehicle. A vehicle uses fuel to support this movement, just like a jet pack of flamethrower. A vehicle can store 100 fuel at once. Using the jump jet costs 20 fuel. Reloading is a prolonged action that cannot be performed in combat.

Walkers with a jump jet can use the feature to replicate any of the functions of a Tier 3 Jet Pack (see the Core Rulebook). These function identically to the jet pack features, except each usage uses 20 fuel.

Land vehicles can launch themselves into the air and fly short distances. By activating the jump jets as a move action, the vehicle can 'fly' a number of squares equal to its acceleration rating. If it does not end its movement on the ground, it falls.

Flying vehicles can use the jump jets as maneuverable thrusters. Once per turn, as a minor action, a flying vehicle can activate their thrusters to move a number of squares in any direction equal to their acceleration rating. This includes in directions other than what the vehicle is facing, such as up, down, backwards, or to the side.

Jorium Layering

Terran or Protoss, any vehicle

Cost: 200,000

Hard Points: 1 Weight: 5 Complexity: 4

Description: The vehicle's hull is laired with jorium crystals, a psionic compound, which gives it extra protection against psionic attacks. The vehicle gains +20 damage resistance against psionic powers. In addition, psionic powers with the Piercing trait instead gain Penetration (+20). This upgrade's price increases based on the size of the vehicle.

Land Locomotion

Terran, land vehicle

Cost: 1,000 credits, +1,000 for every size category above large

Hard Points: 0 Weight: 2 Complexity: -3

Description: The vehicle has its mag lifts and gravity pads removed and replaced with either wheels or treads, making it a more traditional ground vehicle. It is no longer a hover vehicle. If you replaced it with wheels, the vehicle gains +25 maximum speed. If you replaced it with treads, the vehicle gains +10 maximum speed and does suffer from difficult terrain.

Layered Energy Shields

Protoss, any vehicle

Cost: Varies

Hard Points: 1 Weight: 2 Complexity: 1

Description: The vehicle has had extra layers of energy shields installed on the chassis. These shields provide additional shield pool and shield armor, based on what level of layered shields are added. Refer to the following table.

Shield Level	Cost	Shield Pool	Shield Armor
MK1 Layered Shield	25,000	+100	+5
MK2 Layered Shield	75,000	+200	+10
MK3 Layered Shield	150,000	+300	+15
MK4 Layered Shield	500,000	+400	+20
MK5 Layered Shield	1,000,000	+500	+30

Laser Targeting System

Terran or Protoss, any vehicle

Cost: 30,000

Hard Points: 0 Weight: 0 Complexity: 2

Description: The vehicle has a laser targeting system attached to a single, non-ordnance weapon. This system, when used, helps track a target's movement patterns and provides targeting aid based on an algorithm. When the character is aiming with that vehicle weapon, they gain +4 accuracy on top of the normal aiming bonuses.

Lightweight Chassis

Terran or Protoss, any vehicle

Cost: 25,000

Hard Points: 0 Weight: -8 Complexity: 0

Description: The vehicle's hull has been replaced with lightweight materials and parts, designed to decrease weight while not substantially decreasing its defense. The vehicle loses substantial weight, but its structure rating is also reduced by 1. This upgrade's price increases based on the size of the vehicle.

Manufacturing Facility

Terran, any vehicle

Cost: Varies

Hard Points: 2 Weight: 5 Complexity: 5

Description: The vehicle has a built-in manufacturing facility within it. This facility can craft and deploy robotic constructs on a whim on the battlefield. The vehicle has its own special resource known as assembly parts that it spends on creating robotic minions. The vehicle has a maximum number of assembly parts based on the model of the manufacturing facility. It can be fed a ton of minerals to regain 20 assembly parts. As a standard action, it can use assembly parts to deploy a minion.

The model of the manufacturing facility determines the vehicle's maximum assembly parts, what size the vehicle needs to be to support the manufacturing facility, what options it has for robots to assemble, and how many assembly parts a robot of that tier costs to make. No matter what level of manufacturing facility, the vehicle can only create 3 different types of robots chosen from the following lists.

Manufacturing Facility Level	Cost	Max Assembly Parts	Required Vehicle Size	Robot Options	Robot Costs
MK1 Facility	100,000	10	Huge	Auto Turret, Fire Suppression Drone, Labor Bot, Service Bot, Spider Mine	4
MK2 Facility	250,000	20	Gargantuan	Combat Support Drone, MULE, Sentry Turret, Synthetic	10
MK3 Facility	500,000	30	Colossal	Perdition Flame Turret, Sentry Bot, Widow Mine	20

Mining Equipment

Terran or Protoss, any vehicle

Cost: 75,000

Hard Points: 1 Weight: 5 Complexity: 3

Description: This vessel is equipped with onboard mining equipment designed for harvesting raw minerals from asteroids, mineral nodes, space debris, and even scrap. This equipment relies on have two individuals manning it to function. In general, the mining equipment can salvage 2 tons of minerals every 8 hours it is in use. Obviously, this requires having mineral-rich resources to harvest, of course.

Neural Uplink

Terran or Protoss, any vehicle

Cost: 60,000

Hard Points: 1 Weight: 1 Complexity: 10

Description: The vehicle's cockpit is fitted with a neural uplink that allows the pilot to control and 'feel' the vehicle with pure thought and intention. This gives them an almost supernatural connection to their vehicle. When the pilot is plugged into the neural uplink, they have intense control over their vessel. Their vehicle gains a bonus to defense, attack accuracy, toughness, and damage threshold equal to ½ the pilot's ranks in the pilot skill. In addition, the vehicle's acceleration rating is increased by 50%. This connection is not without risks, as damaging the vehicle can be hazardous to a pilot so plugged into it. If the vehicle suffers damage from an attack, that damage, after resistance is applied, becomes psionic damage dealt to the pilot. Therefore, if a vehicle suffers 60 damage from an attack, and 20 of that damage is resisted by armor, it suffers 40 damage. Then pilot then takes a hit of 40 psionic damage. They gain their psionic resistance as normal against this damage.

Mobile Multi-Segmented Legs

Terran, walker

Cost: 20,000

Hard Points: 0 Weight: 3 Complexity: 2

Description: The walker has a more advanced legs with a less rigid design. These new legs are built for running and fast movement. The walker gains +6 base movement speed. This upgrade's price increases based on the size of the vehicle.

Nano Wave

Terran, any vehicle

Cost: 20,000

Hard Points: 1 Weight: 3 Complexity: 4

Description: This vehicle possesses a long-range technology capable of beaming regenerative nanomachines at friendly targets on the field of battle. This weapon is capable of being used at anyone within long range as a standard action. The nano wave can be used in two fashions. The first is to target a single individual, expending 2 nanites to heal them of 30 + pilot's medicine ranks hit points. The second is affecting a Burst (4) area, expending 5 nanites, healing all effected targets of 10 + pilot's medicine hit points. This tool expends a target's healing threshold when used. The vehicle can carry 40 nanites at any one time, each nanite costing 100 credits.

Ordinance Storage

Terran or Protoss, any vehicle

Cost: 20,000

Hard Points: 1 Weight: 4 Complexity: 1

Description: The vehicle now supports an additional loading and storage bay for missiles. The ammunition capacity for all ordinance missile batteries is tripled.

Point Defense Guns

Terran or Protoss, colossal sized vehicle or larger

Cost: 500,000

Hard Points: 1 Weight: 4 Complexity: 3

Description: The vehicle now supports an array of point defense guns that protect it from close assailants. These weapons can only be mounted on vehicles that are colossal or massive sized. For terrans, these point defense guns are identical to a Burst Cannon. For protoss, they are identical to a Particle Disruptor. The pilot or co-pilot can spend a standard action to fire their point defense guns. The guns attack all enemies within long range of the vehicle. The attacks gain no attack overages. On starship scale, these weapons effect all enemies in their own square or in adjacent squares.

Precision Targeting System

Terran or Protoss, any vehicle

Cost: 50,000

Hard Points: 0 Weight: 0 Complexity: 2

Description: The vehicle has advanced target lock system that rapidly applies target locks and uses predictive systems to line up attacks. The vehicle gains +2 accuracy with all vehicle weapons and can the pilot can make a target lock as a minor action if they succeed a DC 25 pilot check.

Psi Augmenter

Protoss, any vehicle

Cost: 30,000

Hard Points: 0 Weight: 1 Complexity: 3

Description: The vehicle's command throne has psionic uplinks that supercharge the character's psionic abilities. They can manifest psionic powers outside their vehicle while within their craft. In addition, they manifest all psionic powers at +2 PL while piloting the vehicle.

Power Generator

Terran or Protoss, any vehicle

Cost: 5,000

Hard Points: 1 Weight: 2 Complexity: 0

Description: The vehicle has its own battery loaded into the chassis that can be used to charge other items or smaller, portable batteries. The battery can be activated even when the ship is off, and used to charge anything from a fone, a digital uplink, to even perimeter base defenses for a day. It is up to GM's discretion on how long the battery lasts. It can be fully recharged from being refilled with a barrel of vespene gas.

Ramming Prow

Terran, land vehicle

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

Hard Points: 1 Weight: 2 Complexity: 0

Description: The vehicle has an extended front bumper covered with spikes, a dozer blade, or some other appendage for smashing into enemy vehicles. 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.

Regenerative Bio-Steel

Terran or Protoss, any vehicle

Cost: 100,000

Hard Points: 0 Weight: 3 Complexity: 0

Description: The vehicle's hull is made from smart metal and nanites that automatically repairs itself. While outside an encounter, the vehicle regains 10 hit points every minute. This upgrade's price increases based on the size of the vehicle.

Relocation Unit

Protoss, any vehicle

Cost: 120,000

Hard Points: 1 Weight: 1 Complexity: 5

Description: This vehicle has a teleportation device attached to it that allows it limited blinks around a battlefield. The relocation unit can be activated as a standard action. When activated, the vehicle teleports up to 1 kilometer, or 5 squares on starship scale. After being used, it cannot be used again for 1 minute.

Replenishable Magazine: Spider Mines

Terran, any vehicle with spider mines

Cost: 20,000

Hard Points: 1 Weight: 2 Complexity: 1

Description: The vehicle has the capacity to manufacture spider mines, replacing those that it uses. For this to function, the vehicle must have a way of deploying spider mines. It replaces spent spider mines at a rate of 1 per 30 minutes.

Secondary Weapon

Terran or Protoss, any vehicle

Cost: 10,000 + cost of weapon

Hard Points: 0 Weight: 1 Complexity: 1

Description: One of the vehicles weapons has a secondary weapon attached to it. This weapon is a rifle or heavy weapon. Whenever the primary weapon is fired, the secondary weapon is also fired at the primary target, using whatever firing method the pilot chooses. The secondary weapon does not gain any attack overages, however.

Self-Destruct

Terran or Protoss, any vehicle

Cost: 8,000

Hard Points: 0 Weight: 1 Complexity: 0

Description: Designed for pilots who don't want to go down without a fight, the vehicle has a self-destruct mechanism that allows it to explode and take its enemies with them. The self-destruct mechanism can be activated as a reaction at any time, including when the vehicle is reduced to 0 hit points. Doing so kills the pilot and everyone onboard the ship. When the vehicle explodes, however, it gains +20 accuracy instead of +10, and deals higher damage and improved burst area based on size.

Size	Damage	Blast Area
Large	80	Burst 4
Huge	120	Burst 6
Gargantuan	200	Burst 10
Colossal	400	Burst 30
Massive	600	Burst 100

Shielded Compartment

Terran or Protoss, any vehicle

Cost: 10,000

Hard Points: 1 Weight: 3 Complexity: 1

Description: The vehicle is equipped with a shielded passenger compartment with its own life support, temperature control, and radiation shielding. This is important to convert an open-topped or civilian craft with support to sustain its populace in an environment without a safe atmosphere. The while within the vehicle, the passengers gain the benefit of Elemental Protection, Radiation Shielding, and an air supply, protecting them from conditions outside the vehicle. This upgrade's price increases based on the size of the vehicle.

Smart Servos

Terran, any vehicle

Cost: 50,000

Hard Points: 0 Weight: 1 Complexity: 1

Description: This upgrade can apply to any vehicle that switches forms, such as a hellion, siege tank, viking, or liberator. Smart servos allow the vehicle to switch forms incredibly quickly. This vehicle can switch to an alternate form as a standard action, instead of the normal time required. It still must meet any requirements for switching, such as siege tank being at 0 speed, for example.

Spider Mine Deployer

Terran, any vehicle

Cost: 20,000

Hard Points: 1 Weight: 2 Complexity: 1

Description: This vehicle has a storage facility for spider mines that it can rapidly deploy in battle. The vehicle can store up to 3 spider mines at once, +1 spider mine for every size it is above large. As a standard action, the vehicle can deploy any or all its spider mines to different unoccupied squares within short range. Upon being deployed, the spider mine instantly burrows and waits for victims.

Sponsons

Terran or protoss, land or aerial

Cost: 5,000

Hard Points: 1 Weight: 3 Complexity: 1

Description: The vehicle has a pair of side sponsons that have additional weapon mounts attached to them. The vehicle gains a sponson on either side of the vehicle; these weapon mounts can only attack in a 180 degree arc on either side of the vehicle. Both sponsons can support a weapon mount without requiring any hard points. However, the sponsons can only support a light vehicle weapon if they are gargantuan-sized or larger, and can only support a heavy vehicle weapon if they are massive sized or larger. Both sponsons can be fired by the pilot or co-pilot as a standard action with no penalties for firing both sponsons. They can be fired in addition to another vehicle weapon by one pilot using dual wielding rules.

Titanium Housing

Terran or Protoss, any vehicle

Cost: 40,000

Hard Points: 1 Weight: 5 Complexity: 0

Description: The vehicle's hull has been reinforced with layers of titanium and reinforce neosteel. This results in the vehicle being substantially tougher and more durable, but heavier. The vehicle gains +6 damage resistance and +100 maximum hit points. This upgrade's price increases based on the size of the vehicle.

Twin/Triple-linked Weapon

Terran or Protoss, any vehicle

Cost: Varies

Hard Points: 1 Weight: 1 Complexity: 0

Description: A vehicle weapon gains either the twin-linked or triple-linked trait. When adding the twin-linked weapon trait, the cost of the upgrade is equal to the cost of the weapon +10,000. When adding the triple-linked weapon trait, the cost of the upgrade is twice the cost of the weapon +25,000. For example, adding triple-linked to a tier 3 burst cannon would cost 97,000 credits (2(3,000 x12) +25,000).

Weaponized Power Cell

Terran or Protoss, any vehicle

Cost: 50,000

Hard Points: 0 Weight: 2 Complexity: 1

Description: The weaponized power cell accelerates the firepower of all of the vehicle's energy weapons and railguns. For protoss, this would be all of their weapons except the anti-matter missile battery. For terrans, this would be the following weapons: Burst Cannon, Concordance Laser Cannon, Eviscerator Railgun, and Railgun. Those weapons gain +10 damage, +10 penetration, and increases their range by 1 increment.

Weapon Mount

Terran, any vehicle

Cost: 1,000

Hard Points: 0 Weight: 1 Complexity: 0

Description: The weapon mount is an external mount for a rifle or heavy weapon that has an automatic ammunition feed set up. This weapon mount can be set up with a weapon and a feed after 1 minute of work. The feed can support up to 3 full magazines worth of ammunition at once, and automatically reloads the weapon. The weapon mount is always set up to fire in a single 180 degree angle, chosen when the mount is added. Because it is an external weapon mount and is not attached to the vehicle's systems, it cannot be fired by the pilot or co-pilot. Instead, it must be fired by someone outside the vehicle who is manually controlling the weapon.

Winch

Terran, any vehicle

Cost: 1,000

Hard Points: 0 Weight: 1 Complexity: 0

Description: The winch, generally mounted on the front or rear of the vehicle, is a neosteel cable capable of hooking or towing objects. This winch can be extended or reeled in by the pilot. Generally, the winch has 20 squares worth of cable. The winch can be used to tow smaller objects, root a vehicle in place, or attached to a firm location and used to pull the vehicle over an obstacle. A square of cable counts as a small-sized, unbreakable object for durability.

New Vehicles

Upon arriving at a new world, you may want a portable base of operations to explore said planet. These bases of operations need be resilient and spacious, able to hold a large amount of personnel and commence a variety of operations. For this reason, two new vehicles have been added, one for terran and one for protoss.

Heavy Utility Mobile Lander (HUB Lander)

Massive Terran Land Vehicle, Formidable Threat

Base Cost: 1,000,000

Hit Point: 2,350

Strength/ Fortitude: 50

Pilot Requirements: 3

Acceleration Rating: 5

Crew: Commander, Pilot, Co-Pilot, Living Space for 20 passengers or Crew

Base Gear: Communication System, Headlights, Navigation System, Shaped Hull, Treads, Tier 2 Front-mounted Autocannon, Tier 2 Front-mounted Boulder Blaster, Tier 2 Heavy Plated Hull

Damage Threshold: 138

Structure Rating: 8

Space: 40 by 40 squares

Max Speed: 100

Toughness: 132

Damage Resistance: 53

Reach: NA

Defense: 0 +Defensive Training +Agility

Special Trait (Three Man Crew): The HUB is controlled by three primary characters that control the functions of the craft. The commander determines the actions of the ship. The pilot's stats are used to determine the vehicle's defense, acceleration rating, and max speed. The co-pilot fires the weapons and determines the accuracy and statistics of the weapon system. The co-pilot can fire either the boulder blaster or the autocannon in a single turn, not both weapons.

Special Trait (Extra Reinforcement): Because of the HUB's reinforcement trait and shaped hull, it reduces all crippling wounds that it suffers by 2.

Special Trait (Rooms): The HUB lander comes with a variety of different rooms, using the same mechanics as the Personalized Starship Creation rules in the Advanced Terran Training Manual. The HUB comes with the following rooms: Tier 1 Armory, Tier 2 Cargo Bay x2, Tier 1 Domicile x22, Tier 2 Domicile, Tier 1 Laboratory, Tier 1 Medical Bay, Tier 2 Mess Hall, Tier 1 Work Station. It also has hardpoint upgrades, being the MK II Advanced Sensor, Tier 1 Mechanical Arm, Mining Equipment

The Heavy Utility Mobile Lander is a mobile mini base that is frequently deployed to new worlds and moons. The HUB is designed to support a small population of colonists or prospectors as they survey and explore the world, while providing all their means inside a safe, secure, airtight vessel. The HUB lander is large and box shaped, with two large sets of treads beneath to allow slow, rolling movement. The lander has eight decks and a reinforced top canopy that individuals can survey the surroundings or shoot from. The bridge is on the top deck, near the front, hidden behind a reinforced glass panel strong enough to endure the impact of an ultralisk blade.

The HUB can be piloted with three people, but it supports a larger crew of specialists for various purposes. Often times, scientists are aboard to run studies on local minerals and wildlife. There is usually at least 2-4 individuals stationed aboard a HUB for security purposes, as well as a few mechanics. The HUB is very large and requires a specific type of drop ship for transportation. Most often, they are dropped off by a Hercules shuttle.

Autocannon

Base Cost: 18,000 credits

Damage: 22

RoF: Automatic

Shots: 200 Ultra Slugs

Special Traits: Penetration (10), Kickback

Accuracy: +1

Range: Long

Power Rating: +4

Boulder-Blaster

Base Cost: 4,000 credits

Damage: 30

RoF: Slow

Shots: 5 rockets

Special Traits: Burst (1), Piercing

Accuracy: +0

Range: Medium

Power Rating: +5

Mothership Core

Massive Protoss Aerial Vehicle, Epic Threat

Hit Point: 2,120

Strength/ Fortitude: 28

Pilot Requirements: 8

Acceleration Rating: 80

Energy Shield: 800

Damage Threshold: 120

Structure Rating: 12

Space: 80 by 80 squares

Max Speed: 400

Toughness: 114

Damage Resistance: 46

Reach: NA

Defense: 0 +Defensive Training +Agility

Crew: Commander, 10 Crew, Room for 30 passengers or equivalent vehicles or cargo

Base Gear: Tier 3 Turret-Mounted Repulsor Cannon, Navigation System, Telepathic Augmenter, Warp Drive, Tier 3 Heavy Plated Hull

Special Trait (Command Crew): The mothership core is led by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. In addition, the core has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

- Perform Emergency Repairs:** Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.
- Recharge Shields:** Immediately perform a science check with a +20 bonus. The vessel recovers that many shield points.
- Extra Attacks:** The vehicle's repulsor cannon gains Hailfire (1) and +4 accuracy that turn.
- Use Scanners:** The vehicle makes a detector action against all targets within 300 squares (2 squares starship scale)
- Recharge:** The ship can spend a crew action for the commander to lose 5 energy fatigue
- Photon Overcharge:** The ship can activate Photon Overcharge on an applicable target within 300 squares

Special Ability (Photon Overcharge): The mothership core can infuse a Khaydarin crystal of huge-size or larger with psionic power, allowing it to fire blast of psionic energies at target. Activating this ability requires target a crystal within 300 squares by using a standard or crew action and costing the commander 5 energy fatigue. Protoss pylons and the large crystals above nexus count as possible crystals. When activated, the overcharge lasts for 5 rounds. Every round, at the end of the mothership core's turn, all overcharged crystals attack 1 target with the same weapon profile as the core's repulsor cannon. A mothership core can have up to 3 active photon overcharges going at once.

Special Ability (Temporal Distortion Engine): The mothership core is capable of manifesting the following psychic powers, as cast by the ship's commander: *Time Rift*, *Recall*, *Revelation*, or *Envision*. The commander counts as having a Psi level of 4 higher than normal when manifesting powers through the core and gains a +10 bonus on manifestation checks. All the ship's powers can be used at remote range.

After the Brood War, the ancient mothership vessels were brought back into service. New motherships were also construct and added to the fleet, but it is costly and time consuming to make such legendary ships. Therefore, motherships began to be constructed in multiple phases, with a mothership core developed first as its own smaller vessel to be later installed into a larger mothership frame.

The smaller mothership cores are used as mobile command centers to watch over fledgling protoss colonies or explore distant worlds. They can sometimes end up in the hands of a part of protoss heroes who are exploring the fringes of space while protecting protoss interests. These heroes might be in training to serve as the command crew of a full size mothership one day.

Repulsor Cannon

Vehicle Ranged Weapon

Damage: 50

RoF: Average

Shots: NA

Special Traits: Penetration (30), Burst (1), Energy Damage, Downward Barrage

Accuracy: +20

Range: Distant

Power Rating: +5

Mothership Core Description

The mothership core is the heart of a protoss mothership that is used as a surveillance, reconnaissance, and colony support vessel. If it is not destroyed, it will one day be the center of a mighty mothership capital vessel (see Supplement 6). This mothership core is piloted by a templar commander.

Tactics

While the mothership core is large and powerful, it is not designed for sustained combat. Its primary defensive armament is the repulsor cannon, which is mostly effective against ground targets. The mothership core usually begins a combat by lying down a *Time Rift* in the heart of the enemy ranks, designed for slowing them down. Afterwards, if it is in a protoss base or surrounded by large psionic crystals, it begins setting up Photon Overcharges on crystals around to set up multiple fields of fire. Otherwise, it bombards its foes with its repulsor cannons, while keeping photon overcharges active and its enemies within a *Time Rift*. It uses recall to warp troops to it if it is losing a fight, assuming there are troops nearby. If it starts to take substantial hull damage and will not win a fight, it will try to escape.

-Mothership Core's Favored Psionic Powers: Psi Level 9, +23 psionic manifestation bonus

-Recall; DC 30 manifestation as a move action; 14 energy fatigue; character can teleport themselves and all willing allies in a Burst (36) centered on the caster up to 9,000 miles, or can teleport all willing allies in a Burst (36) up to 9,000 miles

-Time Rift; DC 32 manifestation as a full-round action; 11 energy fatigue +3 per round sustained; creates a Burst (27) area within 300 squares, area either accelerates all targets within the area or slows all targets within the area; if accelerating, all targets gains Swiftiness Boost (11) and an extra move action each turn; if slowing, all targets suffer Swiftiness Drain (11) while within the area; power lasts as long as it is sustained as a move action and 1 rounds after the caster stops sustaining

Mothership Core

Level 26 Aiur Protoss in Massive Sized Vehicle, Epic Threat

Skill Purchases: 19

Talent Purchases: 9

Ability Score Purchases: 18

Hit Points: 2,120

Healing Threshold: NA

Damage Threshold: 120

Defense: 15

Toughness: 114

Resolve: 23

Acceleration Rating: 130

Max Speed: 520

Morale Bonus: +6

Space: 80 by 80

Reach: NA

Initiative: +7

Damage Resistance: 51

Psionic Resistance: NA

Energy Shields: 1,040 (5 shield armor)

-Repulsor Cannon 1d20+31 accuracy, 85 damage, +1 strike maximum; *Special Traits:* Penetration 30, Burst 3, Energy Damage, Downward Barrage

Skills: Acrobatics 3, Athletics 3, Computer 2, Defensive Training 9, Durability 10, Endurance 6, Influence 6, Leadership 6, Melee 9, Mental Training 6, Pilot 9, Ranged 9, Psionics 9, Tactics 8

Talents: Dual-Weapon Skill, Honor and Glory, Inspirational Presence, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Power, Weapon Mastery (melee II, ranged II)

Skill Focuses: Durability +2, Pilot +2, Ranged +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Pilot Mastery III, Attuned Shields, Avenger, Aerial Sentry Mastery III, Intercept, Psi-Infused Hull, Reflection Shielding, Vessel Expertise, Avenging Zeal, Fearsome Barrage, Protoss Commander Mastery II, Praetor Mastery II, Bulwark of Faith, Resilience of the Firstborn*

Psionic Powers: *Reading, Messaging, Toughness, Compulsion, Hallucination, Mind Blast, Command, Acute Senses, Regeneration, Sheer Climb*

Strength: 28

Instinct: 9*

Agility: 6

Fortitude: 28

Intelligence: 6

Willpower: 7

Special Ability (Avenger): Once the mothership core has been struck by an enemy attack, the commander can declare that target to be subjected to their Avenger Mark. Once a target has been marked, another target cannot be marked that encounter until the target is destroyed. Against the marked target, the commander gains +4 accuracy and +4 defense.

Special Trait (Command Crew): The mothership core is led by a single commander, who organizes their crew and directs their actions. One member aboard the ship counts as the vehicle's commander, and their statistics are used for every factor aboard the ship, unless a crew member with higher values specifically takes over a system. In addition, the core has 2 crew action every turn. A crew action is in addition to the standard, move, and minor action that the commander has every round, and represents additional activities performed by the crew. A crew action can be used for the following purposes:

-Perform Emergency Repairs: Immediately perform a science check with a +20 bonus. The vessel recovers that many hit points.

- Recharge Shields:** Immediately perform a science check with a +20 bonus. The vessel recovers that many shield points.
- Extra Attacks:** The vehicle's repulsor cannon gains Hailfire (1) and +4 accuracy that turn.
- Use Scanners:** The vehicle makes a detector action against all targets within 300 squares (2 squares starship scale)
- Recharge:** The ship can spend a crew action for the commander to lose 5 energy fatigue
- Photon Overcharge:** The ship can activate Photon Overcharge on an applicable target within 300 squares

Special Ability (Photon Overcharge): The mothership core can infuse a Khaydarin crystal of huge-size or larger with psionic power, allowing it to fire blast of psionic energies at target. Activating this ability requires target a crystal within 300 squares by using a standard or crew action and costing the commander 5 energy fatigue. Protoss pylons and the large crystals above nexus count as possible crystals. When activated, the overcharge lasts for 5 rounds. Every round, at the end of the mothership core's turn, all overcharged crystals attack 1 target with the same weapon profile as the core's repulsor cannon. A mothership core can have up to 3 active photon overcharges going at once.

Special Ability (Temporal Distortion Engine): The mothership core is capable of manifesting the following psychic powers, as cast by the ship's commander: *Time Rift*, *Recall*, *Revelation*, or *Envision*. The commander counts as having a Psi level of 4 higher than normal when manifesting powers through the core and gains a +10 bonus on manifestation checks. All the ship's powers can be used at remote range.



Chapter 5: Military Campaigns

Call-down Abilities

At its core, StarCraft is a game about warfare between three powerful races. The StarCraft games cover a line of epic battles and military campaigns between these races, as a fight for dominance occurs to take hold of the sector. This is far different from the StarCraft RPG, which focuses on the exploits of a few select heroes that follow their own agenda. However, this is not always the case and there is a case where the heroes are part of a larger military campaign.

The advantage of being part of such a military endeavor is that you are not fighting alone. You are part of a greater force fighting for prominence. As such, you have access to your military's resources in fighting your enemies. One aspect of this is call-down abilities.

Call-down abilities, also known as command powers, are when a hero leverages their position and rank to order resources diverted to their aid. They could call for an artillery strike to hit a location, crucial supplies to be dropped onto the field, or for reinforcements to support the heroes' position.

This chapter details all the rules for introducing call-downs into your games of StarCraft. These are optional rules that can be used as long as the Game Master decides they are relevant. They require no special skills or talents to use, as they are designed to be dropped into the game as needed without needing special character build. However, characters who are proficient with the tactics, leadership, and command skills are going to be the best at implementing these powers.

Command powers are not universally accessible, and the players should only have access to them under a few select circumstances.

- The players must be in an active battleground where significant military resources are deployed
- The players must be aligned with one participant in said battle ground and be able to communicate with them.
- The players must be in the position to make divert military resources. This usually comes from having a military rank but could also come from simply being respected by the institution.



Command Points

Command points are a resource player use to keep track of how many tactical resources their army allows them to allocate. Every time a call-down ability is used, command points are used up. Essentially, command points are a currency used to 'buy' a command power and activate it.

A character has a number of command points equal to their level + their ranks in leadership + twice their ranks of tactics. Therefore, a level 12 character with 6 leadership and 5 tactics would have 28 command points. Command points are recovered after the overall conflict is finished; the overall conflict being the large scale battle the players are participating in. More than anything, the GM decides what is an appropriate moment for the command points to be refunded.

Command points are on a per character basis. Multiple characters cannot combine their remaining command points together to issue an order.

Issuing Orders

Issuing an order requires a full-round action and a tactics skill check. The DC of the check depends on which power they are trying to call in. See the command powers listing for the DC of the tactics skill check.

If the order is successful, the effect arrives after a certain number of rounds. It is not instantaneous; it takes time for forces to get in position to assist. Sometimes it takes a matter of rounds; sometimes minutes. If the order is used in combat, then it arrives at the start of the issuer's turn a number of rounds later based on the timer for the power. For example, when issuing a strike that takes 3 rounds to land, it arrives at the start of the character's turn 3 rounds from the round it is issued.

Because of the nature of these abilities, most orders can only be issued outdoors in an open area. Most call-downs rely on support from orbital or distant forces. A dropship cannot land inside most buildings, and siege tank cannot make a precision strike below the surface of the world. Ultimately, whether a call-down can be used is up to GM discretion.

Many call-downs can be 'boosted' when ordered. The exact effects of the boost are listed in the power's entry. Boosted powers have improved effects. Boosted powers cost additional command points and must be paid when the power is first ordered. Therefore, if you boosted an artillery strike to last multiple rounds, you must pay additional command points when issuing the order for the boosted effect to activate. You cannot boost a power after it has been ordered. Once the power arrives, it is boosted whether or not that is beneficial for the party.

Finally, there are many recurring themes in orders. One is artillery strikes. Artillery strikes are long range bombardments that the character orders from their location. Artillery strikes are very, very powerful. However, the artillery or orbital craft launching the strike usually cannot see what they are shooting at, relying on telemetry data from the character. Therefore, most artillery strikes are based on a flat ranged skill roll by the commanding character with a large accuracy penalty. This makes the strikes very unreliable in getting their full effectiveness, relying heavily on luck and overwhelming skill to land a successful artillery strike. While this is the normal, some artillery strikes use their own attack bonus or don't require an attack roll at all.

Some orders call soldiers to help the players in battle. Once these soldiers arrive, they roll their own initiatives and function as normal participants in a battlefield. Most summoning powers call soldiers for a single 'operation'. An operation is usually a sub-mission, an objective, or a single long battle. Essentially, it is ambiguous title referring to the soldiers aiding the player in their current endeavor. Once that endeavor is over, the soldiers depart for other parts of the battlefield. The players aren't the only participants in the fight, after all.

Every order that can be issued has a minimum level requirement to issue that order. More established characters have access to more advanced instructions and higher tactical allowance. Remember that level requirements are not a hard and fast rule. Some inexperienced players may have unusually high tactical allowance because of their rank, just as some veteran characters may have very low allowance because of they are not trusted by their superiors. The GM determines any variance on permissions.

Terran Call-down Abilities

This section details terran call-down abilities. Their suite of powers is very balanced, with new equipment drops, slowly arriving reinforcements, and reckless yet powerful artillery strikes. These are organized by the minimum level you must be to issue the order.

Level 3 Terran Orders

Missile Strike

Level Restriction: 3

Tactics DC: 11

Command Points: 5

Arrival Time: 2 rounds

Effect: You order a powerful, long ranged missile strike at the target location. This an artillery strike that requires a ranged attack roll at -10 at a certain target within line of sight. The missile deals 80 damage with Penetration (30), Burst (3), and the Missile weapon trait.

Boost: You can spend 3 additional command points to fire a second missile. Each extra missile gives the attack +5 accuracy and +2 burst area.

Scanner Sweep

Level Restriction: 3

Tactics DC: 11

Command Points: 5

Arrival Time: 1 round

Effect: You order orbital command or satellite station to perform a deep scan over the target area. This effects a Burst (20) area within your line of sight. The scan counts as a detector action over all targets in the area, feeding all of the information to allied digital uplinks. The scan lasts for 2 turns, counting as a detector action for all allies at the start of each of the commanding character's turns. At the end of the ordering player's second turn, the scan ends.

Boost: You can spend 1 command point to increase the burst area of the scanner sweep by +5. You can spend 1 command point to allow the scanner sweep to last an additional round. Both are repeatable and can be combined.

Supply Drop

Level Restriction: 3

Tactics DC: 11

Command Points: 3

Arrival Time: 5 rounds

Effect: You call for a selection of supplies to be dropped down to you in an equipment pod. These supplies may include explosives, ammunition, gear, and either rifle or heavy weapons. When you issue the order, you choose 3,000 credits of equipment that is broken down between a maximum of 4 different types of items. For example, you can choose for the supply drop to have 3,000 credits worth of gear split between tier 2 medipacks, fragmentation grenades, gauss spikes, and air tanks.

Boost: You can spend 2 additional command points to call down another pod with 3,000 credits of equipment. This pod may have a different breakdown of items than the first pod. Every 2 additional command points can call down another pod.



Level 7 Terran Orders

Combat Squad

Level Restriction: 7

Tactics DC: 15

Command Points: 10

Arrival Time: 2 minutes

Effect: You call a squad of marines to assist you for a single operation. The squad consists of a Marine Sergeant and 4 Marines.

Boost: You can spend 10 additional combat points to upgrade the squad to a Marine Captain and 4 Elite Marines. You must be at least level 16 to use this upgrade.

***Special Note:** If you belong to another faction other than the Dominion, the GM can declare you use alternate troops that better fit your faction. Use these guidelines for other factions. These statistics can be found in the Explorer's Guide to the Sector.

-Umojan Combat Squad: Umojan Commando x3

-Boosted Umojan Combat Squad: Umojan Veteran Commando x3

-UED Combat Squad: Directorate Private x4, Directorate Sergeant x1

-Boosted UED Combat Squad: Directorate Private x6, Directorate Medic x2, Directorate Sergeant x1

-Kel-Morian Combat Squad: Kel-Morian Soldier x4, Kel-Morian Sniper OR Kel-Morian Saboteur

-Boosted Kel-Morian Combat Squad: Kel-Morian Ripper x4, Kel-Morian Sniper x1, Kel-Morian Saboteur x1

-Mercenary Combat Squad: Hardskin Mercenary x4

-Boosted Mercenary Combat Squad: Hardskin Mercenary x10

Dropship Pickup

Level Restriction: 7

Tactics DC: 15

Command Points: 5

Arrival Time: 2 minutes

Effect: You call for a dropship to come pick up you and your party and relocate you to somewhere else. They could be bringing you to another point on the battlefield, returning you to base, or somewhere else that is close to the battle. They will generally not fly you far from the front lines of combat without good reason or higher orders. In order for a dropship to retrieve the players, they will need to clear a landing zone for the dropship set down in. This landing zone must be at least a 20 by 20 area.

Boost: For 5 extra command points, a medevac can instead pick the players up to relocate them. The players can avail themselves of its medical services while being moved.

Raven Turret

Level Restriction: 7

Tactics DC: 15

Command Points: 8

Arrival Time: 2 rounds

Effect: You redirect a raven drone to drop a Sentry Turret in to help defend a location. This turret can be dropped anywhere within line of sight that can support the turret. This turret lands and fights the enemy from that location until it is destroyed or runs out of ammunition.

Boost: For 2 extra command points the turret can exchange its gauss cannon for either a rocket launcher or a railgun.

Alternatively, for 7 extra command points, the turret can be replaced with a floating Combat Support Drone of one of the three varieties: Bio-Mechanical, Point Defense, or Sonar.

Siege Bombardment

Level Restriction: 7

Tactics DC: 15

Command Points: 7

Arrival Time: 2 rounds

Effect: You order a distant siege tanks to bombard the ground within line of sight. This an artillery strike that requires a ranged attack roll at -10 at a target location on the ground. The missile deals 120 damage with Penetration (25), Burst (9), and the Ground Fire weapon traits.

Boost: You can spend 5 additional command points for the artillery strike to repeat the next round at the same location. Make a new attack roll for this second strike. This is repeatable, each time allowing another round of artillery strikes.

Level 12 Terran Orders

Banshee Raid

Level Restriction: 12

Tactics DC: 20

Command Points: 20

Arrival Time: 3 rounds

Effect: You call a banshee squadron made of 3 banshees to supply close air support for 3 rounds. This squadron does as you direct for the duration, attacking targets of your choice. After 3 rounds have passed, the banshees depart. See Terran Premade Vehicles on page 234 of the Advanced Terran Training Manual for the rules for a banshee squadron.

Boost: You can spend 2 additional command points to make the banshees linger for an additional round. This is repeatable.

Destroyer Squad

Level Restriction: 12

Tactics DC: 20

Command Points: 12

Arrival Time: 2 minutes

Effect: Sometimes the heavy artillery is needed. You call a pair of heavily armored soldiers to assist you for a single operation. The squad consists of one of the following pairs: two marauders, two firebats, or two HERC commandos.

Boost: You can spend 12 additional combat points to upgrade the squad to one of the following groups: two marauder destroyers, two promethean company firebats, or two HERC commando veterans. You must be level 20 to utilize this boost.

Outriders

Level Restriction: 12

Tactics DC: 20

Command Points: 12

Arrival Time: 1 minute

Effect: You call a trio of either piloted hellions or vultures. These fast raiders can cover great distances. Upon summoning them, they drive off to the targeted location. They can be assigned to escort a target to safety, raid a vulnerable enemy location, or simply do a scouting pass to explore the target area and report back their findings. They stay for at most one operation, which usually takes between 5-30 minutes, before they depart for new orders.

Boost: You can spend 4 additional command points to add another hellion or vulture to the squad. This is repeatable.

Vehicle Drop

Level Restriction: 12

Tactics DC: 20

Command Points: 12

Arrival Time: 5 minutes

Effect: You call for a dropship to come and drop off a vehicle for you to use in battle. This vehicle can either be a hellion, vulture, or goliath. These vehicles come fully armed, at full hit points, and are ready to be used

Boost: For 12 extra command points, the drop ship can drop off one of the following vehicles instead: a siege tank, diamondback tank, cyclone, or warhound.

Level 16 Terran Orders

Close Air Support

Level Restriction: 16

Tactics DC: 24

Command Points: 20

Arrival Time: 3 rounds

Effect: You call a squadron of aircraft to help clear the airways. This squadrons can be a squad of three wraiths, a squad of three vikings, or a single valkyrie. These aircraft can be assigned one of two purposes: to either clear the airspace of all enemies in the area, or to protect an aerial vehicle (frequently a dropship). They remain until they complete the objective or are destroyed.

Boost: You can spend 2 additional command points to make the aircraft arrive after 2 rounds. Alternately, you can spend 5 command points to make the aircraft arrive after 1 round.

Defensive Matrix

Level Restriction: 16

Tactics DC: 24

Command Points: 12

Arrival Time: 1 round

Effect: You call for an orbital science vessel to deploy a defensive matrix on yourself or one ally within line of sight. This defensive matrix is an energy shield that protects from harm for a short duration. The target gains an energy shield with a shield pool of 300 and a shield armor of 25. It lasts for 3 rounds before dissipating.

Boost: For 8 extra command points, an extra target is affected by the defensive matrix for the same duration. This can be used multiple times.

Rain of Fire

Level Restriction: 16

Tactics DC: 24

Command Points: 30

Arrival Time: 5 rounds

Effect: You order orbital forces to release a full bombardment of the target area. After they get into position, aircraft and capital ships fire their lasers and missile in an indirect barrage over the area. This effects all targets on the surface of an area 1 kilometer around for 1 minute.

Any creature within the area suffers an attack against them at the start of each turn. This attack has a +10 attack bonus and is unaffected by the commanding character's statistic. If they are hit, they suffer 60 damage with Penetration (20). If they are missed, they suffer no damage. This power deals considerable damage to structures within the area.

Boost: For 10 extra command points, the power lasts an additional minute.

Second Wave

Level Restriction: 16

Tactics DC: 24

Command Points: 25

Arrival Time: 5 minutes

Effect: When times are tough, you can call in an extra wave of reinforcements to win a battle. Generally, this is to be used in large battlefields where there is exceptional enemy resistance. This power is identical to Combat Squad, but it instead calls four such combat squads to assist the heroes, along with one of the following sets of vehicles: two goliaths, one siege tanks, or one diamondback tank. These forces stay for one encounter before scattering to individual missions.

Boost: This order cannot be boosted.

Level 20 Terran Orders

Yamato Cannon

Level Restriction: 20

Tactics DC: 28

Command Points: 25

Arrival Time: 1 minute

Effect: You order an orbiting battlecruiser to fire its primary weapon, the yamato cannon, at a single target or location. This is an artillery strike that requires a ranged attack roll at -10. The blast deals 500 damage with the Piercing, Burst (5), and Energy Damage weapon traits.

Boost: This order cannot be boosted.

Nuclear Launch

Level Restriction: 20

Tactics DC: 28

Command Points: 30

Arrival Time: 1 minute

Effect: In an ultimate force of destruction, you can order a nuclear missile to annihilate an area. When this order is placed, the missile is prepared for firing, but is not immediately released. To mark the coordinates for a nuke, a character with a laser targeting system must mark the location with their laser. This is a full-round action that requires both a DC 10 tactics check with their laser. This DC increases by 3 for every 1 kilometer the target location is from the targeter. This does not have to be the same character that issued the order. Once the coordinates are marked, the missile is launched, and it arrives 1 minute after the mark.

The nuke causes utter devastation when it lands. It strikes an area 5 kilometers around. Most buildings are destroyed, and any creatures with less than 1,000 maximum hit points are instantly killed. All creatures with over 1,000 maximum hit points suffer a hit of 100 damage with the Penetration (30) and Hailfire (9) weapon traits. The area also suffers from severe radiation for several months.

Boost: This order cannot be boosted.



Zerg Call-down Abilities

This section details zerg call-down abilities. Zerg powers focus very heavily in summoning hordes of reinforcements, their ideal method of solving all problems. Other powers call for remote applications of evolution powers.

Zerg powers differ because they require Command checks instead of tactics checks for activating a call-down ability. In addition, their command points are determined as follows: Character level + three times Command ranks. Zerg respond to strength of presence and will above tactical forethought or leadership. Therefore, command is the only skill zerg need for call-down abilities. It also means zerg must have some command to really make use of command abilities.

Level 3 Zerg Orders

Bile Blast

Level Restriction: 3

Command DC: 11

Command Points: 3

Arrival Time: 4 rounds

Effect: You order a massive blast of acidic bile to strike a targeted location. This bile usually originates from a bile launcher or an orbiting leviathan. This an artillery strike that requires a ranged attack roll at -10 at a certain target within line of sight. The missile deals 60 damage with Penetration (20), Burst (5), Acid Damage, and Corrosion weapon traits.

Boost: You can spend 3 additional command points to empower the bile to be even stronger. Each command point spent increases the burst area by +2 and the damage by 20.

Creep Tumor

Level Restriction: 3

Command DC: 11

Command Points: 3

Arrival Time: 5 rounds

Effect: You call for a creep tumor to be dropped onto the battlefield from orbit. As this creep tumor grows, it expands additional creep over an area. Unlike an ordinary creep tumor, this dropped tumor does not need to be placed on an area of existing creep. Once it lands, it spends 2 round gestating in an empty square. After it grows, it extends creep in an area around at the rate of 2 squares per round, to a maximum of 24 squares. This creep can be used for nourishment by zerg or act as fertile ground for a zerg structure.

Summon Fang Pack

Level Restriction: 3

Command DC: 11

Command Points: 7

Arrival Time: 5 rounds

Effect: You redirect a pack of zerg to assist you for one operation. The squad consists of six zerglings.

Boost: You can spend 3 additional command points to add a hydralisk to the fang pack. This can only be done once. In addition, you can spend 1 extra command point to add another zergling to the squad. This is repeatable. Finally, if you are at least level 12, you can spend 10 additional command points to summon zergling alphas instead of regular zerglings.

***Special Note:** If you belong to a primal zerg fighting force, you call different minions other than standard zerglings and hydralisks. Replace zerglings with primal zerglings and hydralisks with primal hydralisks. If you are summoning zergling alphas, summon 1 greater primalisk for every 2 zergling alphas you would summon.

Level 7 Zerg Orders

Dark Swarm

Level Restriction: 7

Command DC: 15

Command Points: 5

Arrival Time: 3 rounds

Effect: You chose a target location, and a zerg defiler (or similar creature) comes by and shrouds the area with a concealing cloud of zerg micro-organisms. This counts as the Dark Swarm Evolution power manifested at Master level (page 54 of the Zerg Swarm supplement). As normal, this cloud lasts for 1 minute.

Boost: You can spend 5 additional command points to have the power manifested at paragon level.

Infested Minions

Level Restriction: 7

Command DC: 15

Command Points: 7

Arrival Time: 2 minutes

Effect: You call for a host of infested warriors to reinforce your forces for one operation. The shambling army consists of five infested marines and ten infested colonists.

Boost: You can spend 2 additional command points to increase the numbers by 1 infested marine and 2 infested colonists. This is repeatable. Alternatively, if you are level 20, you can spend 10 command points to replace all infested colonists with a single aberration.

Overlord Collection

Level Restriction: 7

Command DC: 15

Command Points: 5

Arrival Time: 5 minutes

Effect: You call for an overlord to come pick up you and your party and relocate you to somewhere else. They could be bringing you to another point on the battlefield, returning you to base, or somewhere else that is close to the battle. They will generally not fly you far from the front lines of combat without good reason or higher orders. For the overlord to retrieve the players, they will need to clear a landing zone for the overlord set down in. This landing zone must be at least a 10 by 10 area.

Boost: You can spend 5 command points for the overlord to collect you after 2 minutes instead of 5.

Overseer Flyby

Level Restriction: 7

Command DC: 15

Command Points: 5

Arrival Time: 5 rounds

Effect: You request the attention of an overseer and their advanced senses for 10 rounds. Once it arrives, the overseer flies over the battlefield, making detection actions every round to find hidden foes. It then provides all of this information to the zerg heroes via a telepathic link and visual cues. Once the 10 rounds have passed, the overseer departs.

Boost: You can spend 1 command point to increase the length the overseer lingers in your vicinity by 2 rounds per point. In addition, if you are at least level 12, you can spend 10 command points to have the overseer to also assist you with evolution powers while it is lingering nearby. It's favored evolution powers are *Contaminate*, *Corruption*, and *Spawn Broodling*.

Summon Scourge

Level Restriction: 7

Command DC: 15

Command Points: 5

Arrival Time: 3 rounds

Effect: You call a scourge, a suicidal flying creature that explodes into bio-plasma, to enter the air space. It arrives in the battlefield after a certain time and charges towards a single flying unit with all haste. If the scourge survives to make contact with the enemy, it explodes. It makes a +5 attack roll, dealing 120 damage with penetration 32 and burst 1.

Boost: Every additional 5 command points you spend, you can an additional scourge. These additional scourges can be directed towards the same enemy or a different enemy.

Targeted Infestation

Level Restriction: 7

Command DC: 15

Command Points: 8

Arrival Time: 1 minute

Effect: You order an infestation specialist zerg to begin infesting the target creature or object. This can either target up to 10 captives or a single vulnerable structure. If the target is a living creature, they begin mutating as per the *Mutagen* power. If the target is a building, they are affected as per the *Infest* power. Note that the infestation specialist will not arrive if the area is not secured or if there are any obstructions in their work. Once the specialists are done with their work, they give the heroes access to the fruits of their labor, including any infested minions that arose from their work

Boost: This power cannot be boosted.

Level 12 Zerg Orders

Drop Crawler

Level Restriction: 12

Command DC: 20

Command Points: 8

Arrival Time: 3 rounds

Effect: You call for a drop pod loaded with either a spore crawler or a spine crawler to make landfall. Once it arrives, the crawler nests in the closest area of creep and begins defending the location. It is vital to have an area of creep available for the crawler to inhabit, as they are very defenseless without being able to root in creep.

Boost: You can spend 12 additional command points to add additional spine or spore crawlers. This is repeatable.

Suicidal Barrage

Level Restriction: 12

Command DC: 20

Command Points: 12

Arrival Time: 3 rounds

Effect: You order a collection of forces to hurl themselves at the target area. Scourges, banelings, drop pods, and bile spawn from leviathans all perform a kamikaze attack against the forces over a large area. This effect all targets in a Burst (100 area), effecting all within for 5 rounds.

Any creature within the area suffers an attack against them at the start of each turn. This attack has a +5 attack bonus and is unaffected by the commanding character's statistic. If they are hit, they suffer 40 damage with Penetration (10). If they are missed, they suffer no damage. This power deals substantial damage to structures within the area.

Boost: For 8 extra command points, the power lasts an additional 5 rounds.

Summon Mutalisks

Level Restriction: 12

Command DC: 20

Command Points: 12

Arrival Time: 3 rounds

Effect: You call for a trio of mutalisks to provide close air support for 5 rounds. This mutalisks do as you direct for the duration, attacking targets of your choice. After 5 rounds have passed, the mutalisks depart.

Boost: You can spend 1 additional command points to make the mutalisks linger for an additional round. You can also spend 4 command points for an additional mutalisk to arrive and support. Both options are repeatable.

Level 16 Zerg Orders

Dark Skies

Level Restriction: 16

Command DC: 24

Command Points: 20

Arrival Time: 5 rounds

Effect: You summon a host of zerg minions to fall in drop pods and reinforce your location. You choose 100 levels worth of zerg, none of which can be higher level than your character or be above High threat level. These zerg drop pods land in a location of your choosing within line of sight. Each dropped zerg must be within 2 squares of another dropped zerg. Any zerg that cannot be placed die in the fall. This zerg stay for a single operation, as per the Summon Fang Pack call-down.

Boost: You can spend 5 additional command points to gain 20 additional levels of summoned zerg. This is repeatable.

Summon Sky Terror

Level Restriction: 16

Command DC: 24

Command Points: 20

Arrival Time: 1 minute

Effect: You call for a zerg guardian or devourer to aid you for 3 rounds. This monster does as you direct for the duration, attacking targets of your choice. After 3 rounds have passed, the sky terror departs.

Boost: You can spend 2 additional command points to make the sky terror linger for an additional round. This is repeatable. You can also spend 10 command points to summon a brood lord or swarm guardian instead, although you must be at least level 24 for this option.

Level 20 Zerg Orders

Bio-Plasma Discharge

Level Restriction: 20

Command DC: 28

Command Points: 25

Arrival Time: 1 minute

Effect: You order an orbiting leviathan to release a bio-plasma discharge at a single target or location. This an artillery strike that requires a ranged attack roll at -10. The blast deals 750 damage with the Piercing, Burst (2), Acid Damage, and Corrosion traits.

Boost: This order cannot be boosted.

Nydus Worm

Level Restriction: 20

Command DC: 28

Command Points: 30

Arrival Time: 5 rounds

Effect: You call for a nydus worm to come to your location. It bursts through the earth the first round after it arrives and sets itself up to release minions on the second. It releases a swarm of zerglings each turn for the next 2 turns. These zerglings assist the players on their current operation. It spends the fifth turn transitioning into active mode. It then spends the next five turns making bite attacks at nearby foes. At the end of these 10 turns, the nydus worm retreats into the ground and disappears.

Boost: You can spend 2 additional command points to make the nydus worm show up one round sooner.

Summon Ultralisk

Level Restriction: 20

Command DC: 28

Command Points: 25

Arrival Time: 1 minute

Effect: You call for a zerg ultralisk to aid you for 4 rounds. This monster does as you direct for the duration, attacking targets of your choice. After 3 rounds have passed, the ultralisk departs.

Boost: You can spend 2 additional command points to make the ultralisk linger for an additional round.



Protoss Call-down Abilities

This section details protoss call-down abilities. Protoss abilities focus on accurate artillery strikes and quickly arriving troops that teleport into battle. Protoss reinforcements are very reliant on a psi matrix to arrive quickly in battle, so it is often important to summon pylons so you can call quick reinforcements.

Level 3 Protoss Orders

Observer Flyby

Level Restriction: 3

Tactics DC: 11

Command Points: 3

Arrival Time: 5 rounds

Effect: You order an observer to do a flyby over the chosen area for a time. The observer is cloaked and provides detector action as well as information about enemy troop movements while it is flying by. The players can direct the observer for 2 minutes before it must divert to fulfill different orders. It shares its information with its allies via crystalline computing arrays or telepathic links.

Boost: You can spend 2 command points to order the observer for another minute. This can be purchased multiple times.

Orbital Blast

Level Restriction: 3

Tactics DC: 11

Command Points: 7

Arrival Time: 5 rounds

Effect: You order an orbital plasma strike to incinerate the target area. This an artillery strike that requires a ranged attack roll at -10 at a certain target within line of sight. The plasma strike deals 60 damage with Penetration (50), Burst (5), and Energy Damage weapon traits.

Boost: You can spend 5 additional command points to fire a second plasma blast at the same or different location. This extra blast requires another attack roll.

Pylon Warp-In

Level Restriction: 3

Tactics DC: 11

Command Points: 5

Arrival Time: 21 rounds

Effect: You call for orbital assets to warp a pylon in directly at the target location. Upon activating this power, a portal appears after 1 round and begins to warp in a pylon over 20 more rounds. The pylon takes up a 3 by 3 area and floats 1 square off the ground. It provides an area of psi matrix in a Burst (50) centered on the pylon. This psi matrix powers protoss buildings and allows the warp-in for troops. It also gives protoss within the area +2 manifestation bonus.

Boost: This power cannot be boosted. However, if you have a access to a probe to initiate the warp-in of the pylon, then this power only costs 2 command points and it only takes 10 rounds to warp in instead of 20.



Level 7 Protoss Orders

Khaydarin Blast

Level Restriction: 7

Tactics DC: 15

Command Points: 7

Arrival Time: 2 rounds

Effect: You order a piercing beam from a long-ranged khaydarin monolith to eviscerate a target. This an artillery strike that requires a ranged attack roll at +0 at a single target. The beam deals 200 damage with the Piercing and Rending (5) weapon traits.

Boost: You can spend 5 additional command points for the khaydrin blast to target a different enemy the next turn. This is repeatable, each round the khaydarin blast targets a new target on a following turn.

Retrieval

Level Restriction: 7

Tactics DC: 15

Command Points: 5

Arrival Time: 2 minutes

Effect: You call for a warp prism to come pick up you and your party and relocate you to somewhere else. They could be bringing you to another point on the battlefield, returning you to base, or somewhere else that is close to the battle. They will generally not fly you far from the front lines of combat without good reason or higher orders. The warp prism does not need to land to retrieve the players, but it must have line of sight and be able to reach within 30 squares of your location.

Boost: This power cannot be boosted.



Vanguard

Level Restriction: 7

Tactics DC: 15

Command Points: 10

Arrival Time: 2 rounds

Effect: You call a group of protoss warriors to assist you for a single operation. This operation can be the completion of a single objective, fighting one battle, or holding a location. The GM has final say on what concludes the vanguard's purpose. The players must be adjacent to an area of psi matrix for the vanguard to warp-in. Otherwise, if the forces must walk to your location, they arrive after 20 rounds instead of 2. The vanguard unit consists of 3 templar zealots.

Boost: You can spend 10 additional combat points to upgrade the squad to 3 templar fanatics. You must be at least level 16 to use this upgrade.

***Special Note:** If you belong to another faction other than the Aiur protoss, the GM can declare you use alternate troops that better fit your faction. Use these guidelines for other factions.

-**Nerazim Vanguard:** Nerazim Dark Templar x3

-**Boosted Nerazim Vanguard:** Nerazim Assassin x3

-**Tal'darim Vanguard:** Tal'darim Zealot x3

-**Boosted Tal'darim Vanguard:** Tal'darim Blood Hunter x3

-**Purifier Vanguard:** Purifier Sentinel x3

-**Boosted Purifier Vanguard:** Purifier Legionnaire x3

Level 12 Protoss Orders

Aerial Strike

Level Restriction: 12

Tactics DC: 20

Command Points: 20

Arrival Time: 3 rounds

Effect: You call a squadron of three scouts, corsairs, or phoenixes to assist you clear the air space. These aircraft can be assigned one of two purposes: to either clear the airspace of all enemies in the area, or to protect an aerial vehicle (frequently a warp prism). They remain until they complete the objective or are destroyed.

Boost: You can spend 5 additional command points to add another aircraft to the squadron. This is repeatable.

Artillery Units

Level Restriction: 12

Tactics DC: 20

Command Points: 12

Arrival Time: 2 rounds

Effect: You call several protoss cybernetic walker to your side to help deal with enemy armor. This operation can be the completion of a single objective, fighting one battle, or holding a location. The GM has final say on what concludes the unit's purpose. The players must be adjacent to an area of psi matrix for the vanguard to warp-in. Otherwise, if the forces have to walk to your location, they arrive after 10 rounds instead of 2. The artillery unit consists of 2 templar dragoons.

Boost: You can spend 10 additional combat points to upgrade the squad to 1 templar immortal. You must be at least level 20 to use this upgrade.

***Special Note:** If you belong to another faction other than the Aiur protoss, the GM can declare you use alternate troops that better fit your faction. Use these guidelines for other factions.

-Nerazim Artillery: Nerazim Stalker x2

-Boosted Nerazim Artillery: Nerazim Annihilator x1

-Tal'darim Artillery: Tal'darim Slayer x2

-Boosted Tal'darim Artillery: Tal'darim Vanguard x1

-Purifier Artillery: Purifier Instigator x2

-Boosted Purifier Artillery: Purifier Immortal x1

Photon Cannon Warp-In

Level Restriction: 12

Tactics DC: 20

Command Points: 15

Arrival Time: 11 rounds

Effect: You mark a nearby area with an existing psi-matrix, and a photon cannon begins to warp in at the location. The portal opens after 1 round and then 10 rounds afterwards the cannon fully materializes. The photon cannon blasts enemies while defending the location until is destroyed or no longer has a psi-matrix providing power.

Boost: This power cannot be boosted. However, if you have access to a probe to initiate the warp-in of the photon cannon, then this power only costs 10 command points and it only takes 5 rounds to warp in instead of 10.

Thermal Lance

Level Restriction: 12

Tactics DC: 20

Command Points: 20

Arrival Time: 2 rounds

Effect: You order an orbital craft to scythe across an area of ground with a deadly thermal lance. Choose a target location and a destination location within 30 squares. The thermal lance strikes all targets within that area, dealing 40 piercing damage to all targets within that space. In addition, the ground is burning for 10 rounds and deals 30 burning damage (penetration 5) to anyone who ends their turn within the area.

Boost: You can spend 10 additional command points to have a second thermal lance strike the area. It can strike the same or a different area.

Level 16 Protoss Orders

Orbital Barrage

Level Restriction: 16

Tactics DC: 24

Command Points: 30

Arrival Time: 5 rounds

Effect: You order orbital forces to release a full bombardment of the target area. After they get into position, capital ships release their full payload their laser blasts, plasma charges, and thermal beams in an indirect barrage over the area. This effects all targets on the surface of an area 1 kilometer around for 2 minutes.

Any creature within the area rolls a d20 on the target of their turn. On an 8+, they are targeted by one of the attacks bombarding the area. This attack has a +12 attack bonus and is unaffected by the commanding character's statistic. If they are hit, they suffer 40 damage with Penetration (30). If they are missed, they suffer half damage. This power deals considerable damage to structures within the area but is controlled enough that critical locations can be spared if the ordering character wills it.

Boost: For 10 extra command points, the power lasts an additional minute.

Reconstruction Wave

Level Restriction: 16

Tactics DC: 24

Command Points: 10

Arrival Time: 1 round

Effect: You order a blast of revitalizing nano-machines to spray over 3 constructs or purifiers within sight. These targets recover 20 hit points per round for 10 rounds, up to their normal maximum. This cannot affect living creatures.

Boost: You can spend 2 additional command points for another target to be affected by a reconstruction wave. This boost is repeatable.

Guardian Shield

Level Restriction: 16

Tactics DC: 24

Command Points: 15

Arrival Time: 1 round

Effect: You call for a protective shield to be dropped over up to 5 allies. This guardian shield is an energy shield that protects from harm for a short duration. The targets gain an energy shield with a shield pool of 50 and a shield armor of 20. It lasts for 5 rounds before dissipating. If the target already has an energy shield, then this shield is subtracted from first.

Boost: For 3 extra command points, an extra target gains the benefit of the guardian shield.

Level 20 Protoss Orders

Annihilator Support

Level Restriction: 20

Tactics DC: 28

Command Points: 25

Arrival Time: 5 minutes

Effect: You call a powerful reaver to assist you for a time. It arrives with 10 scarabs to use in battle. Once it has used up each of its scarabs, it departs and goes to assist other battle units while it rebuilds its supply of scarabs.

Boost: You can spend 5 additional command points to instead call a colossus to aid you for 10 rounds. Tal'darim can instead call a wrathwalker.

Purification Beam

Level Restriction: 20

Tactics DC: 28

Command Points: 35

Arrival Time: 10 minutes

Effect: When utter cleansing of an area is require, and orbital craft can fire its purification beam down upon an region, cleansing it of all life and matter. When this order is placed, an orbital craft spends 10 minutes moving into position. When the attack comes, it strikes everything within an area that is 500 squares around. The beam deals 500 piercing damage to every target within the area every round for 5 rounds. The region is atomized with any creatures and structures in the area being utterly destroyed, except for the hardiest of individuals. Usually, all that is left of an area after purification is a burning, radioactive crater.

Boost: This order cannot be boosted.

Building a Bulwark

StarCraft is a setting filled with massive battles and epic sieges. You may wish to recapture these epic battles by having your players hold off against an impressive force in a prolonged siege. Maybe your group is trying to hold a mountain pass against an enemy army or protect a colony against invading forces. In such huge battles, a small group of players are going to be outnumbered against the full might of an enemy. However, with the proper defenses, they might stand a better chance.

This section is all about establishing defensive bulwarks against attacks. Because of the nature of StarCraft technology, impressive defenses can be mounted in the time span of a few hours instead of days or weeks. This adaptability is granted by having specialized worker units for each race that can undergo these changes in record times. However, setting up a defense is a tight circumstance that demands a lot of the player's resources and requires them to carefully manage those resources.

In this resource, we will talk about building defenses and the investment required in them.

What are these rules used for?

This supplement is intended as a soft version of the base building aspects of the StarCraft RTS. Instead of building a full settlement with all the issues involved in that, you are building a defensive outpost as a staging ground into enemy territory as a bulwark to wage off enemy attacks. This military outpost might be the players headquarters in a military campaign, or it might simply be the setting for a single battle that they need to prepare for.

True rules for your players building settlements will come eventually. This resource is just for players to build small bulwarks to fortify an area ahead of a possible or certain enemy attack. These rules are most likely to be used for military campaigns, but any StarCraft character type may get involved in them, from mercenaries to adventurers.

Base Currencies: Workers, Time, and Resources

When establishing defenses, you have different resources that you need to manage in setting up a defense. The primary resources to manage are workers, time, and resources. An important aspect of managing resources is determining if the players are acting on their own behalf or are working with a benefactor. If they are working with a benefactor, such as the leader of a colony they are protecting, the players will be supplied with resources to be used in their defense.

Workers

Workers are the backbone of the success of the different factions. They are flexible creations that can construct buildings, modify terrain, and mine resources. Each race has their own workers that they use to labor for their colonies.

Terran: Space Construction Vehicle (SCV)

Protoss: Probe

Zerg: Drone

Primal Zerg: Primal Drone

When setting up defenses for a location, you will need at least a few of these workers to make any sort of real progress. What takes weeks by hand takes hours for a worker unit. Depending on the circumstances of your bulwark, you might have access to anywhere between one and twenty workers. Use the following table as a guideline about how many workers you should have access to.

Location	Average Workers	Processed Minerals	Refined Vespene Gas	Protoss/Primal Allowances
Large Colony	12-20	5,000 +250 per day	1,250 +50 per day	100
Small Colony	6-10	1,500 +50 per day	300 +25 per day	60
Remote Outpost	2-5	750	150	40
Friendly Territory	1-3	500	100	30
Enemy Territory	1-2	250	50	30
Military Backing*	+2-5	2-4 times normal	2-4 times normal	+30-100

If the situation is dire, the benefactor may send additional workers, especially if the players were urgent in expressing their need for additional support. For example, you might not have access to a lot of resources in enemy territory, but if you are doing the push on behalf of the military, they may send you several times the average support to make sure the job gets done.

You may need to keep track of what workers are doing which tasks over time. Therefore, you might have 3 drones digging ditches for an hour while a fourth is digging a tunnel, and a fifth is turning into a spine crawler. When a new hour comes around, you may have to determine new tasks for your drones.

Resources

Resources are required to make use of the workers. Most defenses and structures will require a stockpile of resources to make meaningful changes. Resources come in two forms: units of processed minerals and units of vespene gas. In general, a single ton of processed minerals gives 250 units of minerals, while a single barrel of vespene gas gives 50 units of gas.

Everything your workers construct will require minerals or gas. Because of the nature of these resources, they are ineffective until they are refined. The refinement process for minerals usually takes place at a base command center or specialized refinement center. Vespene is refined at the extractor placed over the geyser. Thus, these facilities are required to make use of any resources harvested. Therefore, a mineral field nearby your base means nothing without a command center to process those minerals.

Use the table above to determine how much resources your likely to have access to when building your defenses. This can vary based on how much support you get. In addition, sometimes you will gain additional resources over time, especially when you are building the defenses of a colony that is regularly gaining more resources. They will divert a portion of their colony's production to you for the purposes of building new defenses.

Time

Even with the exceptionally adaptive technology of the StarCraft universe, you won't be able to build defenses in a few minutes. It will take time. Often when you are forced to build defenses, you will have an idea of how long it is before you can expect an attack. Perhaps you are building to prevent an incoming attack, or perhaps you know an attack will come once you start to build. Successful reconnaissance actions help gauge your enemy's reaction time and how long you must build. It might be days, or it might be a single hour.

You will have to prioritize how to spend resources and what defenses you are going to build based on the timespan you are working with. If you only have two hours to prepare, you aren't going to spend all your time trying to build a protoss warp gate. It won't be done in time for the battle. Instead, prioritize smaller defenses that you can manage in a short time span. Understanding how much time you have is important to responsible base building and the success of your operation. It may be prudent while some characters build their outposts that others keep their eyes on enemy movements.

Basic Terrain Modifications

Some forms of defense don't require much technology or the skill of dedicated workers (but they speed things up!). These basic defenses can shape a battlefield in tiny ways that add up in tight situations. Laying down ditches may divert your foes, setting up earthen barricades can create cover, and digging tunnels can create additional routes in the battlefield.

Dig

You can dig through the ground for a variety of purposes. Perhaps you want a pitfall trap or a defensive trench. Maybe you want an escape tunnel or a passage to outflank enemy forces. Perhaps you want to connect a ditch to water to make a moat. Each square of digging takes 30 minutes to dig if it is dirt or soil, or 2 hours to dig if it is hard rock. A worker unit can dig a ditch in 1/10th of the time. Drones are especially good at digging and can dig ditches in 1/20th of the time.

Filled Ground

You can try to fill in an area to raise the ground or fill in a hole. This can be used to build ramps, create cover, block off areas, and so on. Filling in ground works like digging into the ground, except it takes half as long as if not longer for hard ground. Zerg and primal drones do not fill ground faster like they do with digging. Terran SCVS do fill ground in faster and can fill in ground in 1/20th the normal time it takes to do so.

Collapse

You can use your workers to collapse a terrain object, such as a wall, tunnel, or canyon. This is often used to restrict access points and prevent enemies from getting through to a location. It is up to a GM how a collapse works based on the design of the map, but generally every square filled with debris should take 5 minutes. Roll a d20 for each collapse square that happens. On a 1, the worker suffers a hit of 50 damage as they are hit by falling debris from a premature collapse. Collapses often have side effects. Collapsing a wall to cover an area means that wall is nonexistent, collapsing a tunnel can weaken the structure of the ground above it, and so on.

Terran Defenses

Terrans use their SCVs to build various defensive structures, such as walls, turrets, and bunkers. Terrans have a well-earned reputation for being highly effective on the defensive, holding out against exceptional odds. They can build quite a few different defenses if they are supplied some raw minerals.

An important thing to remember about terran workers, SCVs, is that they are piloted by ordinary people. These people need to eat and sleep and have a great preference to not die. Compassionate commanders should make sure the needs of their workers are met and their safety accounted for. Another important fact about SCVs is that they can repair the structures and creations that they build. Therefore, SCVs can take part in a siege by repairing bunkers, turrets and walls.

SCVs don't automatically have the infrastructure and capabilities to build whatever they want with an SCV. They require either ranks in the science skill or schematic blueprints to build advanced structures. Listed with each of the terran defenses that can be built is whether or not they require a schematic to build, what science skill is needed if they don't have a schematic, and how much such a schematic costs.

Now, we will talk about the types of defenses that can be built by SCVs and how much they cost.

Automated Anti-Air Autocannon

Cost: 750 minerals

Time: 1 hour

Schematic: Yes or Science 8 (schematic cost: 120,000)

Reference: Supplement 2: Advanced Terran Training Manual (page 105)

Description: The Quad-A turret is a dedicated anti-air turret that is mostly effective against light aircraft and flying zerg. It can't fire downward and is best placed in a high location where it has unrestricted line of sight to flying targets.

Auto Turret

Cost: 100 minerals

Time: 10 minutes

Schematic: Yes or Science 4 (schematic cost: 30,000)

Reference: Core Rulebook (page 312)

Description: An auto-turret is a light fixed turret that possesses a mounted gauss cannon. A network of auto-turrets can lay down a field of fire that can hold back swarms of light enemies.

Barricade

Cost: 20 minerals per square

Time: 2 minutes per square

Schematic: No

Reference: Supplement 2: Advanced Terran Training Manual (page 166)

Description: A barricade is a simple sheet of metal that acts as a source of cover against attacks. An SCV can quickly create long stretches of barricades for soldiers to use as cover in a firefight.

Bunker

Cost: 1,250 minerals

Time: 1 hour

Schematic: Yes or Science 4 (schematic cost: 20,000)

Reference: Supplement 2: Advanced Terran Training Manual (page 167)

Description: A bunker is a classic terran defensive emplacement: a small bulwark that up to 6 terrans can hide within and fire out of as needed. It provides substantial protection to those within and allows a small number of troops to hold off a checkpoint against overwhelming odds.

Note: Bunkers can be supplied with a number of addons that increases their effectiveness. When you construct a bunker, you can build these addons at the same time to make it more effective. These addons all require schematics. Applying two addons to a single bunker requires a science skill of 6, +2 science skill required for every addon beyond the second. This science skill is required even if you have the required schematic.

Bunker Addon: Defensive Turret*Cost:** +100 minerals and 20 vespene**Schematic** Yes or Science 7 (schematic cost: 120,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 167)***Bunker Addon: Projectile Accelerator****Cost:** +25 minerals**Schematic** Yes or Science 5 (schematic cost: 30,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 167)***Bunker Addon: Fire Suppression System****Cost:** +150 minerals**Schematic** Yes or Science 8 (schematic cost: 100,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 167)***Bunker Addon: Extra Armor****Cost:** +500 minerals**Schematic** Yes or Science 7 (schematic cost: 100,000)**Description:** Bunker gains +200 hit points and +10 damage resistance.**Missile Turret****Cost:** 1,000 minerals**Time:** 1 hour**Schematic** Yes or Science 8 (schematic cost: 200,000)**Reference:** Core Rulebook (page 315)**Description:** The missile turret is a classic automated missile tower that can repel aircraft of any sort but is particularly effective against gargantuan or colossal-sized ships. It also has scanner systems that allow it to function as a detector.**Missile Turret MK II****Cost:** 2,000 minerals**Time:** 3 hours**Schematic** Yes or Science 12 (schematic cost: 500,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 109)**Description:** The missile turret MK II is a superior model with a secondary cluster missile battery and fire suppression system. It is superior to the base missile turret but designing a MK II turret is complicated and requires an expensive schematic and plenty of time.**Perdition Flame Turret****Cost:** 500 minerals and 100 vespene**Time:** 1 hour**Schematic** Yes or Science 6 (schematic cost: 120,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 113)**Description:** The perdition flame turret is a hidden turret that waits underground, before revealing itself and hitting approaching foes with a torrent of flames. It is an ideal weapon for dealing with zergling swarms and lying ambushes along a choke point.**Sentry Turret****Cost:** 200 minerals and 20 vespene**Time:** 30 minutes**Schematic** Yes or Science 7 (schematic cost: 100,000)**Reference:** Supplement 2: Advanced Terran Training Manual (page 120)**Description:** The sentry turret is a superior model of turret from the auto turret, that can be customized for a wide variety of different weapons, including a rocket launcher and a railgun.**Wall****Cost:** 50 minerals per square**Time:** 3 minutes per square**Schematic** No**Description:** A wall is a sheet of reinforced metal fortification that completely blocks line of sight and fire through it. Walls can be stacked high and used to seal off areas. Every section of a wall counts as a medium-sized unbreakable object. Walls can be designed with firing holes, ramparts, stairs and ladders at no additional costs. You can add electrified railings atop the wall for +100 minerals per square atop the wall and preventing any additional wall segments from being built up.

Zerg Defenses

Zerg are frequently on the offensive against their enemies, and that offense brings counter attacks. Zerg hives must adapt and establish defenses to prevent enemies from taking out their hive clusters. Zerg are not the most effective race at defense and are incredibly reliant on the presence of creep at the location. In fact, all of the zerg defenses rely on there being creep to settle their defenses down. Therefore, creep tumors must slowly spread across the landscape to reach the target bastion location before any real work can be done to set up fortification.

Understanding how a zerg builds is important. They use resources, minerals and vespene, as a sort of fuel to feed the growth of a living organism on the creep. Most often, this living organism is created by a zerg worker drone nesting and growing into a bio structure. They require resources as a catalyst to feed their growth. However, this means most zerg bio structures are created by sacrificing a valuable drone worker. Zerg buildings that do not require sacrificing a drone do require a drone to be present at the initial construction of the defense.

Baneling Nest

Cost: 3,000 minerals and 500 vespene

Time: 2 hours

Drone Sacrifice: Yes

Space: 12 by 12 square

Description: A drone can spend excessive resources to morph into a baneling nest. Once a baneling nest has been created, it naturally spawns banelings within the bowls of its innards. As needed, a baneling nest can create 4 banelings that last for 1 minute. Once banelings are created, it is another 1 minute before more banelings can be created. Commanding the banelings within the nest to attack requires a zerg commander to take control of them and give them the order to leave the nest. Also, as long as the baneling nest is controlled, a command strain can cause any nearby zerglings to turn into banelings after spending 3 rounds in a cocoon. Baneling nests have 600 hit points, a damage resistance of 12, and regenerate 10 hit points per round.

Cancerous Wall

Cost: 50 minerals and 50 vespene

Time: 10 minutes, then 5 minutes per additional square

Drone Sacrifice: No

Space: 1 square to start

Description: A cancerous wall is a living wall created by implanting a tumor in a square. Afterwards, it grows to fill a full square with a growth of chitin and writhing muscle. However, the wall continues to grow from there. Every 5 minutes after being developed, it grows to take up another squares until it has grown to take up 20 squares. A cancerous wall cannot choose not to grow and must grow somewhere up to 20 times, whether it is horizontal or vertical. Multiple cancerous walls can be placed in an area to hasten the growth of the wall, but placing too many can cause an overgrowth of cancerous walls if placed in too small of an area.

A cancerous wall counts as a Dense medium sized object for the purpose of breaking through a square. If you pay an additional 50 vespene gas, the wall gains regeneration, restoring 10 health per round. Alternatively, you can pay an additional 100 vespene to give the wall acidic blood. If a cancerous wall with acidic blood takes damage from a melee attack, then the target suffers 20 acid damage (pen 10).

Roach Warren

Cost: 5,000 minerals and 500 vespene

Time: 3 hours

Drone Sacrifice: Yes

Space: 20 by 20 square

Description: A drone can spend excessive resources to morph into a roach warren. This cavernous bio structure grows and develops roaches within its innards. Every 10 minutes, it spawns a roach, until it has a maximum of 4 roaches. A command strain can order these roaches to leave their warren and defend the area. These roaches are highly evolved, and gain +10 regeneration and +4 to all checks, attacks, and defenses. However, the roaches only survive 10 minutes after leaving the warrens. Roach warrens have 1,200 hit points, a damage resistance of 20, and regenerate 10 hit points per round.

Spawning Pool

Cost: 3,000 minerals

Time: 2 hours

Drone Sacrifice: Yes

Space: 12 by 12 square

Description: A spawning pool is a core zerg building that is filled with eggs, larvae, and a catalytic solution that causes them to grow incredibly quickly. Once per 10 minutes, the spawning pool can be used to cause an instant growth of a huge number of zerglings that will live a brief, active life. After 2 rounds, the spawning pool creates a swarm of zerglings that lasts for 2 minutes before suddenly dying. The spawning pool has 600 hit points, a damage resistance of 12, and regenerates 10 hit points per round.

Spine Colony

Cost: 800 minerals

Time: 30 minutes

Drone Sacrifice: Yes

Space: 3 by 3 squares

Reference: Supplement 1: The Zerg (page 138)

Description: A drone can morph into a spine crawler, a semi-mobile creature that can attack with a long-ranged lashing tendril. Groups of spine crawlers can help thwart enemy aggression and are especially useful against elite infantry and light vehicles.

Spore Colony

Cost: 800 minerals and 100 vespene

Time: 30 minutes

Drone Sacrifice: Yes

Space: 3 by 3 squares

Reference: Supplement 1: The Zerg (page 139)

Description: A drone can morph into a spore crawler, a tenacious defensive zerg that bombards aerial targets with a barrage of homing spores. In addition to being a successful counter to light enemy aircraft, the spore colony is a detector that can reveal hidden enemies, such as ghosts and dark templar.

Toxic Nest

Cost: 50 vespene

Time: 1 minute

Drone Sacrifice: No

Space: 1 square

Description: A toxic nest is a hidden, tumorous growth planted underneath the creep that explodes when stepped on. When it is growing, it is noticeable as a tumor above the creep. Once it is fully grown, it sinks below the surface of the creep and becomes invisible. When an enemy steps upon the creep tumor, it explodes using the following attack profile (+10 accuracy, 40 acid damage, penetration (10), burst (2), corrosion). The tumor counts as being burrowed for detection, it a medium-sized light object for being destroyed. It instantly explodes if it is damaged but not destroyed.



Wall

Allowance: 0 (50 minerals per square) **Time:** 3 minutes per square

Requirements: None

Description: If spare processed minerals are available, a probe can use them to start building a defensive wall. They build these actively and no warp in or power field is required. A wall is a sheet of reinforced metal fortification that completely blocks line of sight and fire through it. Walls can be stacked high and used to seal off areas. Every section of a wall counts as a medium-sized unbreakable object. Walls can be designed with firing holes, ramparts, stairs and ladders at no additional costs.

Warp Gate

Allowance: 75

Time: 3 hours

Requirements: Minimum 500 honor **Space:** 30 by 30 squares

Description: The warp gate is a massive structure that serves as the housing and base of operations for protoss troops. It possesses advanced teleporter technology that allows soldiers to be teleported from a distant command center directly to the warp gate. From there, the soldiers can be deployed into battle or teleported anywhere there is a psi matrix.

Once a warp gate is established, a protoss base commander can order protoss troops to be teleported to the warp gate to reinforce the front lines. This requires spending additional allowances to hire troops, instead of using allowances to building structures or defenses. Protoss forces arrive at the warp gate in 2 rounds and take 2 rounds to teleport from the warp gate to the battlefield.

Different soldiers can be warped in depending on what faction the players follow or are helping. Players serving the unified Daelaam can choose all the following options. Refer to the following chart for the allowance cost and availability of different soldiers per tribe.

Soldier Type	Aiur	Nerazim	Tal'Darim	Purifier	Allowance Cost
Soldier	Templar Zealot	Nerazim Centurion	Tal'darim Zealot	Purifier Sentinel	5
Caster	Templar Adherent	Nerazim Dark Templar	Tal'darim Magus	Purifier Reforged	8
Elite Soldier	Templar Fanatic	Nerazim Assassin	Tal'darim Blood Hunter	Purifier Legionnaire	15
Elite Caster	High Templar	Nerazim Signifier	Tal'darim Ascendant	Purifier Exalt	25
Artillery	Dragoon	Stalker	Slayer	Purifier Adept	10
Robotic Support	Sentry	Sentry	Havoc	Energizer	12



Primal Zerg Defenses

Primal zerg are chaotic and lawless. Their only semblance of order comes from the brutal leadership of the pack leaders. They are a race that does not build towns, colonies, or settlements. They do not have walls or defenses. They rely on their own self-evolution to be their defenses. The closest thing the primal zerg have to towns are tight communities of breeding organisms, such as hosts, wardens, and hives.

If an organized host is advancing upon the primal zerg, they can mount some defense. They don't do this with minerals or vespene, but by coaxing more powerful warrior organisms to their location and giving them a reason to stay. Primal zerg defenses works more like protoss defenses, with allowances of how many forces they can divert to the front lines. Once driven there, it takes a powerful pack leader or constant food source to keep them in place.

To draw primal zerg defenders into place, you must offer up a sacrifice, usually a primal drone. The drone nestles in the ground and roots around in place, until the requested primal comes by and eats it. Afterwards, the primal roots in that spot. Every hour, the rooted primal must be fed at least 1 creature or it leaves. This feeding can be replaced with an adequate command check to ensure the creature stays and does its job without snacking on other primals.

Primal Gigantic Creeper Host

Allowance: 90 **Time:** 30 minutes

Command DC to Sate: 40

Reference: Supplement 4: The Monsters of Koprulu (page 202)

Description: The gigantic creeper host is a massive breeder that create huge swarms of locusts. They can create these locusts quickly and release them in devastating hosts that can bog down and whether an enemy attack. They are the superior version of the common primal host.

Primal Greater Wurm

Allowance: 15 **Time:** 5 minutes

Command DC to Sate: 28

Reference: Supplement 4: The Monsters of Koprulu (page 196)

Description: The primal greater wurm is a common creature used in defense, because of its long-ranged attack, natural senses, and tunneling ability that allows it to reach the battlefield quickly.

Primal Host

Allowance: 15 **Time:** 30 minutes

Command DC to Sate: 28

Reference: Supplement 4: The Monsters of Koprulu (page 201)

Description: The primal host can create numerous killer squads of locusts to harass or pester their enemies. Small groups of prima hosts can quickly create new battle lines of locusts to thwart or overwhelm attackers.

Primal Impaler

Allowance: 18 **Time:** 30 minutes

Command DC to Sate: 30

Reference: Supplement 4: The Monsters of Koprulu (page 208)

Description: Primal impalers are burrowed primal zerg that can strike from hiding with their scything claws. They are excellent ambush defenders who strike unaware foes from a hidden location.

Primal Warden

Allowance: 75 **Time:** 1 hour

Command DC to Sate: 36

Reference: Supplement 4: The Monsters of Koprulu (page 228)

Description: Primal wardens are towering titans can serve as mobile primal bio structures. They live to create swarms of minions to serve in their legions. A single primal warden on the battlefield can give a primal pack leader a fighting chance due to their ability to constantly spawn new primal children.

Character Options: Talents

Finally, this section closes with new character options for characters that frequently build bulwarks, leads military forces, or uses command call-downs.

Protoss Vanguard Commander

Requirements: Protoss, Leadership 8, Tactics 8

Benefit: The character is a dedicated and known leader of protoss forces on the front-line of battle. Protoss command's faith in them gives several benefits. The protoss gains +20 allowance whenever ordering defenses in battle and they gain +10 command points for command call-downs. Their knowledge of defensive tactics gives them +2 defense and accuracy when fighting within a pylon power field.

Terran Siege Commander

Requirements: Terran, Leadership 8, Tactics 8

Benefit: The character has proven their reputation as a skilled commander in handling defenses in a siege. They gain a lot of extra authority from military figures in battle. They are issued 50% more resources when they are required to build defenses and gain +10 command points for command call-downs. In addition, they gain +10 accuracy with command call-downs and command call-downs arrive 1 round faster when they are ordering from within a bunker.

Zerg Brood Commander

Requirements: Infested Terran OR Primal Zerg, Command 8, Tactics 8

Benefit: The character is trusted as a swarm leader in battle. The trust of the zerg masterminds gives them additional permissions when fighting in battle. They gain +10 command points for command call-downs. Infested terrans are issued 50% more resources when they are required to build defenses and gain +2 defense and accuracy when fighting on creep. Primal zerg instead gain +20 allowance for determining defenses and gain +4 to all command checks.

Character Options: Terran Specializations

SCV Expert

Ability Score: +1 Intelligence

Talent: Structural Weakness

Focus Skill: Pilot OR Science

Special Ability (Master of Construction): An expert SCV pilot can make the most usage out of their SCV. While piloting an SCV, their vehicle gains +4 defense, +4 accuracy, +2 movement speed, +1 shift speed, and +4 damage resistance. In addition, they require 20% less minerals whenever building a structure and reduce the time it takes to build all structures by 20%. Finally, they count their science as 2 higher for determining if they meet the requirements for building a defensive structure with an SCV.

Battlefield Engineer Advanced Specialization

Many of the rules in this supplement overlap with the features of the battlefield engineer advanced specialization found in the Core Rulebook. When using the rules in this resource, feel free to change or add the following features when it comes to battlefield engineer.

-A character with the battlefield engineer moves terrain at the same speed as an SCV even without an SCV. When they also have an SCV, they move terrain in 1/30th the normal time.

-If a battlefield engineer character builds a turret using resources and an SCV, the turret gains the following benefits: +2 damage resistance, +1 power rating of damage, and 25 temporary hit points that are permanent until used.

-If a battlefield engineer builds a bunker, the bunker gains +50 maximum hit points and heals an additional 25 hit points whenever it is repaired by an SCV.

Chapter 6: Life, Crime, and Exploration

A Life of Crime in the Koprulu Sector

The terrans were descended from the worst criminals of Earth. While that has not mandated that all terrans are vicious criminals are, terran society has an extremely high crime rate for its population. Terran society is filled with thieves, murderers, assassins, pillagers, and corrupt bureaucrats. Even the leaders and institutions designed to uphold the laws are notoriously corrupt.

Terran heroes often walk a line between legality and illegality. Legal operations give them legitimacy and an honest reputation, but usually don't pay like crime. Crime is risky, but the rewards are lucrative if you pull off the job.

This supplement covers if your players want to engage in a criminal career in the Koprulu Sector. We will talk about different types of lucrative criminal activities, their rewards, building a reputation, and what happens when you become wanted by the authorities.

Criminal Score

The Koprulu sector is a realm filled with criminals and despots, so much that much of the military ranks are consistent of reformed and reprogrammed criminals. On top of that, the governments are largely corrupt and tyrannical, leading even good people to accumulate a criminal record by standing up for freedom and justice. Some of the greatest heroes of the StarCraft setting, such as Jim Raynor, are wanted criminals. Therefore, it is likely that over the course of a terran campaign, that one or more characters will accumulate a criminal record, and be wanted by the authorities.

Every time a character is proven to have committed a crime, either by eyewitness account or the accumulation of evidence, they increase their personal crime score by the amount associated with the crime, as listed below. Remember, if there is nothing linking the criminal to a crime, then they got away free, and their crime score does not go up.

The Game Master may choose to keep track of the player's crimes individual, or as a party. They may also track them per society they have wronged, or as a total of all societies.

Crime	Crime Score
Making a purchase on the black market	1 per 2,000 credits spent
Selling something on the black market	1 per 1,000 credits earned
Vandalism	2
Theft (cutpurse, pick pocketing)	5
Vandalizing government property	5
Distribution of illegal narcotics	5
Assault	5
Fraud	5
Assault against authority figure	10
Resisting arrest or inspection	10
Smuggling	20
Corruption or Bribery	20
Illegal Hacking	20
Sheltering a wanted fugitive	40
Escaping judicial custody	40
Robbery (home break in, rob a bank)	50
Taking a hostage; kidnapping	60

Manslaughter or attempted murder	60
Murder or rape	75
Mass Murder	100
Acts of war against local government	100
Political Espionage; Treason	100

On low level crime scores, the character is not actively hunted. Their record doesn't warrant a manhunt. They only suffer the penalties if they are actually caught in their crime or if they turn themselves in.

However, once a character has their crime score reach 20 or higher, they must actively take steps to disguise their presence. Their identity has been exposed, and they must make active steps to hide their presence from authority figures and bounty hunters. Every time the character stops at a civilized planet or region, the game master must make a stealth test against the DC listed on the table below. The stealth test is based on the character's crime score (below). If the character failed the stealth test, then at some point over the next week they will be attacked by bounty hunters hoping to apprehend the character (see below). If they succeed their stealth test, they are fine for a week. Cumbersome penalties to stealth do not apply to this stealth test.

Sometimes, when a bounty hunter comes to apprehend the character, the party might be able to buy their way out of it with an influence test equal to $\frac{1}{2}$ their crime score and by paying the hunters credits. Every 1,000 credits used to bribe the hunters gives the characters a +1 bonus to their influence. As an alternative to player committed crime, a party might be able to earn a handsome living collecting on the bounties of wanted criminals (see Bounty Hunting later).

Note that ghosts, whom hunt the most wanted criminals, are not susceptible to bribery.

Crime Score	Stealth DC	Bounty Hunters Deployed	Criminal Punishment if Caught
5 or less	NA	None	Payment of equal to personal bounty, or forced to work off debt for 1 week per CS
10	NA	None	1 month in jail
20	0	Three Gun-for-Hires	1 year in jail
30	2	Six Gun-for Hires	2 years in jail
40	5	Three Enforcers and six Gun-for-Hires	5 years in jail
50	8	Three Bounty Hunters	10 years in jail or resocialization
60	10	Three Bounty Hunters and three Enforcers	25 years in jail or resocialization
70	12	Six Bounty Hunters	50 years in jail or resocialization
80	15	Two Assassins	75 years in jail or resocialization
90	20	Two Assassin and six Bounty Hunters	Life in jail or resocialization
100	25	Four Reapers	Life in jail or resocialization
200	30	Five Ghosts	Execution or resocialization
300	35	Four Ghosts led by a Senior Ghost Operative	Execution or resocialization
500+	40	Five Senior Ghost Operatives	Execution or resocialization

Crime score goes down slowly over time, especially when an individual does not perform any illegal actions for a while. Every month that goes by where the character is not caught committing crimes, their crime score goes down by 5. Bounty hunters give up the chase, law officials lose interest and move to more recent cases, and the general wave of crimes present in terran society cause the character's misdeeds to get lost in the paperwork of terran bureaucracy.

Different Governments

All these details so far assume the crimes were against the Dominion or Confederacy. Different governments have different priorities in criminal prosecution.

Umojan Protectorate

Umoja greatly prizes peace and stability. The following crimes generate +10 crime score: assault, robbery, kidnapping, manslaughter, murder, and rape. Mass murder generates +25 crime score. However, political espionage, treason, and escaping judicial custody are less punished, generating 20 less crime score. They also do not generate more crime score for vandalism on a government building or assault against an authority versus vandalizing or assaulting a common citizen or location. Umoja does not prize its leaders above its citizens.

Citizens in Umoja are never subjected to resocialization. Instead of being pursued by ghosts, top criminals are pursued by the shadowguard (see Explorer's Guide to the Sector).

Kel-Morian Combine

The Kel-Morian Combine is very similar to the Dominion regarding crime score and what they punished. There are two differences, however. The KMC is a very fragmented organization split into guilds that function as both political and commercial bodies. These guilds are constantly scheming against one another. Therefore, crimes committed against one body of the KMC may be viewed favorably by another guild. It is up to the Game Master how to play this idea.

The second detail is that, because the KMC is so commercial, even the worst crimes can be 'bought off'. If the players are careful with who they backchannel to, they can buy off their crime score. In general, this costs 2,500 credits per point of crime score. Therefore, if you had a crime score of 70, you could pay it off for 175,000 credits. The authorities do not take partial payments; the whole crime score needs to be paid off. Of course, if the players didn't investigate carefully who they were paying, they might get into contact with a false liaison, and be simply robbed off their payment or charged with an additional crime of corruption and bribery.

Colony Worlds

Crime on the fringe worlds works like it does on the core systems. The big difference is the law is slow to catch up. Wanted characters on a colony world gain +2 on their stealth checks to hide from being detected. In addition, law enforcement agencies have less resources and are less likely to make a successful investigation into your activities. There is generally less to steal, however.

Dead Man's Rock

A waste filled bed of criminals and galactic scum, Dead Man's Rock has no law, except what the crime lords call for. Generally, crimes committed on Dead Man's Rock do not add to your crime score. The exception is if you wrong a powerful party or individual, they might put a bounty on your head, equivalent to a crime score.

Notoriety

Notoriety is a different factor to keep in mind for your criminal career. Notoriety is how well known you are in the criminal world; how much weight your deeds carry. Criminals respect and fear other powerful criminals. As the character's complete more and more elaborate jobs, they gain more fame in the criminal underworld.

Notoriety is a rating between 0 and 10. A character's notoriety gives them a bonus to persuade and intimidate checks with other people who know their reputation. They also gain twice their notoriety as a bonus to influence checks to bribe bounty hunters to not try to collect or to attract followers for a mission. Finally, they gain a penalty to stealth checks to disguise their arrival equal to their notoriety.

Notoriety is gained by completing jobs. Jobs are organized by infamy tiers. Refer to the following table for description of infamy tier.

Notoriety	Infamy Tier	Description
0	0	No one has ever heard of you; you have no reputation in the criminal sector. You need to earn your place in the hierarchy.
1-3	1	You have some reputation, mostly localized, as a free operative. People might look to hire you if they need some expendable or discreet.
4-6	2	You have a reputation as a competent criminal, capable of performing complex jobs. When people need a skill operative to pull off a complicated heist or important job, they look for you.
7-9	3	You are one of the best, the coveted few that all criminals hope to be. Many people want to hire you, but few can afford you. You pick and chose jobs with maximum pay and prestige.
10	4	You are an outlaw on the level of Mira Han or James Raynor. Governments fear you. Military units are loathed to go after you. Your reputation follows you like a plague. You rarely feel the need to hide you committed a crime; everyone knows who you are. Your reputation and assets keep you safe; not secrecy.

Every job you perform belongs to an infamy tier, if you are using this system. If you perform a job that is within your infamy tier or the one above it, you gain 1 notoriety. If you perform a job that is 2 or more infamy tiers above you, you gain 2 notoriety. You do not gain notoriety for performing jobs that are beneath you. You lose notoriety if you fail a job that is your infamy tier or below.

A Guide to Crimes

This section gives advice and guidelines on how to design different crime-based activities as adventures in the StarCraft Roleplaying Game. This section is broken down into different crimes and their aspect: how they play out, how they pay, the risks, consequences, and how they scale based on infamy.

Assassination

Assassination, one of the most nefarious crimes, is the execution of a single person. This is a heinous crime many of the nastiest criminals will not undertake, for it crosses many lines. Some might find that they are perfectly comfortable with crossing that line, however, and will bask in the rewards of a proper assassination.

This table refers to the common guidelines of an assassination contract.

Infamy Level	Common Pay	Type of Target	Complications
0	1,000-10,000	Regular, everyday citizen	0-1
1	25,000-50,000	Someone of distinction, such as a police officer, soldier, or local leader	1-3
2	100,000-200,000	Someone of fame, such as a lesser politician, wealthy aristocrat, or military officer	2-4
3	250,000-750,000	Someone of great fame, such as a celebrity, corporate executive officer, magistrate, or prominent military commander	3-5
4	1,000,000-5,000,000	Someone legendary, whose name is known throughout the sector, across nations and worlds	5+, target is almost always level 25 or higher

Assassinations involve killing the target without laying any trace of evidence back to the client (unless that was the intent). Sometimes an assassination, particularly a politically motivated murder, is intended to be carried out in public to send a message. Assassination can be carried out in many ways, including stabbings, poison, explosives, or, most common, sniper fire. Most professional assassins come equipped for all these possibilities.

One of the tricks of assassination is killing the target quickly. You must kill the target before they are able to react or escape. Attacks with high rending and the ability to target the critical wound location are therefore important to making those one-hit kills.

An assassination mission often has several complications that must be overcome, especially for high priority targets. These are examples of a few.

Body Doubles

One problem that occurs with high priority targets is their use of body doubles; individuals who disguise as the targeted individual in order to throw off assassins. The assassin can think they complete the mission by killing a body double and actually killing just a servant, forfeiting their payment. The criminal will have to ascertain whether the target has a body double, how to spot them, and how to find where their mark hides when the double is out.

Personal Security

The most common problem with assassinations is the mark having personal security on their payroll. They wander the streets with armed bodyguards who are on a constant lookout for threats. These bodyguards have communication, armor, and weapons. In more extreme cases, they may have vehicular support, snipers providing overwatch, and robot scanners looking for possible threats.

Defensible Lair

A defensible lair or home is a difficult obstacle to overcome. The mark has their home equipped with modern security and surveillance features, including cameras, force fields, invisible lasers, digital locks, impenetrable vaults, and robots. It may require a dedicated thief to circumvent their security and gain access to the mark. If a defensible lair also has personal security, the mission's difficulty might be compounded.

Threat Analysts

Threat analysts indicates that the mark has individuals, either full time or part time, analyzing possible threats on the mark. Threat analysts may have predicted that an attack on the mark is incoming or imminent based on behavior, digital clues, and other signs. When dealing with an active threat analyst system, the assassin will have to cover their tracks especially well or set up clues that leads the target on a false path.

Quick Aid

Quick aid means the target has prepared resources in case they are attacked. They might have an antidote against poison, medical aid to assist against a gun shot, and people willing to shield them from another attack. They might have assets capable of reacting instantly against an attack on their life.

Bounty Hunting

Bounty Hunting is capturing or killing a mark that is wanted by someone else. Bounty hunting can be legal or illegal. Bounty hunters are often commissioned by governments to hunt down and arrest wanted criminals. This is legal, if the arrest is not handled in blatantly illegal ways. Illegal bounty hunting is when a non-legitimate organization places a mark to have someone collected. This could be a corporation, aristocrat, or criminal syndicate. This form of bounty hunting is technically illegal and is tantamount to kidnapping. Many professional bounty hunters perform by legal and illegal hunts, although some prefer one or the other.

The premise of a bounty hunt is finding a target. The first part about that is understanding a target. When beginning a bounty hunt, skilled hunters will want several questions answered:

- Who is the target, including where are they from, who are their friends, and what are their habits?
- Where was the target last seen?
- What was the target doing most recently?

The NPC giving out this contract should be able to answer some of these questions, at least enough to get the party started. From there, the party will need to gather more information via skill checks to find out exactly where the mark is. This could involve influence checks to gather information, bribe witnesses, or intimidate friends of the subject. Lore checks can be revealed to know detailed hiding spots, people who would shelter a mark, or who to talk to in new area. When following a mark overland, the survival skill is important to follow tracks the mark may have left behind.

Once the mark is found, they need to be apprehended. This can be done in a few ways. The first and ugliest is to fight them and reduce them to 0 hit points. If you use light enough attacks, they might only end up being dazed or winded instead of seriously harmed. This renders them unconscious so you can take them. A more diplomatic option may be use combat influence to reduce them to -5 morale and then use Demand Surrender influence to force them to give up. The last common method may be to initiate a grab with them, pin them, and restrain them.

No matter what method you use, you will need to use special equipment to restrain them. The stun manacles described here are popular tools for bounty hunters and kidnapers alike.

Stun Manacles

Worn Gear

Base Cost: 1,000 credits

Components: 8 Generic, 1 Framing, 8 Electronic

Creation DC: 25

Creation Time: 2 hours

Weight: 1lbs

Tier 1: These manacles are designed to restrain a target's hands while also producing an electric pulse that weakens and stuns the wielder. These manacles can be clamped onto a target whom is stunned, helpless, or grabbed. Applying it to a grabbed target requires an opposed agility checks. Once the stun manacle are applied, the recipient cannot use their hands. The electrical field produced from the manacles gives the subject disadvantage on any skill checks that they make. Breaking the manacles requires a DC 25 strength check that can only be performed once. A separate individual, not the trapped target, can try to break open the stun manacles with a DC 25 stealth check.

Tier 2: As tier 1, except the DC to break or disable the manacles increases to 30. In addition, if the manacles shock the target if they exert themselves. If the wearer spends a standard action, even on dropping it to a lower action, they instantly take a hit of 30 energy damage (penetration 5).

Tier 3: As tier 2, except the DC to break or disable the manacles increases to 34. The manacles deal 60 damage (penetration 5) when they shock a target, and then stun a target for 1 round.

Description: Stun manacles are used to restrain prisoners by containing their wrists. They also produce an electric charge that debilitates, stuns, or outright electrocutes their victims if they try to fight back.

When setting up a bounty hunter contract, the GM should set up a path for the players to follow, a trail of breadcrumbs if you will, and the actions that will be needed to overcome this trail. Overwhelming successes should be rewarded by closing in on the target, while failure should be penalized by falling further behind. Continual failure should be penalized by losing the target's tail completely.

Infamy Level	Common Pay	Type of Target
0	500-2,000	Common, lowkey criminal or bail breaker
1	5,000-20,000	Criminal wanted for violent crimes and is considered dangerous
2	50,000-75,000	High profile criminal who is wanted for serious crimes
3	100,000-250,000	Connected individual such as a crime lord or corrupt executive who leads a network of crime
4	500,000	Someone legendary, whose name is known throughout the sector, across nations and worlds

Distribution

Distribution is selling illegal merchandise. The most common is drugs but could include weapons or even military vehicles. Distribution is less of a single job and more of an ongoing project. However, it can have considerable payoffs.

To set up any kind of distribution ring, you need several key details:

-A supplier. You need to get the materials you are distributing from somewhere. Maybe you buy them, maybe you steal them, maybe you produce them. Distribution supplies generally have an upkeep cost to make sure the supplies come in. This is either buying the goods, paying people to bring them in, and covering transportation. The exact set up, and any cost variation on upkeep, depends on the players circumstance where they gained a supply of those goods.

-Storage. You need somewhere discreet to store your goods where they are not detected by the authorities. This is often a warehouse or supply depot but could be one that is paid for legitimately or is under the radar. You might also want to think of hiding your goods under legitimate enterprise in case you get inspected.

-Sales. You need some way to pitch or sell your goods. You need connections and a customer base. The players can act as the salespeople, or they can hire someone expendable. It will require influence checks to find customers. Higher influence tests can secure you better deals with who are distributing with, so higher per month income. You can try to sell goods for cheaper to decrease the cost of influence for selling. This is up the GM on how it works. The GM might also require you have a certain number of people as dedicated sales staff to distribute the right quantity of goods. There might also be influence checks to be competitors.

-Secrecy: The long and more successful your business is running, the more people are going to ask questions and look for answers, including the authorities. Every time you gain an infamy level from your distribution, you will have to deal with the authorities. You can do this by buying them off equal to a cost of your upkeep level each month. Otherwise, it will require a series of skill checks over time, and some careful planning, to disguise your operations against whoever is pursuing you.

You gain income from distribution once per month, and you pay upkeep once per month. However, notoriety only increases every 6 months of your operation.

Product	Infamy Tier	Pay Range	Upkeep Range	Operation Difficulty
Counterfeit Products	0	10,000 – 50,000 per month	1,000	Very little, easy to hide, low risk from authorities
Drugs	1	50,000 – 100,000 per month	5,000	Small package required in huge quantities, must be kept very secret and smuggled carefully
Weapons	2	150,000 – 300,000 per month	50,000	Storage and transportation usually require numerous bribes as well as hired security to protect merchandise
Military Vehicles	3	1,000,000 – 3,000,000 per month	500,000	Requires tremendous upkeep from transportation, security, bribes, and storage; act can be considered treason and bring military forces to bear on distributor

Espionage

Espionage is stealing secrets from your enemies. This could be military plans, technological blueprints, economic strategy, patents, secret programs, or anything else. Espionage comes in two major forms: corporate or political. In corporate espionage, one corporate entity is trying to get information on business rival. In political espionage, it is governments spying against one another, and the stakes are even higher.

Political espionage is usually left to government members, so it is usually corporate espionage that criminal are interested in. However, few criminals can cut it for espionage. Simply put, it takes a higher class of criminals. To embark on espionage, you need the following assets:

-Fake IDs and Cover Stories: Espionage is not a smash and grab, not usually. It usually requires infiltration into secure areas. Doing so requires fake identification backed with ID numbers and believable cover stories. Doing so usually takes a computer check between a few days to a few weeks. The DC is 30 to make something that will be passable, 35 to make something believable, and 40 to make something that fool all but the greatest searches. The GM makes the computers check for the player in secret, so they do not know how well that do.

-Persona: A very convincing person (or persons) will need to adopt the fake identities as part of the infiltration. They will need to pass convincingly as this false person, using influence tests to routinely lie. If they are questioned on part of their backstory, they will need to make a DC 15 intelligence check to recall a bit of information about their persona in case they forgot it.

-Sleight of Hand: Stealth checks are important for grabbing objects without being noticed, such as a memory drive, document folder, keycard, or small device. The DC usually varies between 15 and 30, depending on how small the item is and how many people are watching. Stealth can also be used to avoid being seen, trying to be appear non-descript, to otherwise avoiding detection.

An espionage mission should take a great deal of planning and be made up of half a dozen or more steps. Espionage mission should start out smoothly, requiring easier checks and coasting on preparation rather than raw difficulty. As the initial phases of the plan unfold, things should become more difficult as variables hit the players and causes them to react differently than they planned. Players should have a last minute moment of desperation where they should have to choose their course of action without the chance to think of all the consequences.

These are examples of a few complications that might arise on an espionage mission.

Cover Story Collapse

Your inside man's cover identity might fall apart. This is less likely the better your hacker. Roll a d20 if you think the cover story is in question. If the hacker creating the fake ID got a 30 to create the ID, it fails on 1-10. If the hacker got a 35, it fails on a 1-5. If the hacker got a 40, it fails on a natural 1. If the cover story fails, your identification and security clearance may be void and security may begin to hunt you down to figure out who you are and what you are up to.

Additional Security

Upon reaching your target, you may realize that it has security that was never discovered in your plans. This could be robotic defenses, security guards, lasers, or an impenetrable lock. Whatever it is, the player will need to make a sudden decision on how to bypass it, or risking cancelling the whole operation.

False Location

Your target has been moved and is not within its normal or reported location. The players will probably realize too late and will have to make a sudden change in plan to check the next, most likely place is the right one. Solving this problem will probably require research and preparation to circumvent alternate locations.

Uncooperative Subject

Someone you need to deal with as part of the mission is unexpectedly uncooperative. This could be a guard that you need to get past, someone you need information from, or someone you need to steal something from that is being very stubborn about letting it go. You may have to rework your plan to get around them, or resort to more direct methods that might break your cover.

Nemesis

Someone who is very familiar with the players may try to sabotage their operation by working with the target organization to uncover and catch you. Maybe it is a former ally, or a rival, or simply someone they fought before. Whatever their reason, they are working with the target to take you out, earning them a payday while getting revenge all the while.

Infamy Level	Common Pay	Type of Espionage
3	250,000-500,000	Corporate Espionage
4	500,000-1,000,000	Political Espionage

Hacking

Hacking is stealing access or information through digital warfare. Wealthy clients will hire hackers to steal information, sabotage, or steal from their opponents. Hacking checks require a series of computer or opposed computer checks to get the information that is needed.

The following is the breakdown for the difficulty of a hacking crimes.

Infamy Level	Common Payout	Type of Hack	DC and Successful Checks Required
0	500-2,000	Stealing from a regular citizen	DC 20, 3 successful checks
1	5,000-20,000	Hacking the private computer of someone with greater encryption, privacy, and security software	DC 25, 5 successful checks
2	50,000-75,000	Hacking a bank, vault, or private security system	DC 25, 10 successful checks
3	100,000-200,000	Hacking a military base or science facility	DC 30, 10 successful checks, opposed checks against an adjutant, must be performed at location
4	500,000-750,000	Encrypted and sealed government or military database with top secret information	DC 30, 10 successful checks, opposed checks against an adjutant, must be performed at location

A hack action usually takes the hacker having a computer with network connection to the target. They must succeed a number of successful hacking actions without getting locked out or the target being alerted to their presence. Failing by 10 or more locks the character out temporarily and notifies the target they are being hacked. It then changes their encryption and forces them to reset their offense. If the target goes on lockdown multiple times, at least 3, authorities will be alerted to the source of the attack and begin to hunt down the trace of the computer assault. This gives the character their crimes score.

More elaborate hacks require direct connection to the servers. Therefore, the character must hack it from within the mainframe's structure. This requires a much more complex operation, because the hacker must physically get inside the building, past security, and up to the database.

The most secure locations will also have adjutants (see NPC robots in the Core Rulebook) making opposed computer checks against all their hacking attacks. A typical adjutant has a computer bonus of +19. The hacker must beat the DC to hack the computer as well as the opposed check of the adjutant trying to oppose them. If the adjutant wins on three different opposed checks, they reveal the hacker's location and deploy authority figures to apprehend them.

Kidnapping

Kidnapping involves grabbing a person (or persons) and using their captivity to make a fortune. Most often, this is for ransom, or a payment in exchange for releasing the individual. Sometimes kidnapping is more specific, to get a certain item, bit of information, or coerce the target into doing something. Kidnapping is risky, because it involves taking the target alive, getting away with them, and dealing with pursuers.

Kidnapping missions are similar to assassinations, and the infamy tier chart and complications for assassinations can be used for kidnapping as well. The ransom payouts are generally much better, however, with rewards between 2-5x what a simple assassination contract will grant.

A kidnapping mission is split into two different operations: the grab and the negotiation. The grab is similar to an assassination or bounty hunting mission, with similar complications. However, once the mark is grabbed, then you must store them somewhere while others come to look for them. You also must contact the victim's connections in order to extort and negotiate with them. Kidnappers should count on their victims or the authorities trying to fool, discover, and catch them instead of paying.

Use these complications for the negotiation phase of the kidnapping.

Witnesses

There are witnesses that can attest to where you went and where you are hiding the mark. These witnesses might be innocent bystander, or they might be members of your own crew who betrayed you. They will lead to law to you. You will have to find out who these witnesses are, what to do with them, and what to do about the information they surrendered.

Mercenaries

The marks family or allies hired cutthroat mercenaries to track you down. These mercenaries aren't going to ask a lot of questions and will use any methods, legal or illegal, to find you and kill you. Unless you hid well, it is only a matter of time before the mercenaries find you. You may need to prepare yourself for a fighting stand to hold them off.

Police Interference

The local judicial police have gotten ahold of your crimes and have begun a manhunt for you and your kidnapped victim. They have put out all the evidence and any trace of you and your comrades out to the media and have begun to comb over every trace of area around the kidnapping to find you. You will also have to run interference with them if you call to collect a ransom and will use professional training to try to manipulate you into giving up information.

Prisoner Escape

Somehow, your prisoner got loose and is on the run. Now you must track them down before all is lost.

Robbery

A robbery is a heist, where you go to a location and steal everything valuable from it. This might be a smash and grab, an infiltration, or a con. No matter the method, you try to get away with as many goods as possible.

The following table details the common rewards for a robbery.

Infamy Level	Common Pay	Location Type
0	500-1,000	Normal Home
1	10,000-25,000	Wealthy Home with security measures
2	250,000-500,000	Bank or Museum
3	1,000,000-2,000,000	Military Base
4	5,000,000-10,000,000	Government Vault or Depository

A smash and grab robbery involves using brute force to break into a location, taking everything, and getting away. A smash and grab robbery means the players will have to fight any guardians of the location in combat. They will also trigger any and all security systems, leading to all security measures being activated and the police likely heading to the location. Once they break in, the robbers will need to fill their packs with as much as they can and get out.

An infiltration involves circumventing the security and detection to get in, past the defenses, and get out with the merchandise. This is a difficult operation that requires a keen knowledge of the security systems as well as plenty of the stealth, athletics, and acrobatics skills. Because infiltration requires a quick, nimble, small crew or individual, they cannot carry much with them so must prioritize the most valuable items.

A con involves using deception, false personas, and trickery to work your way into the target and making away with their goods. A good con, when pulled off correctly, and the mark may never know they were robbed until it is far too late. A con causes the target to expose themselves to you and surrender their defenses in attempt to gain more riches themselves.

Use the following complications to add more challenge to a difficult robbery.

Lock Down

When you break into the target, the facility begins an emergency lock down, sealing you inside. You will have to use technical expertise or guile to find your way out of a secure building.

Additional Security

Upon reaching your target, you may realize that it has security that was never discovered in your plans. This could be robotic defenses, security guards, lasers, or an impenetrable lock. Whatever it is, the player will need to make a sudden decision on how to bypass it, or risking cancelling the whole operation.

False Location

The most valuable merchandise has been moved and is not within their normal or reported location. The players will probably realize too late and will have to make a sudden change in plan to check the next, most likely place is the right one. Solving this problem will probably require research and preparation to circumvent alternate locations.

Robotic Countermeasures

The facility you are hitting has robotic servants that are unleashed when security is compromised. These could include scanners, gun turrets, gas emitters, alarm-bots, or even warbots.

Smuggling

Smuggling is the transportation of illegal goods. These illegal goods can be drugs, weapons, documents, animals, resources, or even people. To a smuggler, it usually doesn't matter what their cargo is. They are paid to get it from one location to another.

The difficulty of smuggling is getting the product to the location alive and without being caught. Smuggling on infamy tier 2 or higher usually requires space travel and is between worlds. In the void of space, you must be wary of pirates, navies, roaming zerg, and stellar phenomenon. There is always a danger, or people wouldn't pay smugglers to have the deed done for them.

Infamy Level	Common Pay	Location	Complications
0	2,000	Local area on a world	1
1	10,000	Long distance on a world	1-2
2	25,000	Within same star system	2-3
3	50,000	Different star system	2-5
4	100,000	To a distant, heavily secured location	4+

Smugglers will need a vehicle to move their cargo, preferably a large one such as a freighter or transport ship. They need to plan about what to do if their ship is inspected, boarded, or attacked. They may need to cover their vessel's identification and have fake identification for themselves. They need to know who to meet and who their contacts are and be aware of secret codes needed to communicate with those they are supplying.

The following are major complications that can arise on a smuggling operation.

Inspection

An inspection involves a government vessel saying they are going to board and inspect your ship for contraband. Perhaps they think you are suspicious, or have you seen your ship, or a similar ship, performing suspicious behavior before. You might be able to talk your way out of inspection, especially with name dropping and convincing fake IDs. However, if you are boarded, you will likely be arrested if you cannot successfully hide your cargo or explain where you got it. In some instances, you may choose to flee rather than be arrested. You can be assured the law will chase you.

Shady Buyers

When you get to the location, you are greeted by someone other than you expected. Maybe they know the pass phrase, maybe they do not. You will have to decide what to do about this breach of protocol. Give the merchandise to them, possibly handing goods over to the wrong people? Or risking not handing over goods to those who need it and not get paid.

Pirates

Your ship is attacked by pirates! They will try to disable your vessel and board, stealing your ship, cargo, and taking the lives of everyone on board. These pirates may have forces that equal or outnumber your own, causing you to fight them in space or aboard your vessel. These pirates are probably terrans, but could also be Tal'darim or, less conventionally, feral zerg.

Stellar Phenomenon

There is some sort of cosmic phenomenon that you must bypass to reach your target world. Perhaps the planet is surrounded by an asteroid or debris field. Maybe there is a star going super nova, or a black hole. It will take all your piloting skills to get by this obstacle.

Dangerous Port

Some ports are just dangerous. Thieves and bandits may try to rob you of your cargo as soon as you set down. You might be walking into a trap on the planet's surface. Legitimate ports can be equally dangerous if you are notorious enough, with enough law enforcement looking for you and your ship you could be susceptible to raids and arrest once you arrive.

Criminal Lifestyle

Being a criminal is a good way to make fast income, but it can also be expensive. You have to pay for all your normal life expenses, but also have to pay your crew and upkeep your weapons, ammunition, and vehicles.

For paying your crew's salary, their general worth per day is twice their notoriety plus their level times 20. Therefore, a common level 1 thug with 0 notoriety make 20 credits per day, while a level 8 bounty hunter with 3 notoriety makes 280 credits per day. You must pay this each day for the members of your crew. However, if you are on the payroll of another criminal, such as a crime lord, you instead get paid the same ratio of credits every day to help maintain your cost. Your employer usually supplies you with food and lodging as well. You are still up to your own means for paying for personal or work supplies.

Because crime is a very unstable lifestyle, you may resort to other means to bolster your income to continue climbing the criminal chain of command and perform larger jobs. The following methods can be used to bolster your income with some risk.

Stealing

As a downtime activity, you can spend a full day wandering through a city, picking pockets and cutting purses. At the end of the day, you make a DC 15 stealth check. If you succeed, you gain credits equal to your check result times your stealth ranks. Therefore, if you roll a 22 and have 6 stealth ranks, you gain 122 credits. If you fail the check, you don't gain any credits and you gain 5 crime score.

Street Cons

Taking the part of a con man, you have a number of cons that you are running on the street to trick people out of their money. This involves a full day wandering through a city hustling citizens. At the end of the day, you make a DC 25 influence check. If you succeed, you gain credits equal to your check result times your influence ranks. Therefore, if you roll a 30 and have 9 influence ranks, you gain 270 credits. If you fail the check, you still gain the normal amount of credit but gain 5 crime score, and probably shouldn't show your face in that neighborhood for a while.

Gambling

You can gamble for credits. Gambling involves performing different games of chance. Gambling involves risking your credits on a chance you might win or lose all of them. You can chose from the following different games of chance:

Pure Chance against the House

This includes games such as slots or roulette. You usually wager 50-100 credits, depending the setup. You roll a natural d20, completely unmodified. On a 14+, you win credits equal to those you put down. On a 20, you win twice the credits you put down.

Attribute Contests

Attribute contests include casual games where people compete recreationally. You have more control over attribute games, but because of that they payout is usually less. Examples of attribute contests include arm wrestling as strength checks, drinking games as fortitude checks, and chess as intelligence checks. The wager is usually 5-25 credits. Everyone rolls a d20 + twice their relevant ability score. Highest wins. Ties for the highest roll again.

Card Games

High stakes gambling for serious competitors, where the participants sit around a table and play cards. Poker is a classic form of card game. The way the game works is simple: each round everyone rolls a d20 + their intelligence or Influence ranks. Highest wins. Ties for the highest roll off again.

The skill of the participants and the wage each round depends on how high profile of a game is being played. Refer to this chart as a guideline.

Game Type	Each Round's Bet	Skill Bonus of Participants	Money of Each Participant
Casual Game	20 credits	+2	100 credits
Regular Card Players	100 credits	+4	500 credits
Serious Players	500 credits	+6	2,000 credits
Professional Players	2,000 credits	+8	50,000 credits
High Roller Players	10,000 credits	+10	500,000 credits

For more advanced rules, you can choose to allow participants to raise the bet that round by up to 50% if you are feeling lucky. Other individuals you are facing that round can choose to either call and accept the raise, staying in the game, or fold, forfeiting the money that round but without paying any extra.

Another rule you can use to influence the outcome is to cheat. This requires a stealth check against the skill bonus of all other participants. If you succeed, you gain +5 on your gambling check that round. If someone spots you cheating, by surpassing your stealth check by more than 5, you are caught and thrown out of the game, your money on the table forfeit.

Loan Sharks

You can try to get a loan of money from a loan shark. A loan shark will usually give up to 100,000 credits to be paid off within 6-12 months, depending on the amount. They will charge you an interest rate of 100% plus an additional 10% for every month after the due date. In addition, they will send mercenaries to collect from you if they are not paid. These mercenaries come after you as if you had a crime score of 10+10 for every month you are past the due date. For example, if you are five months past the due date, you owe 150% interest to the loan shark and mercenaries are coming after you as if you had a crime score of 60.



See the Crime Specialist terran character build in Chapter 1 of this resource. These specializations and talents related very heavily to the crime rules in the past few pages, including hiring thief crews, gambling, side income, and loan sharks.

Space Exploration in StarCraft

StarCraft is a setting that takes place in a distant track of space in the Milky Way Galaxy known as the Koprulu Sector. This region of space is home to the three powerful factions that fight for dominance and survival.

Heroes of the sector will frequently travel from world to world in search of danger, excitement, and riches. Many planets you travel to will be colonized by one of the major factions, while others will be barren and ripe for colonization. You might travel at the helm of your very own ship, choosing your destination based on personal desire and whim. Alternatively, you may be onboard someone else's ship, with no choice of the destination. However, you arrive at a new planet, it is guaranteed to be filled with opportunities for heroism and adventure. The Koprulu Sector is not a dull place.

This section is going to detail many of the rules with space exploration. These rules include many of the day to day costs of exploring space, such as worrying about warp travel, fuel, docking costs, and finding ports for repairs. It also covers the rules for trying to find new, unexplored planets across the stars and what those planets might contain. Finally, we will discuss surveying, colonizing, and prospecting planets, which are important for making an income off space exploration

Star Map of the Koprulu Sector: Guidelines

To first understand exploring in the Koprulu Sector, you must see the political landscape of the sector. The map in this supplement is a guide to the political landscape of the sector. It gives you a rough idea of the relative locations of major star systems, their proximity to one another, and their relation to the claimed space of different nations. There are a few factors to keep in mind when using this map, however.

Relative Positioning

This map does not show distances or accurate proportions of space. It is designed to show relative locations of individual star systems to one another. Do not use this as an accurate guide of how far planetary systems are from one another. Instead, use it as a guide to find nearby systems and how deep into space one must travel to get to a certain world.

Gauging Distance

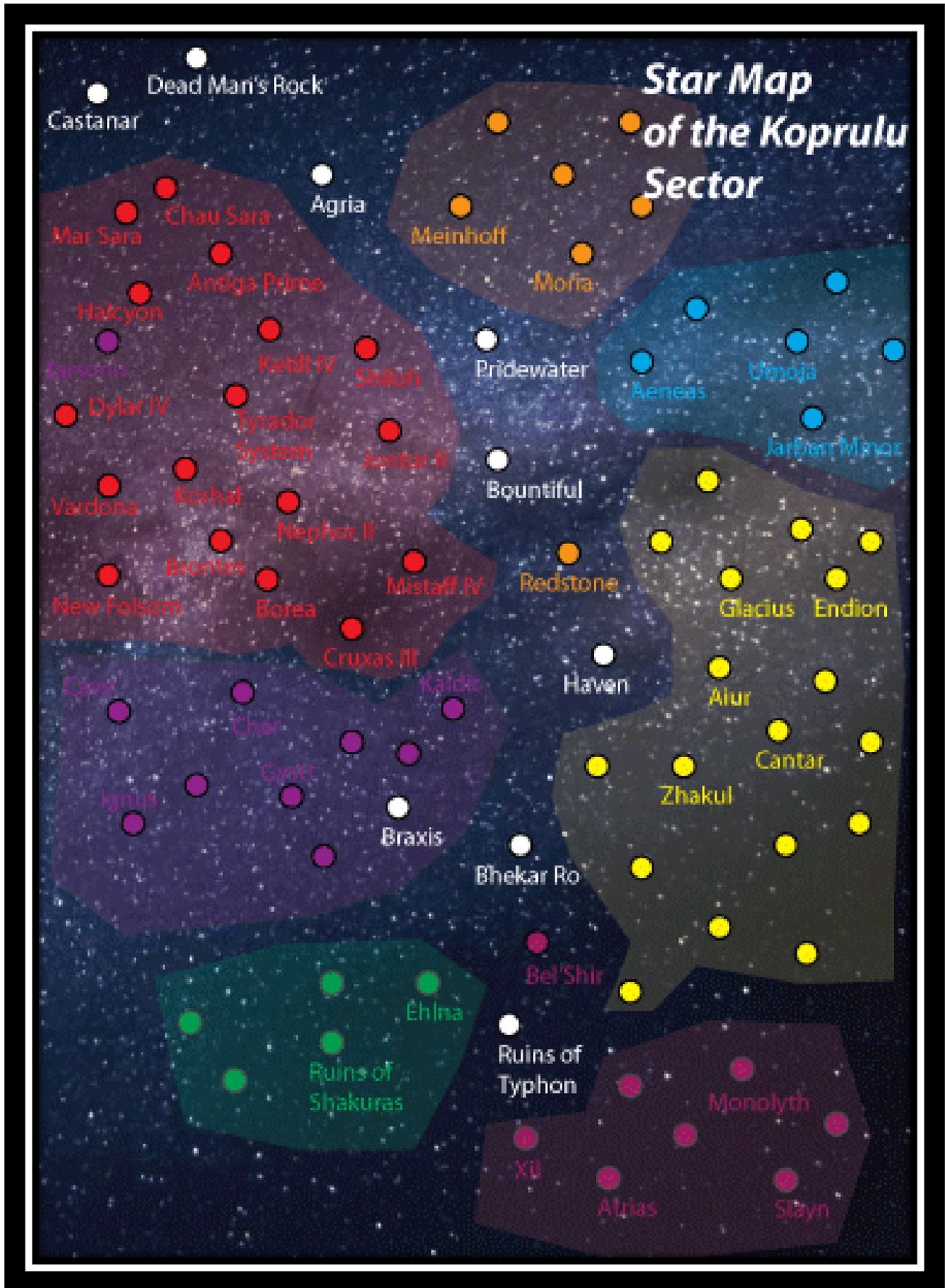
While exact positioning is not displayed, you can use it to tell many things. For example, you can see that it requires traveling a great distance for traveling from Mar Sara to the depths of Tal'darim-controlled space. You can also use it to track the advances of the zerg throughout the sector, marking which world will be attacked next. It is important to remember that the sector is a three-dimensional space, and one does not necessarily have to travel through intervening worlds to get to another destination. However, you could consider intervening worlds as a potential stop along the way.

A Map with Plenty to Fill In

There are hundreds of worlds in the Koprulu Sector, and this map does not show every one of them. There are many unsettled, undiscovered, or neutral worlds that have not been claimed yet or only have minor settlements. There are also several other worlds belonging to all three races that have a substantial population but have not appeared in the StarCraft stories. You should use this map as a guideline for putting new worlds into the sector, keeping in mind where they fit in the grand scheme of events.

This map also does not show every world that is named or described in the StarCraft video games, only the ones that have a major population or presence.







Stellar Societies in the Koprulu Sector

While looking at the map, it is important to understand how the different societies are spread throughout the sector, and what type of colonies each nation possesses.

Dominion

The Dominion is the largest and most powerful terran government. It is also the section of space that is most covered in the StarCraft video games, thus has the greatest number of named worlds. The Dominion is based on the previous government, the Confederacy, which consisted of 13 core worlds and several surrounding colonies. Dominion space is heavily patrolled and regulated and remains the political landscape with the highest space traffic.

In addition to the clusters of worlds that make up the primary Dominion space, the Dominion holds minor claims on various neutral worlds throughout the sector. These neutral worlds possess mining outposts, fuel stations, research labs, and military bases. Many of these outposts have been destroyed over the last few worlds but have been rebuilt from the ruins. A few are isolated enough to go unnoticed. Many of these outposts share the world with protoss and zerg colonies.

Kel-Morian Combine

A commercial empire and government body, the KMC controls relatively few worlds compared to the Dominion. However, as a major mining corporation, they have mining outposts on fringe worlds throughout the sector and beyond. Most resource rich planets have KMC personnel scrambling to absorb as much of it as they can. They also possess mining rigs in space, set up to dig into asteroids.

As unburdened as the limits of human greed, KMC operations can be found anywhere there is potential profit to be made. However, their primary operations and civilian centers are based on Moria and its surrounding planets.

Umojan Protectorate

The Umojan Protectorate is a small galactic society that consists of only a few worlds. It is also relatively safe, being far removed from the inter-terran conflicts and the zerg. They are close neighbors with the protoss, however, but have truce with them. While the protectorate doesn't cover many worlds, it does have many remote research labs on various planets and moons throughout the sector. These labs are remote outposts that produce next generation technology in secrecy, placed on planetoids so insignificant they are not even given real names.

The Protectorate has a highest quality of life for its citizens, but doesn't let just anyone in. They will harbor or grant citizenship to political refugees, rebels, and noteworthy individuals who stood up against tyranny or injustice.

Fringe and Neutral Worlds

These are the worlds that don't fall under the flag of any other society. Most of the neutral worlds are unoccupied, have small military bases, or possess small refugee settlements. Many possess small zerg hives as well. While very few neutral planets are on the map, they should outnumber settled planets by 10 to 1.

See the Planet Generator later in this supplement for inspiration in designing fringe worlds for your players to explore.

Zerg Swarm Worlds

The zerg swarm has a few core worlds that occupy the systems near and around Char, their primary hive. However, zerg presence can be found virtually anywhere. Most terran and protoss worlds have been invaded by the zerg at least once, and many of those still have small hives. Similarly, it is not unexpected to find a zerg hive on a world previously thought unexplored.

Because the zerg traveled a great length from Zerus to reach the Koprulu Sector, it is very common to find feral zerg colonies in distant tracks of space. Many worlds were claimed and assimilated by the zerg as they traveled through the stars and remain forgotten in the deep tracks of space. Likewise, due to the void capable nature of zerg, it is not uncommon to find feral zerg roaming in the depths of space, searching for food and worlds to land upon.

In short, while the zerg have few core worlds, there is a zerg presence found virtually everywhere in the Koprulu Sector and beyond.

The Protoss Empire

The protoss empire was the largest civilization in the Koprulu Sector before the Great War. The zerg invasion saw their capital world, Aiur, devastated and their hold on the surrounding planets crippled. Many worlds were abandoned, as Aiur was, after the crown world's fall. The main population of the empire retreated to Shakuras, the Nerazim home world. They used the resources of the Nerazim and their remaining worlds to build a great fleet, the Golden Armada, to retake Aiur.

The protoss empire consisted of numerous worlds, but is relatively unexplored in the StarCraft video games, besides Aiur itself. As a GM, you have a great amount of leeway when it comes to designing protoss empire worlds to explore. They could be bastions of civilizations, derelict ruins, besieged worlds, or totally infested by the zerg. It would be interesting to design the history of the world, decide its purpose in the larger empire, and how the planet was affected by the wars of the past decades.

The Nerazim Worlds

The Nerazim only occupied a few worlds in the deep tracks of space. Their remote portion of the Koprulu Sector was virtually undiscovered by others until the Brood War exposed them. The Nerazim, after being banished from Aiur, settled in a series of space systems that contained numerous Xel'naga ruins and artifacts. Therefore, it is not uncommon to find Xel'naga sites on Nerazim worlds and the stellar bodies that surround their system of space.

Shakuras, the capital of nerazim space, was destroyed during the End War. Since then, the Nerazim have dedicated everything to helping the Aiur protoss reclaim Aiur and being part of Daelaam society. They now share the protoss empire with other protoss as part of the Daelaam.

The Tal'darim Worlds

In the deepest, fringe edges of the Koprulu Sector lie the Tal'darim worlds. These worlds have been buried in shadow and secrecy, until the Tal'darim revealed themselves during the End War. Like the Nerazim, the Tal'darim control relatively few worlds. They defend those worlds viciously, however, and destroy or capture any ships that cross into their territory.

Under Highlord Alarak and the conclusion of the End War, the Tal'darim have become more involved in galactic affairs. They even launched a full onslaught on the Dominion core world of Vardona in response to the destruction of one of their fringe colonies.

Plotting Warp Space Routes

Even for advanced starships, traveling from planet to planet without warp space is a very time consuming endeavor. Therefore, all such travel is done through bypassing warp space to 'slip' between the folds of reality, allowing exceptionally fast travel. Before this travel can be performed, the warp space route must be plotted in the ships navigation system.

The difficulty of plotting warp space routes depends on whether the course is already recorded in their navigation system. For simplicities sake, all terran core worlds should be considered preloaded on all terran navigation systems. The same is true for all Protoss navigation systems of the different factions. Navigation data for the fringe and colony worlds should be available to purchase for 5,000 credits or 5 honor. Navigation data to obscure or hidden worlds are available for 20,000 credits or 20 honor.

If a group is trying to travel to or find a location where they do not have warp space routes to, they can always try to calculate a route. See the Finding New Worlds section below.

Refer to the following table to determine how long the warp space trip takes, how hard it is to manually plot the course, and how much fuel the trip costs (see Fuel usage in the next section). Increase the DC to manually plotting the course by 5 if it is an obscure destination for your faction or reduce it by 5 for more common destinations for your faction.

It takes 5 rounds from plotting a course and activating the warp drives to entering warp space.

Destination	Manual Course-Plotting Science DC	Time to Warp to Destination	Cost in Fuel
Neighboring Body	DC 10 Science	5 minutes	10
Same System	DC 15 Science	1 hour	20
Nearby System	DC 20 Science	4 hours	30
In the Sector; Not Nearby System	DC 25 Science	8 hours	60
Outside the Sector	DC 30 Science	24 hours to 6 months, varying based on distance	100 or more

Fuel Usage

Vehicles use vespene for fuel for the vehicles. In general, a vehicle can hold an amount of fuel equal to 10x its strength. A single barrel of vespene gas restores 20 fuel to a vehicle. Fuel is used up for by the following sources.

Action Type	Fuel Usage
Every hour spent driving casually	3
Every hour spent driving rapidly	5
Every hour spent active, but idle	1
Every minute spent in combat	1
Warp Travel	Varies based on distance, see above

When a vehicle completely runs out of fuel, all its functions stop, it cannot move or attack, and the pilot loses control of the vehicle. Vehicles in space drift aimlessly, without life support. Without life support, passengers in space start to suffocate and suffer from extreme cold after two hours.

Protoss vehicles are much more advanced and use only half as much fuel for every action.

Zerg leviathans are capable of space flight and warp space jumps. They do not use fuel, however. Instead, they pay the fuel cost with biomass. This is most relevant with long jumps, which drain the leviathan of biomass upon arrival. The leviathan does not benefit from Growth Hormones or biomass regeneration while using warps space travel or driving rapidly.

Docking Starships

Most veteran or higher Starcraft adventurers have their own means of transportation between planets, usually their own transport ship. Therefore, the party will need a place to store their ships when landing at a planet. Docking in terran settlements is usually paid per day spent at dock. However, all docks also offer 10-day passes, or 30-day passes. For a 10-day pass, the cost is 10 times the cost of a day pass, -10%. For a 30-day pass, the cost is 30 times the cost of a day pass, -25%.

The base cost of a pass is dependent on the size of the ship and port being docked at. Bigger the city and ship, the more it costs. In addition, smaller cities cannot support larger ships.

Settlement Size	Gargantuan Ship	Colossal Ship	Massive Ship	Gigantic Ship	Behemoth Ship	Immense Ship
Backwater Village	100	200	NA	NA	NA	NA
City	150	300	1,200	NA	NA	NA
Space Station	250	500	2,000	5,000	10,000	25,000
Metropolis	400	800	3,000	10,000	NA	NA
Ecumenopolis	600	1,200	5,000	20,000	50,000	NA

This might seem like a severe cost, but there are many benefits to docking a ship in a reputable dock. The first is paying for docking gives free refueling services as long as they are docked there. The second benefit is that, while docked, the vessel is free from being tampered with, stolen, or damaged by atmospheric conditions, as per the following rules.

Protoss do not charge for allowing ships to dock. Ships are limited in where they can dock as terran vehicles are, based on comparative ship size to city size. However, protoss will not allow ships to dock without knowing fully the ship, its history, its commander, and its agenda. Ship commanders must be prepared to give up all information about their ship before being allowed to dock.

Downsides of not Docking

The party can usually choose not to pay the docking fee, and simply land their ship in the countryside or outside town. This is not available when docking at a space station. This is cheaper, but it has numerous downsides. The most notable downside is that the ship is not automatically refueled while at the dock. Beyond that, the GM rolls on the Shipborne Disaster table below.

Roll and Calamity	Result
1-2) Debilitating Hull Damage	The vessel suffers damage equal to 3% of its maximum hit points. This damage is not reduced by damage resistance.
3-4) Fuel Leak	The vehicle loses fuel equal to 10% of its maximum fuel storage
5-6) Disease	Everyone sleeping on the vehicle overnight must make a DC 20 endurance test or not gain any benefit from sleeping
7-8) Hull Damage	The vessel suffers damage equal to 2% of its maximum hit points. This damage is not reduced by damage resistance.
9-10) Vermin Infestation	Some form of vermin has gotten aboard the ship, and has gotten inside the ships workings. The ship suffers -15 damage threshold until it parts at a proper dock
11-12) Mild Hull Damage	The vessel suffers damage equal to 1% of its maximum hit points. This damage is not reduced by damage resistance.
13-20) No Problem	The vehicle suffers no ill effects for improper docking.

For this table, roll a d20 at the end of each 72-hour period. The result is the penalty the vehicle suffers for impromptu docking.

Space Hazards

While it is true that much of space is empty, some regions of space can be quite difficult to travel through. This includes asteroids, debris fields, gas clouds, black holes, and so on. In this section, we will detail the risks of flying in space through these different hazards.

Asteroid Fields

Asteroid fields are a classic hazard of space exploration. While some asteroids are isolated, many others form tight belts or fields, either in the depths of space or surrounding celestial bodies. Carefully navigating an asteroid field is critical, because collision with these space rocks can quickly destroy most ships.

When you introduce an asteroid field in your StarCraft campaign, you must first decide its density. Denser asteroid fields have more asteroids in a tighter confine, so they are more difficult to evade.

Asteroid Field	DC	Cover Bonus to Defense	Target Lock Difficulty	Course Plotting DC
Sparse Asteroid Field	10	+0	15	20
Dense Asteroid Field	20	+5	25	35
Chaotic Asteroid Field	30	+10	35	50

You also receive a bonus or penalty to your pilot check to navigating an asteroid field based on how large your ship is.

Ship Size	Modifier
Large	+10
Huge	+5
Gargantuan	+0
Colossal	-5
Massive	-10
Gigantic	-15
Behemoth	-20
Immense	-25
Titanic	-30

Every round you are flying through an asteroid field, or fighting within one, you make a pilot check to avoid asteroids. This pilot check is modified by your ship size. If you succeed the check, you avoid any collisions that turn. If you fail the check, your ship either touches or collides into an asteroid.

Upon failing a check, reroll another pilot check with the same DC. If you succeed this one, you are only grazed by an asteroid. Your ship suffers a hit of 100 damage. If you fail this check, then you are directly hit by one or more asteroids. Your ship still takes a hit of 100 damage but suffers +25 damage for every point you failed the second pilot check by. Therefore, if you failed your pilot check by 8, your ship would suffer a hit of 300 damage.

Destroying Asteroids

When navigating an asteroid field, it might be tempting to use your weapons to destroy asteroids to clear a path. However, most vehicle weapons do not have enough firepower to destroy asteroids. Capital ships do, however, and may use their weaponry to repel asteroids to make it through an asteroid field.

In addition to trying to avoid asteroids through pilot checks, a capital ship with a weapon or ability with the Point Defense trait (see Supplement 6) can focus its point defense weapons to repel asteroids. By doing so, it makes its point defense weapon attack against the pilot check DC to avoid the asteroids. It does not receive its size penalty on this check to avoid asteroids, making it a more effective way for the largest vehicles to avoid asteroids.

If they succeed either the pilot check or the attack roll, then they avoid collision with the asteroids that turn. However, they cannot be using their point defense weapons for anything other than repelling asteroids in order to gain this benefit.

Fighting in Asteroid Fields

If you are performing starship combat in an asteroid field, you can either mark the entire battlefield as an asteroid field, or you can select only certain areas to be part of the field. In addition, if you want different parts of the field to be more densely clustered than others, you can decide that certain squares of the battlefield are a different level of asteroid density than others. For example, you can have an inner area of asteroids that is dense while the outer areas are simply sparse.

While fighting in an asteroid field is incredibly hazardous, it can provide some benefits. Dense and chaotic asteroid fields provide cover for all combatants within them. Therefore, a skilled pilot might seek shelter within a dense asteroid field in order to avoid overwhelming attacks. In addition, it is more difficult to land target locks on a foe within an asteroid field. To successfully make a target lock against a target, you must make a pilot check with a DC based on the congestion of the field.

Plotting a Course

Asteroids fields can be so dangerous that scientists have created algorithms to safely pass through famous or notable asteroid fields. A notable example of this was passage through the Krkegaard Belt, which obscured a Moebius space station.

Developing a pattern to pass safely through an asteroid belt requires extensive scans and studying of the belt, as well as 100 hours of work. At the end of that time, the researcher makes a computer check, the DC determined by the density of the field. If they succeed, they plot a course through the belt. A ship flying through the asteroid belt does not need to make a pilot check each round to navigate the field. However, if they ship deviates from their course, by fighting in combat for example, then they must make pilot checks each round until they exit the field.

Debris Fields

Debris fields are clouds of space junk, usually destroyed asteroids, ships, and pieces of space stations. Unlike asteroid fields, debris fields are clouds of smaller parts which shred a ship as they pass through. They are impossible to avoid, but the damage they deal is small while adding up over time. Flying through a debris field deals 5 piercing damage per round, as the ship is worn down as it is bombarding by tiny shreds of metal striking at high speeds. Particularly dense debris fields may deal 10 piercing damage per round instead. Also, pilot checks in a debris field suffer a -5 penalty.

You may rule that a debris field and an asteroid field share the same area. This is common in frequented asteroid fields, where there are many wrecked ships or destroyed asteroids filling the area. In that case, ships flying through are shredded by the particles while also trying to avoid asteroids.

Dead Man's Rock is known to possess a very thick and dangerous debris field, that requires careful navigation to get around to land on the planet. Even then, many ships are known to get minor structural damage from the debris fields every day.

Nebula

Nebula are massive clouds of gas in space that signal the birth or death of a star. Nebula are often used as a place to hide, as they are dangerous and vision is greatly obscured within. They make great, cinematic encounters for space battles, because they are mysterious, beautiful, and create many great tactical obstacles.

Nebula come in various degrees of density. Nebula densities determine how hard it is to see within the cloud. The density determines how many squares at starship scale a vehicle can see.

Nebula Density	Vision (at Starship Scale)	Pilot Check Modifiers
Sparse Nebula	4 squares, -5 to perception checks	-0
Dense Nebula	2 squares, -10 to perception checks	-5
Super Dense Nebula	1 square, -20 to perception checks	-10

Within a nebula, the number of squares you can see is limited by the density of the cloud. This also limits the effectiveness of scanning equipment, including spotter and detector actions. The clouds lack of visibility also gives a penalty to perception checks to see anything in the nebula, including those within line of sight, and a penalty to pilot checks.

Certain nebulas may also have additional hazards.

Deadly Radiation

Many nebulas possess lethal radiation that is threatening to all life. These areas are extremely hostile to organic life, even those that have radiation shielding. These radioactive storms are so vicious they ignore the radiation shielding traits of natural armor as well as light or heavy armor. Creatures within the area suffers the Melting, Slowed, and Tormented traits if they are within the nebula. Robots, vehicles, psionic entities, and characters within powered armor are still immune to the radiation.

Energy Storms

Some nebula contain powerful energy storms that crackle with power. Massive bolts of power are occasionally drawn to large ships, striking them with thunderous power. Every round that a colossal-sized or larger ship is within the storm, they have a chance to being struck by an energy blast. If they are struck by an energy blast, roll again to see how powerful of a blast they are hit by. Gargantuan-sized or smaller ships are generally not struck by these storms.

Ship Size	Chance of Being Hit
Colossal	Natural 20
Massive	19-20
Gigantic	18-20
Behemoth	16-20
Immense	14-20
Titanic	12-20

Dice Roll	Blast Strength
1-4	100 energy damage, Penetration 20
5-8	150 energy damage, Penetration 20
9-12	200 energy damage, Penetration 40
13-16	300 energy damage, Penetration 40
17-20	400 piercing damage

Black Hole

A black hole is a super dense rift of space time that draws objects in so that they can never escape. Black holes vary in size, which also determines how difficult they are to escape and how much damage they deal.

Black Hole Size	Area (starship squares)	Reach	DC to Escape	Damage per Round
Micro	1 square	1 square	50	200
Tiny	Burst 2	2 squares	75	300
Average	Burst 3	3 squares	90	400
Large	Burst 6	3 squares	100	500
Very Large	Burst 12	6 squares	100	600

If you fly a ship into the black hole's reach, which extends a distance beyond the hole's actual reach, you must make pilot checks every round to escape its grasp. The DC of the check depends on the size of the black hole. The DC is not a higher difficulty for moving at higher speeds; instead the bonus to pilot DCs for speed is a bonus on this check. In addition, you add your vehicle's strength score as another bonus on this check.

If you are piloting a transport moving at 500 squares per round with a strength of 26, for example, you would gain a +46 bonus on your pilot check (26 for the vehicle's strength and 20 for your speed).

If you succeed the pilot check, you must move away from the center of the black hole. You move half as many squares as you would normally move. Therefore, if you tried to move at 500 squares per round (or 3 starship squares), you instead move at 250 squares or 1 starship square. If your movement does not get you outside of the hole's reach, then you must make a check to escape next turn.

If you fail the pilot check to resist the pull of the hole, then you are pulled 1 starship square towards the center of the hole, +1 square for every 20 points you failed by. If you end your turn within the black hole's area, not the reach but the area, you suffer damage based on the black hole's size. If you end your turn in the center square of the black hole, make one last pilot check. If you fail this pilot check, your ship is pulled into the hole. The ship, and all aboard, are permanently lost.

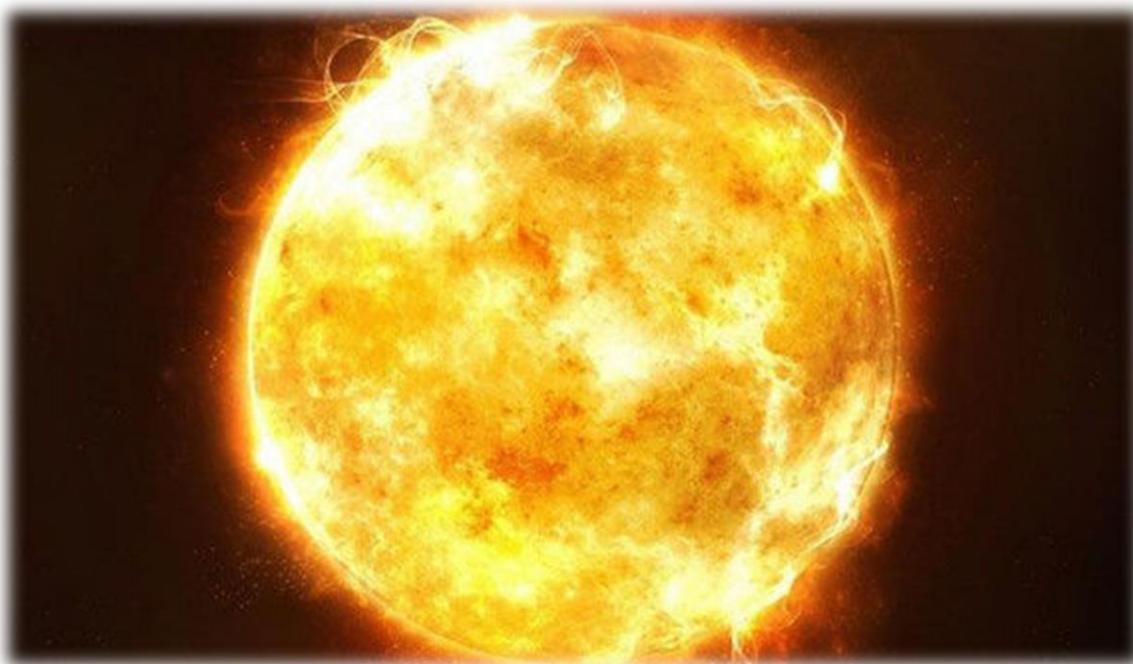
Stars

Stars are sources of heat, light, and warmth for the universe, but they are also incredibly dangerous to get close too. If your ship is flying near the surface of a star, your ship suffers 20 piercing damage each round. In addition, you must make a make a pilot check each round to not get caught in a pilot's gravitational pull. This is equivalent of escaping a tiny sized black hole, except the piercing damage every round increase to 50 piercing until you escape. If you are pulled into the star itself, your ship is incinerated.

Stars are generally too large to map on starship combat. Instead, you might be passing over a star to manipulate gravitational fields or part a warp travel mishap. An entire battle might be taking place too close to a star, giving an added danger and drama to the fight.

Solar Flares

Fighting too close to a star means you might have to worry about rampant solar flares that lash out from the sphere. The GM might rules there are solar flares near the star. If so, it functions identically to the Energy Storm rules listed above.



Random Space Encounters

Space is vast and barren, but that does not mean it is empty. Even when the heroes are traveling through space outside of common space lanes, they will often encounter others. They may be friend, foe, or simply want to be left alone. Their disposition may depend on the player's nationality versus their own.

When traveling in the depths of space, the GM can choose to give their players a chance at a random encounter. If they do, they can make the encounter automatic or roll a d20. On a 14+ the players encounter another ship (or group of ships) that day. Roll another d20 on the following table to see what the player's encounter, or simply pick a result.

Random Encounter Roll	Encounter
1-2	A gaggle of airborne feral zerg wandering the stars. Roll another d20; on a 1-8, generate a squadron of 8 mutalisks; on a 9-12, add a squadron of 3 corrupters to the mutalisks; on a 13-16, add a second squadron of mutalisks; on a 17-20, add 2 brood lords to the feral zerg
3-4	An encounter with terran pirates looking for ships to pillage. Roll another d20; on 1-12, generate a standard terran starship encounter, on a 13-18, they come across a pirate ship battle frigate (see Supplement 2), on a 19-20, they come across a pirate Cerberus battlecruiser (see Supplement 6)
5-6	An encounter with Tal'darim pirates looking for ships to pillage. Roll another d20; on 1-12, it is a starship patrol encounter, on a 13-18, it is a large starship patrol encounter, on a 19-20, it is a tal'darim capital ship encounter
7-11	An encounter with a civilian ship traveling through the stars. Roll another d20; on a 1-4, it is a terran merchant ship (use the Light Freighter in supplement 2); on a 5-8, it is a terran salvage ship (use a salvage ship in supplement 2); on a 9-12, it is a terran colony ship (see Colony Ship in supplement 6), on a 13-16, it is a terran smuggler (use smuggling vessel in supplement 2); on a 17-20, it is a protoss transport (use Aiur or Nerazim transport in Supplement 6)
12-14	It is a patrol of starship related to whatever faction controls that space. It is a single squadron of aircraft (or zerg organisms), with between 3-8 members.
15-17	It is a large starship patrol related to whatever faction controls that space. It is either two squadrons of aircraft (or zerg organisms) with between 3-8 members (squadrons may be same type or different type of ships), or one squadron with a support craft.
18-19	A single capital ship related to whatever faction controls that space.
20	It is a sizable armada made of 2-4 capitals ships of whatever faction controls that space.

Many of the results on the table refer to the controlling faction in that space. This is whoever owns the systems in that section of space, including space stations, planets, moons, shipping lanes, and so forth. When the party comes across a patrol from the local faction, use the following chart as a guideline of which ships might be encountered in that force.

Faction	Starship	Support Craft	Capital Ship
Terran	Wraith, Viking, Banshee	Raven, Valkyrie, Liberator	Battlecruiser, Science Vessel
Zerg	Mutalisk, Corrupter, Devourer, Scourge	Brood Lord, Overlord, Overseer, Swarm Guardian	Leviathan, Infested Battlecruiser
Templar	Scout, Phoenix	Arbiter, Mothership Core	Carrier, Tempest, Mothership
Nerazim	Corsair, Phoenix	Oracle	Void Ray
Purifier	Mirage, Scout	Arbiter	Carrier, Tempest
Tal'darim	Scout, Phoenix	Destroyer	Carrier, Mothership
Daelaam	Phoenix, Scout, Mirage, Corsair	Arbiter, Void Ray, Oracle	Carrier, Tempest, Mothership

Finding New Planets

One important part of space exploration is finding new planets. Because of the massive depths of space, simply flying about looking for new worlds is very inefficient. Most of the work of finding new worlds is not performed racing about the stars, but behind a computer comparing data.

Finding new worlds is a puzzle. To find a prospective new world, you must compare known space maps and warp space routes. You need to look at the known placement of stars and other stellar bodies and compare them to patterns. Computer models and algorithms are needed to predict the most likely place a world will be found. It takes time, patience, and research.

These rules can be used for two purposes. The first is to find an undiscovered world that matches certain parameters. The second is to find a known world that you do not know where it is in space.

Discovering the likely presence of a new world requires a week's worth of time and a computer with access to galactic star maps. Finding a new world requires a DC 30 computer check. The DC increases to 35 when looking outside the Koprulu Sector.

Just because you found a world, doesn't mean you found the world you are looking for. Therefore, additional checks can be made to narrow down your search.

If you are trying to find a world that is presently, or previously, home to a certain civilization, you can make a lore check to find that world. For example, if you are trying to find a world that was colonized by the Tal'darim, possessed a secret Umojan lab, or was visited by the Xel'naga, you would make DC 30 lore check in addition to the computer checks.

If you are trying to find a world that contains a certain resource, you would add a science check to the process of finding the world. Resources could be just about anything, including plenty of trees and wood, breathable oxygen, large oceans, rich minerals, vespene gas, terrazine gas, animals of a certain type or size, a rich quantity of a certain compound or element, and so on.

Finding a world with those resources requires a DC 20 check, +5 for every specific resource looked for. If the resource is extremely rare or hard to find, such as terrazine, add +10 the DC. If two of the resources searched for are not normally compatible with one another, add +10 to the check.

For example, if you were looking for an possible mining world, you would look for a world with a breathable atmosphere, plenty of minerals, and plenty of vespene gas, you would be looking for three different details, which would make it a DC 35 science check.

For example, imagine if you were a terran trying to find your way back to Earth. It would be a DC 35 computer check because you are looking for a world outside the Koprulu Sector. It would also be a DC 35 lore check because you are specifically trying to find a world with human habitation. Finally, to make sure you are finding Earth instead of another world, you make very specific search parameters, looking for a world with oxygen, oceans, and varying climate. Therefore, you would also need a DC 35 science check. Therefore, spending a week while making a DC 35 computer, lore, and science check would let you find the rough location to Earth and plot a long warp journey there.

The GM can always decide that the world being searched for either does not exist or cannot be found.



Generating New Planets

When the players discover a new world, either on purpose or on accident, they discover endless potential. There are a huge variety of worlds throughout the galaxy, many of them teeming with life and potential. Players search for worlds with certain parameters in mind, but they may find so much more. Perhaps the mining world they searched for has two stars, high gravity, and is covered in giant poisonous fungi?

Roll on these tables, or use them as guidelines, for creating a brand-new planet for the players to explore. Included in these results is the effect that finding this planet has on surveying or other results on the planet generation.

First is the size of the planet. Larger planets have more resources to loot and are therefore worth more to claim or explore.

Roll	Planetary Body	Appeal
1-5	Moon	-3
6-10	Planetoid	-3
11-18	Planet	+0
19-20	Super Planet	+5

The second detail is the climate of the planet. This determines the planets ecosystem, landscape, and what type of life is on the planet. It also determines how viable the world is to colonize. If the players had successfully made a check to find a warm planet, then subtract 4 from the results on this table. If the players were looking for a cold planet, add 4 to the results on this table. If they were looking for a temperate planet, add 2 to the result when they score a 10 or less or subtract 2 from the result if they rolled an 11 or higher.

Roll	Climate	Appeal
1-2	Barren Wasteland: This planet is unimaginably hot and can support little or no indigenous life. Environmental protection is required to walk upon its surface	-5
3-5	Arid: This planet is uniformly dry and hot. Most of its vegetation are scrubs, cactus, and other plants that adapt to a climate with little water.	-2
6-8	Warm: This temperature is habitable but is on the warm side. Jungles, scrublands, deserts, swamps, and hot planes are common on this world.	-0
9-12	Temperate: This planet is a perfect balance of hot and cold, varying mostly based on orbital patterns and geographic location. It possesses a wide variety of climates and ecosystems, much like Earth.	+0
13-15	Cool: The planet is generally on the colder side. Most wildlife have thick hides and fur, and plants are adapted to limited sunlight and warmth.	+0
16-18	Arctic: This planet is uniformly cold and wet. Snow and ice covers most of the surface. Glaciers, tundra, snowy mountains, and evergreen forests are common.	-2
19-20	Frozen Wasteland: This planet is nearly as cold as space and can induce frostbite to exposed flesh in seconds. Environmental protection is required to walk upon its surface.	-5

The next detail is the landscape of the planet. This determines if one specific ecosystem is overwhelmingly found on the planet. If you determine a result that is inconsistent with the climate you discovered, you may reroll or pick another result.

Roll	Ecosystem	Appeal
1-2	Desert: This planet is mostly wide, sweeping plains of rock, snow, or sand	-2
3-4	Ocean: Most, if not all, of this planet is covered by ocean	-5
5-6	Forest: This planet teems with life, and most of its surface is covered with forests, woodlands, or jungles.	+0
7-8	Mountain: This planet is very mountainous, a jagged series of slopes, spires, and canyons.	-2
9-10	Plains: This planet is covered with sweeping planes of slowly rolling hills or flat grasslands	+2
11	Swamp: This planet is made up of flooded bogs and marshlands teeming with organic life	-2
12-20	Mixture: This planet is not made up of one ecosystem, but a variety of different ecosystems varying by location.	+5

Nearby stellar bodies describe interesting astronomical anomalies near the world. Most worlds will not have one, but some will and can possess interesting challenges to traveling around your world.

Roll	Nearby Stellar Bodies	Appeal
1-6	Nothing of interest or nothing unusual	+0
7-11	Moon: The planet has a single moon. It can support life, or may be simply a rock in space	+0
12-13	Asteroid Belt: An asteroid belt is either located near the planet or around the planet	-2
14-15	Multiple Moons: This planet has multiple moons. Roll a d20 and divide the result by 2	+0
16-17	Twin Stars: This planet has 2 star systems that it orbits, causing some interest changes on day night cycles	+0
18	Nebula: This planet is located near a nebula gas cloud	-2
19	Black Hole: This planet is located towards a black hole, causing unpredictable natural effects	-5
20	Debris Field: This planet is surrounded by a debris field of a destroyed planet or ancient space battle	-5

An important factor for colonization is how much useable minerals are on the planet. If you successfully searched for a mineral rich world, add 3 to this result. If the world had a mountainous environment, add 2 to this result.

Roll	General Quantity of Minerals	Appeal
1-5	Light	-5
6-10	Moderate	0
11-15	Heavy	+2
16-20	Rich	+10

Next is how much vespene gas can be found beneath the surface of the world. If you successfully searched for a vespene rich world, add 3 to this result.

Roll	General Quantity of Vespene Gas	Appeal
1-5	Light	-5
6-10	Moderate	0
11-15	Heavy	+2
16-20	Rich	+10

Next is one that is very important to terrans exclusively. This check is how rich the soil is of the world and how much can it sustain farms. This is important for individuals looking for a new agriculture world. If you successfully searched for a farmable world, add 3 to this result. If the world had a plains environment, add 2. If it has a forest environment, add 1. Worlds that are a frozen or barren wasteland cannot support fertile soil and are disqualified. Worlds that are arid or arctic suffer -5 to this check.

Roll	General Quality of Soil for Farming	Appeal
1-5	Poor	-5
6-10	Average	0
11-15	Optimal	+2
16-20	Perfect	+10

Few planets are without risk and many planets are outright dangerous. Roll on the following table to determine possible hazards with a discovered world. You may choose to roll twice or more for the world to make it exceptionally dangerous. You might also choose not to roll at all.

Roll	Danger	Appeal
1-2	Extreme Temperatures: This planet goes through phases where it is occasionally overwhelmed with extreme temperatures, either heat or cold (your choice)	-2
3-4	Tectonic Instability: This planet has unstable plates that create constant earthquakes, volcanoes, and tsunamis.	-5
5-6	Dangerous Megafauna: This planet has particularly dangerous wildlife that make colonization difficult (see Dire or Primordial creatures out of Supplement 4: Monsters of Koprulu).	-2
7-8	Feral Zerg: This world contains 1 or more feral zerg hives that are constantly expanding	-5
9-10	Terran or Protoss Colonists: This world is either colonized by a small expedition of terrans or protoss	-2
11-12	Killer Plants: The flora of this world are out to kill you. They may be carnivorous, poisonous, sentient, mobile, or some combination of all four.	-2
13-14	Toxic Atmosphere: This planet has a toxic atmosphere that is poisonous to humans and other oxygen breathing organisms. Without an air supply, people on the surface will quickly suffocate and die.	-5
15	Radioactive: This planet is bathed in radiation. Without radiation shielding or a natural resistance to radiation, life cannot exist on this world.	-5
16	Stellar Hazards: This planet is assault with stellar phenomenon that make it dangerous. Perhaps it is regular hit by meteors, singed with solar flares, or orbits too close to a black hole. Use nearby stellar bodies as a guideline	-5
17-18	High Gravity: This planet has a very high gravity, making movement slower and harder.	-1
19-20	Low Gravity: This planet has a very low gravity, making it difficult to stay ground or keep features fixed in place	-1

Finally, planetary quirks are unusual traits of the planet that make it unique. If you want for your planet to have an unusual trait, either roll on the table below, pick a result, or make something up that fits your world.

Roll	Planetary Quirk
1	The planet once home to an intelligent species that is now extinct
2	Planet has psychic flora or fauna
3	The world is covered with islands and mountains floating in the sky
4	Every plant and native creature on the world are a bright hue of a single color
5	Xel'naga Ruins can be found on the world, signs they once visited it
6	Terrazine gas is found in abundance under the world's surface
7	The planet is covered in giant fungus
8	The world has fossils of ancient megafauna of incredible size
9	The planet has either extremely long or extremely short day and night cycles
10	Eclipses occur on the planet on a regular basis
11	The planet has wreckages of ancient protoss explorer ships
12	The planet is covered with giant crystals with unknown properties
13	The planet has numerous volcanoes that are nearly always active, but life thrives around them regardless
14	The world's oceans are filled with gigantic organisms of breathtaking size that are otherwise harmless
15	The world has animals native to another planet that were somehow relocated to the world
16	Planet has deep underground cave networks that support plenty of life and ecological biomes
17	The planet is occupied by primitive lifeforms that are bordering on sentient
18	The planet was once colonized by one of the three races, but the colony was abandoned
19	The world has strange plants that have incredible potential for the creation of new drugs and medicine
20	The world has recently suffered an extinction-level event that wiped out all life on the planet

Exploration Missions

A common objective of government and corporations is to find new planets to colonize, claim, and pillage for their resources. They hire prospectors; groups of trained individuals who will go out into the deepest reaches of space and look for valuable claims. This is a potential adventuring path for player characters who wish to make a profit from exploring deep into the stars.

A player will receive a contract to find a certain world, or type of world, for their employer to lay claim to. What type of world depends on who is hiring. They may want a world that is fit for mining and is filled with minerals and vespene gas. They may want a world with protoss or Xel'naga ruins for an archeological dig. They may want a planet with plenty of water and usable soil, to convert it to farmland.

Whatever type of world they are looking for, it is up for the players to find it. You can use the rules in this supplement to find the planet or make a grand adventure to locate the world. It is probably best if you combine the two, such as doing the research and make the checks to find a planet while following up with an adventure traveling to or exploring the planet.

Once the planet is discovered, you must survey it from orbit for its features. This requires a perception check over 24 hours, actively using the ship's scanners. Surveying is important because it locates the resource density and dangers of the world without actually going to the surface or seeing the whole world. At the end of the 24 hour period, one of the characters doing the scan makes a perception check. Refer to the chart for what it finds.

Perception Result	Survey Reveals
20	Density of minerals and usable soil on the world, quality of the atmosphere
25	Density of vespene gas, gravity levels, presence of any intelligent species on the planet
30	In-depth analysis of the flora and fauna of the planet, including any additional dangers that may be presented by native life forms
35	All other dangers or planetary quirks the planet has

If the players are not content with their survey results, they can do another one, but this takes an extra 48 hours. If they are still not content, they can make a third check that takes 72 hours. If they fail this check, then the planet remains a mystery without in depth exploration on the surface, which can take weeks or months.

Once they understand the planet, the players need to decide if they are going to try to sell it to their employers. This will be determined by the planet's appeal. The planet's appeal is 10+ all the appeal modifiers from the planet generation table. If you are not using the tables, at least use them as step by step guideline for determining the planet's appeal. The appeal of the world determines how much the players get for discovering it, and how difficult it will be to persuade them to take it.

The first thing to determine is if the planet meets the requirements that the player is looking for. If it does, the planet has +10 appeal for their employer. Therefore, a viable planet for the employer would be 20 plus all the planet's modifiers.

Once you determine the appeal, check the following chart for how difficult it will be to sell the world to the employer and how many credits you will gain.

Planet's Appeal	Difficult to Sell (Influence Check)	Payday
Less than 0	Impossible	Nothing
1-10	Very Difficult (DC 35)	25,000 credits or 10 honor
11-20	Difficult (DC 30)	50,000 credits or 20 honor
21-25	Moderate (DC 25)	75,000 credits or 30 honor
26-30	Easy (DC 15)	150,000 credits or 60 honor
31+	Automatic Success	300,000 credits or 100 honor

The nature of prospecting means it rewards hard work before lazy effort. It is better to keep prospecting to find a perfect world, even though it takes longer, than trying to sell an imperfect world. Moreover, most employers will terminate your contract if you fail to sell them two worlds. Some employers will become angry if you sell them a world that has dangers that you have not disclosed. You may gain significant criminal rating or become wanted by bounty hunter in certain circumstances.

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