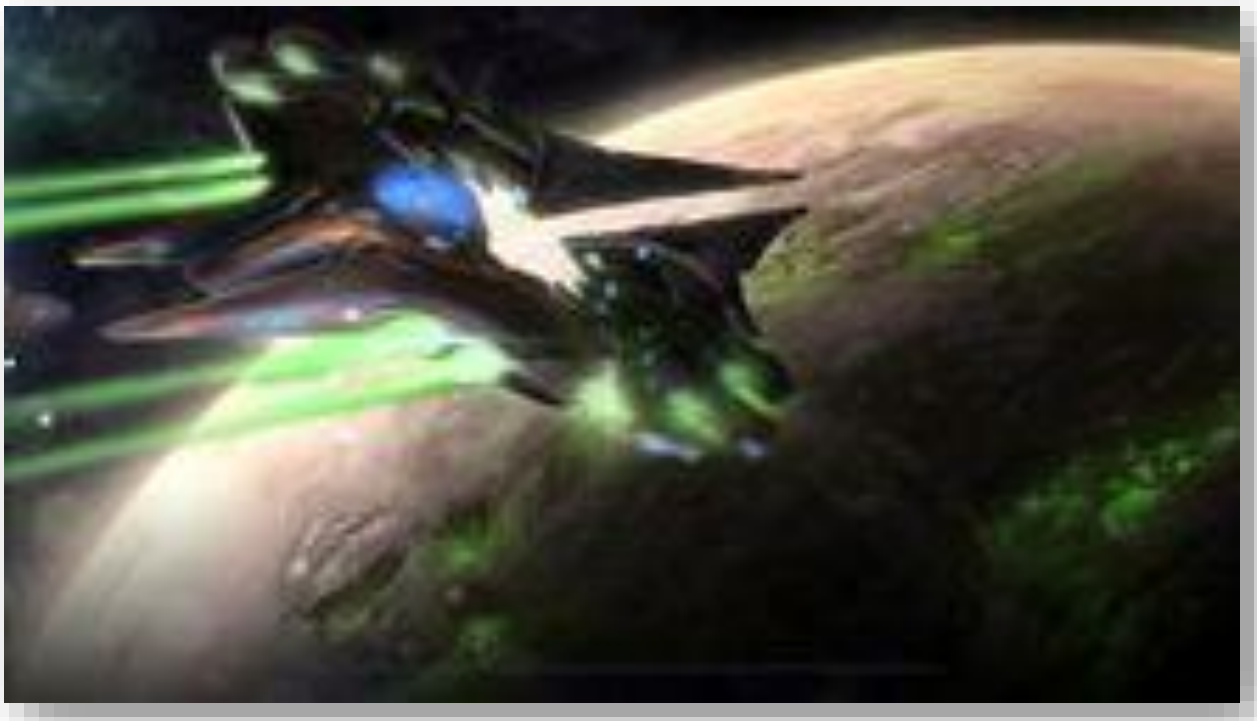
Explorer's Guide to the Sector

A Resource for the StarCraft Tabletop Roleplaying Game

~By Leovaunt



Contents

Prologue: An Explorer's Journey through StarCraft 8
Chapter 1: Exploration 9
Fatigue 10
The Day Cycle 10
Necessities of Survival 10
Food and Famine 10
Water and Thirst 10
Wear and Exhaustion 11
Removing Wear and Resting 11
Exploration 13
Distance Traveling 13
Random Encounters 15
Random Loot 15
Random Loot Table (Ammunition) 16
Random Loot Table (Components) 17
Random Loot Table (Currency) 17
Random Loot Table (Plunder) 18
Random Loot Table (Treasures) 19
Random Adventure Locations 20
The Setting 20
Obstacles 21
Loot 21
New Terran Gear 22
New Psionic Powers 23
Chapter 2: Protoss Arsenal 25
Class Variants 26
Psychic Warrior Variants 26
Elite Psychic Warrior Variants 27
Psychic Master Variant 28
Elite Psychic Master Variant 29

Commander Variant 29
Elite Commander Variant 30
Fateweaver Variant 30
Elite Fateweaver Variant 31
Scholar Variant 32
Elite Scholar Variant 33
Pilot Variant 34
Elite Pilot Variant 34
Artificer Variant 35
Elite Artificer Variant 36
Renown Classes 37
Astral Mystic 37
Bane Vampire 38
Doom Lord 40
High Praetorian of Aiur 41
Legion-of-One 42
Psionic Paragon 44
Shadow Master 45
New Protoss Equipment 46
New Weapon 46
New Armor 46
New Augmentation Crystal 47
Chapter 3: Terran Arsenal 48
New Background 49
New Specializations 50
New Advanced Specializations 54
New Talents 55
New Terran Equipment 57
Item Traits 57
New Weapons List 59
Rifles 59
Heavy Weapon 59

Explosives 59
Melee 59
Weapon Details 59
New Ammunition 63
New Armor 64
New Gear 67
New Weapon and Armor Upgrades 68
New Vehicle 69
Directorate Conqueror-class Goliath 69
Chapter 5: New Protoss NPCs 70
Who are the Nerazim? 70
How do the Nerazim fit into the StarCraft Roleplaying Game? 70
Nerazim Hunter Description 71
Hunter, Nerazim 71
Nerazim Shaman Description 72
Shaman, Nerazim 72
Nerazim Shadow Haunter Description 74
Shadow Haunter, Nerazim 74
Nerazim Astral Mystic Description 76
Astral Mystic, Nerazim 76
Who are the Tal'darim? 79
How do the Tal'darim fit into the StarCraft Roleplaying Game? 79
Tal'darim Ascendant Description 80
Ascendant, Tal'darim 81
Tal'darim Blood Hunter Description 83
Blood Hunter, Tal'darim 83
Tal'darim Inquisitor Description 85
Inquisitor, Tal'darim 85
Tal'darim Magus Description 87
Magus, Tal'darim 87
Tal'darim Slave Description 89
Slave, Tal'darim 89

Tal'darim Vampire Description 90
Vampire, Tal'darim 90
Tal'darim Vanguard Description 92
Vanguard, Tal'darim 92
Who are the Firstborn? 94
How do the Firstborn fit into the StarCraft Roleplaying Game? 94
Templar Monk Description 95
Monk Initiate, Templar 95
Warrior Monk, Templar 96
Conclave High Guard Description 97
Conclave High Guard 98
Who are the Purifiers? 100
How do the Purifiers fit into the StarCraft Roleplaying Game? 100
Purifier Legionnaire Description 101
Legionnaire, Purifier 101
Legion-of-One Description 103
Legion-of-One 104
Purifier Sentinel Drone Description 106
Purifier Sentinel Drone 106
Chapter 5: New Terran NPCs 107
What is the Umojan Protectorate? 107
How does the Protectorate fit into the StarCraft Roleplaying Game? 107
Umojan NPCs 108
Umojan Commando Description 108
Umojan Commando 108
Umojan Veteran Commando 110
Umojan Special Forces Commando 111
Umojan Civilians and Scientists Description 112
Civilian, Umojan 112
Umojan Researcher 112
Umojan Scientist 113
Umojan Shadowguard Description 114

Shadowguard Spy 115
Shadowguard Infiltrator 116
Shadowguard Team Leader 117
Shadowguard Operative 118
What is the United Earth Directorate? 120
How does the UED fit into the StarCraft Roleplaying Game? 120
UED NPCs 121
Directorate Marines Description 121
Directorate Private 122
Directorate Sergeant 122
Directorate Colonel 123
Directorate Medic Description 125
Directorate Medic 125
Directorate Psi-Operative Description 126
Directorate Psi-Operative 126
Directorate Scientist 128
Directorate Scientist 128
Directorate Navy Officer Description 130
Directorate Naval Lieutenant 130
Directorate Naval Captain 131
Goliath Conqueror Description 132
UED Conqueror Goliath 132
Valkyrie Description 133
UED Valkyrie 133
What is the Kel-Morian Combine? 135
How does the Combine fit into the StarCraft Roleplaying Game? 135
Kel-Morian NPCs 136
Kel-Morian Personnel Description 136
Civilian, Kel-Morian 136
Foreman, Kel-Morian 137
Taskmaster, Kel-Morian 137
Kel-Morian Operatives Description 139

Scout, Kel-Morian 139
Saboteur, Kel-Morian 140
Sniper, Kel-Morian 141
Kel-Morian Soldiers Description 142
Guild Breacher, Kel-Morian 143
Ripper, Kel-Morian 144
Soldier, Kel-Morian 145
Universal Terran NPCs 146
HERC Commando Description 146
HERC Commando 146
HERC Commando, Veteran 147
Chapter 6: Infested Terrans 149
Bulbous Bile-Bringer 149
Hand of the Swarm 150
Living Plague 150
Manhunter 150
New Mutations 151
Infested Terran NPCs 152
Malformed Vilespawn Description 152
Malformed Vilespawn 152
Creature in the Dark Description 154
Creature in the Dark 154
Proto-Aberrant Description 156
Proto-Aberrant 156
Special Thanks 158

Prologue: An Explorer's Journey through StarCraft

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

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

This supplement includes plenty of content, including:

-In-depth rules for exploration and survival in hostile environments

-New protoss content including renowned class and class variants, allowing you to customize protoss characters like never before

-A new terran background, as well as specializations, equipment, and talents; all focused around one of the many wayward terran factions.

-New infested terran directives and mutations

-Dozens of new example statistics, fleshing out the NPCs that belong to the many different protoss tribes or terran goverments. These NPCs will help flesh out including alternate tribes or governments in your campaigns, and the NPCs are organized by what faction they belong to.

-Narration throughout the supplement in the form of the journal logs of Alvagon, a nerazim explorer who set out to catalogue and understand the sector.

With the vastness of the cosmos before us, why would we remain blind to what else is out there?

En taro Artanis, executor. I am Alvagon, veteran explorer and commander of the Void Chaser. I have spent the last few years analyzing the sector at the behest of yourself and your esteemed council. As you know, my primary purpose was to study the sector for the following purposes:

Expansion: With the rebuilding of protoss society, we need worlds to colonize. I have chartered several suitable worlds fit for protoss colonization/ re-colonization.

Threats: I have explored the sector documenting threats and political dispositions of several major factions. I have documented which of these institutions represent a threat to the expansion of our power. Likewise, I have calculated which organizations may make potential allies.

Data: As part of my assignment, I have tasked a selection of bio-engineers with the understanding of environmental and cosmic data that will allows us to understand and manipulate the worlds of the sector better.

All this information has been catalogued over our expedition. I will be sharing my assessments with you across several briefings. I believe, once armed with this information, the Daelaam will have be more cognizant of the happening outside our borders and the current political climate.

Alvagon, Proud Nerazim of the Daelaam

Chapter 1: Exploration

StarCraft adventures can take place in a wide variety of settings: open space, massive cities, hazardous battlefields, colossal warships, and military installations. However, perhaps one of the most interesting locations is upon a wild, untamed world. These worlds are open for exploration and filled with danger and reward. These planets could be anything, from a ruined city, to a vast jungle, lava wastelands, or bleak deserts.

This resource details how to survive in these sorts of locations when cut off from aerial support and forced to travel on foot. The party must make use out of the supplies they have, and use survival skills to gather food and water, and find direction. In the meantime, they must worry about the constant threat of animal attacks and hostile sentient life that choose to live far from civilization.

This section details optional rules on how to conduct day-to-day survival in a hostile wilderness. A Game Master can choose to implement this system if he wants a more structured approach to doing day to day survival.

Section One: The Needs and Demands of Habitation

I have surveyed over one-hundred and seventeen stellar bodies as part of this ongoing project. Thanks to our evolved protoss biology, I have noted several potential worlds that are worthy of expansion. I will discuss the manner of selection and what makes these worlds potential candidates.

First, the list must be narrowed based on how selective our priorities are. For example, our evolved species neither requires direct sustenance, hydration, or oxygen. We sustain ourselves primarily on stellar radiation emitted from stars. As the terrans would say, sunlight. Thus, we could survive in practically any environment. But do we want to?

Potentially, we could settle on an asteroid floating in stable orbit, or a barren moon. But surely, we are more selective than adapting to such a situation. While livable, an environment in space is still paralyzingly cold, possibly lethal without plasma shielding and environmental protections native to an advanced combat harness. This would make these particularly unpleasant environments for civilians.

Inherently, we protoss come from a jungle world rich with vegetation and animal life. Neither is required for our survival. Moreover, the roaming beasts of Aiur were a threat to workers wandering outside the safety of a defensive perimeter. Regardless, Aiur provided us a world of great beauty and abundant resources. We were able to shape this beauty into our architectural style and create cities made of grace and elegance, one with nature. A sharp contradiction of the terran spires of bland steel, glass, and concrete. Worlds like these are natural places for us to colonize, but we should not restrict ourselves to them.

Altogether, I have sorted our potential worlds based on several metrics:

~Resources: Minerals and vespene are essential to our growth

~Location: Perhaps the most important. Applicable worlds have the greatest proximity to our claimed territories, are conterminous with known warp lanes, and separation from the colonies of other nations.

~Rivals: With the recent expansion of many different nations, many worlds are already subjected to the colonization efforts of major governments, refugees, and independent institutions. Whether we can co-exist with these nations, and which organizations we can co-exist with, will be discussed in future sections.

Under these standards I have catalogued a list of seventeen ideal locations fit for colonization and thirty-two potential but less ideal locations. The ideal locations have passable standards on all three metrics, while less ideal locations have a passable standard on two out of three metrics. Passable standards are those with a minimum of eighty-five percent (or higher) meeting of the requirements of colonization.

Fatigue

Fatigue is the gauge of how exhausted and physically depleted a character is. Characters gain fatigue through a variety of sources, including not eating, consuming fluids, exposure to the elements, or pushing themselves for too long. Fatigue plays an important part in the surviving and exploration, and is the most likely penalty for characters who push themselves too hard or are short on resources.

Characters have a fatigue score based on how tired and worn down they are. The fatigue score determines the character's penalties. For point of fatigue a character has, they suffer a -1 penalty to all attack accuracy, defenses, and skill checks. Finally, their movement speed drops by 1 for every 2 points of fatigue. A character reduced to a movement speed of 0 is immobile.

Fatigue generally goes away after taking a 6 hour rest, although sometimes it might go away faster.

The Day Cycle

To help keep track of player's resources and how overworked they are, the game is broken down into day cycles. These are much like rounds of an encounter, except much more informal. Every day cycle is 4 hours of time in game. Generally, a day is 6 day cycles, but it depends on the planet. Some planets have longer or shorter cycles; others have different proportions of night. For example, the unpredictable world of Meinhoff has sunlight for 1 day cycle, nighttime for 2 day cycles, and then back to day again.

At the conclusion of a day cycle, the game master might check with the players to see how long it has been since they've eaten, drank, or otherwise rested. Depending on how well the players have been taking care of themselves, they might gain fatigue.

Necessities of Survival

The following section details the basic necessities needed for human survival. There are three types of fatigue sources that players will have to worry about: famine, thirst, and wear. They combine together to determine the total fatigue score but are gained and removed in separate fashions.

Food and Famine

Living beings must regularly consume food to keep up their strength. Those who do not quickly weaken.

If a character goes two day cycles (eight hours) without consuming at least 1 unit of food, they gain 1 fatigue point. Afterwards, they gain an additional 1 fatigue every additional day cycle they go without eating.

Eating a meal removes 1 point of fatigue from famine. Each additional full-sized meal removes another point of fatigue. This fatigue only goes away when eating and is known as famine fatigue.

Water and Thirst

Even more important than food is water. Without water, a living creature will not last long.

A character must consume at least 1 unit of water every day cycle or suffer 1 fatigue point. Characters in areas of extreme heat must consume 1 unit of water or suffer 2 fatigue points. This includes nuclear wastelands and desert planets.

Drinking fluids reduces thirst fatigue. Pure water removes 2 fatigue points from thirst. A substitute, such as a soda or beer, removes only 1 fatigue. This fatigue only goes away with application of fluids and is known as thirst fatigue.

Zerg Survival and Sustenance

Zerg can go twice as long without food or water. Alternately, if they are in hibernation, often while burrowing, they can go months or years without sustenance. They can also consume creep for sustenance. One meal of zerg creep counts as both a unit of food and water for the zerg.

Protoss Survival and Sustenance

Protoss do not require food or water. Instead, they require natural solar light. They require at least an hour's worth of exposure to natural light to gain the same benefits of a meal. However, they do not sustenance nearly as often. A protoss only suffers starvation if they go more than 10 day cycles without light exposure. Even once starving, they only suffer additional penalties every 5 day cycles they go without light.

Wear and Exhaustion

Even if a character gets sufficient food and water, a person will eventually tire from too much exertion or exposure. This is fatigue is known as wear fatigue

Wear fatigue comes from several different sources. All these cause fatigue.

Prolonged Activity

Prolonged activity means the character has been too active for too long. In game turns, this is from the character going more than 3 day cycles without resting. By doing so, the character gains 2 fatigue for every day cycle they go without resting after the first three cycles. Resting for at least 4 hours resets the timer for prolonged activity.

Forced March

A forced march means the character is pushing themselves to move harder and faster for hours on end. While good for productivity, performing a forced march quickly exhausts a character. After moving at a forced march for a full day cycle, the character must make a DC 15 Endurance check or gain 1 wear fatigue. Every day cycles spent forced marching requires another endurance check or suffering another fatigue. The DC increases by +4 for each day cycle beyond the first.

See the exploration section below for the benefits of a forced march.

Extreme Temperatures

Wandering around for a long period of time in extreme heat or cold will quickly exhaust or even kill a group of unprepared characters. Extreme heat is anything above 100 degrees Fahrenheit, while extreme cold is anything below 30 degrees Fahrenheit. For every quarter cycle (1 hour) spend in these environments, the character must make a DC 15 endurance check or suffer 1 fatigue. Therefore, a character that spends a day cycle in those environments must make 4 checks. Characters with the environmental shielding armor trait do not have to make these checks.

Sprinting

A character can only sprint one round for each 2 points of fortitude every minute. Each additional round of sprinting fatigues the character gives the character +1 fatigue score (see Fatigue Score below). These fatigue points last until the character takes 2 minutes of complete rest.

Tread Water

Each hour spent swimming or treading in water, a character must make a DC 15 Endurance check or gain 1 wear fatigue score. Therefore, if a characters spends a day cycle treading or swimming, they must make 4 endurance checks.

Removing Wear and Resting

The only way to remove wear is through resting. Resting involves somewhere at least fairly safe and comfortable to lie down and sleep. To gain any true benefits from resting, a character must rest for at least 1 day cycle, although 2 day cycles tends to be much more healthy.

The benefits of resting depend on where the character rests. There are two general types of rest locations.

Open Ground

The character choses to put their head down and rest at a random location of open ground, disregarding safety or comfort. This kind of resting is not very useful. It fails to remove any fatigue originating from wear, and the character only restores a number of hit points equal to 5+ their level, and 2 healing thresholds (up to normal maximum). The character is very vulnerable to being interrupted in the night. However, if the character does manage to survive the cycle without being eaten by wandering animal, it does count as a rest for purposes of prolonged exposure or all other purposes.

If the character is sleeping in heavy or powered armor, they must make a DC 15 endurance check or not regain any hit points or healing thresholds.

Safe Spot

A safe spot can vary, but it usually includes an indoor location, or at least a location with a ceiling, and a cot, bedroll, or mattress. These are much safer locations to rest, and much more restorative to the character. When resting in a safe spot, the character removes 5 fatigue from wear per day cycle and recovers all of their lost hit points and healing thresholds. If the room is locked or secure, then there is no chance for being preyed upon in your sleep.

Exploration

Planets in the Koprulu Sector are filled with geographical wonders, signs of settlement, and ancient ruins. When exploring a frontier region, players might come across a geographical feature such as a river or mountain, a cave filled with aliens, a derelict outpost, ancient ruins, a hideout for pirates, or just about anything else. These rules give guidelines for players exploring a section of wilderness, and all the things they might find along their way.

It is a good practice for a Game Master to have a general map of the region the players are in, so they can watch their players progress and see how close they get to different landmarks. It is an even better practice to have two identical maps: one for the players to show what they have explored, and another for the Game Master to mark for themselves where different sites of interest are, or the hazard levels of different regions.

Distance Traveling

Distance traveling is when a party is hiking across the wilderness for an extend period, making a vast voyage across the landscape. Distance traveling is done based on daily cycles. A party moves a number of kilometers in distance traveling based on what type of terrain they are moving on, and whether they are doing standard movement or forced march.

Terrain Type	Terrain Example	Distance (casual rate)	Distance (forced march)
Open	Open fields, desert, road or highway	20 kilometers per cycle	28 kilometers per cycle
Uneven	Lots of hills, some underbrush, some obstacles	16 kilometers per cycle	24 kilometers per cycle
Rough	Thick forest, rock mountains, downtown city	12 kilometers per cycle	20 kilometers per cycle
Dense	Cavern, swamp, tunnel network	10 kilometers per cycle	14 kilometers per cycle

When crossing through different types of terrain in a single day cycle, use the terrain type that most of the day cycle was spent crossing. At the end of every day cycle spent traveling, pass out fatigue based on all the normal rules found earlier in the supplement.

While performing distance traveling, characters are not completely focused on walking. They might be looking for food, supplies, somewhere safe to rest, or trying to avoid hostile encounters. Every player gets to make a check to focus on different activities while traveling.

Scavenging Food

While on distance travel, a character can make a survival check to try to forage for food on their journey. This usually comes in the form of edible vegetation or animal meat, but also water. The character makes a DC 15 survival check. If they succeed, they find 1 unit of food and 1 unit of water. Roll a d20 to determine what type of food it is. On 1-12, it is a unit of fruit and berries. On a 13-20, it is meat. Either way counts a meal of food. Every 5 points they surpass the check by, the character finds an additional unit of food and water.

Scavenging Supplies

Characters can choose to scavenge for resources also, such as ammunition or medical supplies. If a character chooses to scavenge for supplies, they must make a DC 20 survival check. They get a +10 penalty to this check if there are lots of ruins and civilized locations to salvage, or a -10 penalty to the check if there are not. If they succeed, roll a d20 to determine what type of supplies they find. Every 5 points that surpass the DC, they gain an additional +2 bonus on the random loot roll.

DC 20 Roll	Loot Type:
1-5	Ammunition
6-10	Components
11-14	Currency
15-18	Plunder
19-20	Treasure

A Game Master might rule that scavenging supplies is not possible in a certain environment.

Avoiding Encounters

If a character chooses to try and avoid encounters, they must make a survival check. For every 5 points they succeed on their check, the gain +1 on their check to avoid random encounters.

Following Tracks

The players might be following a specific trail across the ground, to lead them to where they want to go. Following a set of tracks is a Survival check, with a DC determined by how rough the terrain is, starting at DC 20 for soft ground (see Skills in the Core Rulebook for more details). If the character finds the track, the party of characters can follow the trail for that daily cycle to where it leads them.

Covering Tracks

If the players are worried about being followed, on individual can try to cover their tracks as they explore. Doing so requires a DC 20 survival check, with +2 DC for each individual in the party beyond the first. The Game Master rolls for them in secret and does not inform the players of the bonus. If the check is successful, then the party is leaving no trail behind them, and cannot be tracked.

Finding Adventure Location

Frontier worlds is filled with locations for adventure. A character can spend their time during distance traveling trying to find an adventure location to explore. Adventure locations are often filled with treasure and rewards but are usually dangerous. The character looking for an adventure location makes a DC 15 perception check. If they succeed, the party gains a +2 bonus on finding an adventure location, +1 additional point for every bit they surpass the DC.

Adventure locations, once cleared of hazards, often make good locations to rest. Explorers will often look for adventure locations at the end of their long days, for a safe night's sleep.

Random Encounters

Random Encounters occur when the party is traveling the wilderness and come across an aggressive force of enemies. Mostly commonly random encounters are wild animals, looking for food is upset their territory is being disrupted. Zerg infested planets are likely to have zerg creatures instead of animals. Colonized planets might have terran or protoss patrols.

To determine if the player's find themselves in a random encounter, roll a d20 every day cycle spent on distance traveling. The DC for this check is 5+ the area's hazard danger level. The danger level is a gauge of how hostile the environment is, in a number between +0 and +20. A +0 might be the backwater woods around a benign colony like Agria, while +20 would be a place filled with hostile life forms, such as Char or Zerus.

They gain a bonus to the check if one or more characters try to avoid encounters during the daily cycle. If the check is failed, then the party is forced into an encounter at some random point of the daily cycle. If the check is passed, then there is no encounter. If the players are looking for a fight while traveling, there is no need to roll to see if there is an encounter. An encounter is almost guaranteed to occur for those looking for trouble, at least once every daily cycle. Players might do this when they are looking for food to harvest or ammunition to pillage.

Once it has been determined that the party is fighting something, the Game Master must decide what type of enemy they are fighting. This is a judgement call based on the terrain, level of habitation, and the area's danger level. This depends on what creature the Game Master has in mind for the region.

After determining the enemy type, determine the threat level of the encounter. This is how powerful of an enemy force is encountered. Roll a d20. On a 1-5, it should be a Low threat encounter. On a 6-14, it should be an average threat encounter. On a 15-19, it should be a high threat encounter. On a 20, it should be an extreme threat encounter.

Random Loot

Often even more important than quickly finding enemies to fight, is quickly generating rewards without shifting through pages of rules. This section includes various types of loot tables.

Loot rolls usually occur when players are scavenging supplies during distance traveling or are looting a random adventure location.

The first idea to confirm when rolling on a loot table is what type of item you want the players to receive. Each item type has its own table to roll upon. The following are the general categories:

Ammunition: This includes amounts of ammunition of various types.
Components: These are crafting components that can be used to make any item with the item crafting system. The item crafting system is detailed in Supplement 2: The Advanced Terran Training Manual.
Currency: This represents terran credits, either in loose cash, credit chips, or commodities.
Plunder: These are generic items, such as drugs, gear, and some ammunition.
Treasures: These are the most valuable items, and generally have a permanent nature. They include weapons and armor.

When determining random loot from scavenging during distance travel, the survival check will determine the bonus to the loot rolls (see Scavenging Supplies under distance traveling). If clearing an adventure location, then the roll gains a bonus equal to the location's danger level (see Random Encounters)

Not all items are created equally. Therefore, some kinds of loot tables recommend you rolling more times than normal per roll. For example, the ammunition table recommend rolling on them three times for every one of the loot rolls you were going to reward the player with.

Often, a random adventure location will require the players to randomly roll to find what type of loot is available. When this occurs, roll a d20 on the following table to see which kind of random loot they find. Once determined, roll a number of times on that table based on the guidelines for the particular table.

DC 20 Roll	Loot Type:
1-5	Ammunition
6-10	Components
11-14	Currency
15-18	Plunder
19-20	Treasure

Random Loot Table (Ammunition)

Players will always need ammunition, and lots of it. While perhaps not the most interesting reward, it is one of the most essential.

Due to the low value of ammunition compared to other loot, roll three times of the ammunition table for every loot roll you designate to it. This helps compensate for the cheap value, and demonstrates the loose collection of items piling up.

Random Ammunition

Plunder Result	Plunder Found	Quantity
1	Light Slug	3d20
2	Medium Slug	3d20
3	Gauss Spike	2d20x2
4	Heavy Slug	3d20
5	Extreme Slug	3d20
6	U-238 Round	2d20x2
7	Light Slug with Armor Piercing (1-10) or Hollow Point (11-20)	3d20
8	Flak Shot	1d20+5
9	Medium Slug with Armor Piercing (1-10) or Hollow Point (11-20)	3d20
10	Shotgun Shell	1d20+5
11	Gauss Spike	2d20x3
12	Frag Grenade	1-2
13	Grenade Launcher Fragmentation Grenade	1-2
14	Heavy Slug with Armor Piercing (1-10) or Hollow Point (11-20)	3d20
15	Explosive Canister	1d20+5
16	Grenade Launcher Flash Grenade	1-2
17	U-238 Gauss Spike	2d20x3
18	Extreme Slug with Armor Piercing (1-10) or Hollow Point (11-20)	3d20
19	Adamantine Shell	1d20+5
20	Gauss Spike	3d20x4
21	Incendiary Gauss Spikes	2d20x2
22	Rocket	1-2
23	Extreme Slug Penetrator Rounds	1d20
24	U-238 Gauss Spike	2d20x4
25	Grenade Launcher Concussive Grenade	1-2
26	Gauss Spike	2d20x5
27	Shredder Canister	1d20+5
28	Tier 2 Fragmentation Grenade	1-2
29	Anti-Armor Rocket	1-2
30+	Reroll result with -5 to their roll, double the resulting amount of ammunition, cumulative with multiple of these results	NA

Random Loot Table (Components)

Components are the crafting materials used to create items using the item creation rules detailed in Supplement 2: The Advanced Terran Training Manual. These components are worthless except to the individuals that use them. Therefore, do not spend loot rolls on components unless the party utilizes, or plans to utilize, the item crafting system. To parties who do use these, do not overlook the value of these parts to characters.

Components are usually found in factories, workshops, construction yards, armories, and engineering bays. Due to the low value of components compared to other loot, roll twice on the component table for every loot roll you designate to it.

Components

Loot Result	Crafting Components Found
1-3	1 Generic Component
4-6	1 Framing Component
7-9	3 Generic Components
10-12	2 Framing Components
13-15	2 Generic and 2 Framing Components
16-18	4 Weapon Components
19-21	4 Generic, Framing, and Weapon Components
22-24	6 Generic, Framing, and Weapon Components, and 2 Electronic Components
25-27	8 Generic, Framing, and Weapon Components, and 4 Electronic Components
28-29	10 Generic, Framing, Electronic, and Weapon Components
30+	10 Generic, Framing, Electronic, and Weapon Components, and 2 Robotic Components

Random Loot Table (Currency)

Currency represents money, or at least a commodity that can be traded for money. Credits are flexible, and can be used on anything that character desires, assuming they find someone selling what they want.

Commodities, like treasures, are usually found in secure locations, are locked up, or hidden. However, in the ruins across the sector, scavengers can often find collections of unused credits waiting to be scavenged.

Currency

Loot Result	Currency Found
1 -2	25 loose credits
3-4	50 credits in a wallet
5-6	100 credits in a wallet
7-8	250 credits in a credit chip
9-10	500 credits in a carrying case
11-12	1,000 credits in a credit chip
13-14	4lbs of spice in a backpack
15-16	6lbs of common drugs in a carrying case
17-18	10 pieces of common jewelry, worth 3,000 credits
19-20	5,000 credits in an advanced carrying case
21-22	10,000 credits in a credit chip
23-24	12 barrels of vespene gaas on a stacked pallete
25-26	8lbs of exceptional spice in an elite backpack
27-28	20,000 credits in a credit chip encrypted with military software
29	3 tons of raw harvested mineral on a stacked palette

30+	50,000 credits in a credit chip encrypted with military software

Random Loot Table (Plunder)

Plunder is the most common type of loot available. Plunder represents consumables, drugs, and miscellaneous objects of little value. Plunder is rarely sought out as the hook to a mission, but it is important to the survival of adventurers.

Plunder is found everywhere, including across the bodies of dead, storage boxes, equipment lockers, or closets. Almost anywhere can have some amount of plunder.

Due to the low value of plunder compared to other loot, roll two times of the plunder table for every loot roll you designate to it. This helps compensate for the cheap value, and demonstrates the loose collection of items piling up.

Plunder

Plunder Result	Plunder Found
1	Dose of Painkillers
2	Power Cell
3	Medipack
4	Repair Kit
5	Dose of Antitoxin
6	Air Tank
7	Flashlight
8	Grappling Hook
9	Dose of Tranquilizer
10	Medipack
11	Binoculars
12	Dose of Mental Stimulant
13	Protective Mask
14	Repair Kit
15	Geiger Counter
16	Trauma Kit
17	Injector with 3 doses of Painkillers
18	Dose of Combat Stimulant
19	Gravity Boots
20	Personal Data Assistant
21	Fire Extinguisher
22	Navigation Unit
23	Motion Detector
24	Fone
26	Tier 2 Medipack
27	Digital Uplink
28	Dose of Terrazine
29	Jet Pack
30+	Reroll result with -5 to their roll, either double the doses of drugs or increase a tier for gear, each of this result to come up gives additional rerolls at additional penalties

Random Loot Table (Treasures)

Treasures are the most valuable sort of loot to adventurers, as treasures are permanent items such as weapons and armor. These items usually have the highest price tags and are of the most use for players.

Treasure is usually found off the bodies of important individuals or in secure locations, but lower tier treasures are often found simply lying around in a ruin, waiting for someone to pick them up.

Treasures

Plunder Result	Plunder Found
1	Light Pistol
2	Heavy Revolver
3	Gauss Pistol
4	Long Rifle
5	Sniper Rifle
6	Repeating Gauss Pistol
7	Heavy Tool
8	Flak Pistol
9	Reinforced Unarmed
10	Shotgun
11	Tier 2 Heavy Revolver
12	Tier 2 Gauss Pistol
13	Gauss Assault Rifle
14	Frag Grenade
15	Grenade Launcher
16	Chaingun
17	Explosive Canister
18	Rocket Launcher
19	Heavy Gauss Rifle
20	Gauss Sniper Rifle
21	Military Shotgun
22	Flamethrower
23	Tier 2 Repeating Gauss Pistol
24	EMP Grenade
25	Extreme Slug Penetrator Rounds
26	U-238 Gauss Spike
27	Concussive Grenade
28	Gauss Cannon
29	Tier 2 Gauss Assault Rifle
30+	Reroll result with -5 to their roll, increase the tier of the item by 1

Random Adventure Locations

While wilderness travel mostly focuses on survival and finding your way through the frontier, there is always opportunities for adventure and danger. This often takes the form of an adventure location; a dangerous locale uncovered while the players are exploring. The heroes might explore these locations for treasure, excitement, or to look for somewhere safe to rest.

Every day cycle the players adventure, they have a chance of encountering an adventure location. The DC depends on how populated the region is (GM's discretion). The Game Master rolls a d20 against the difficulty. If one or more players are looking for an adventure location, they gain a bonus to their the d20 check (see Finding Adventure Locations under Distance Traveling).

Regional Density	DC
Uninhabitable Wasteland	24
Desolate Region	20
Untamed Frontier	14
Rural Countryside	8
Abandoned Metropolis	5

If the players chose to explore the location, they should have a chance for danger and reward. Danger can come in the form of enemies and skill challenges with penalties for failure. Reward should come in the form of loot or somewhere safe to rest.

The Setting

An important factor for an adventure location is the setting. Decide on a location or theme for the location fitting with the world and what lifeforms lived or have lived there. Use the table below as inspiration for ideas. Otherwise, you can roll a d20 and add the region's danger level to the result. Then refer to the table below. Feel free to change the result as needed to fit the setting.

Check Result	Location
1	Abandoned colonist hut, hasn't been used since before the last war
2	Shallow cave that someone set up a camp in
3	A deep pit in the ground created by a sinkhole, with water at the bottom
4	A boneyard filled with numerous skeletal remains of large creatures
5	Derelict bio dome that is still functional, the plants and trees within have grown out of control and are overrun the structure
6	An old farm, with unattended crops and wild animals running loose
7	A deep, natural cave with animal tracks leading in
8	A wrecked tank, found far off the beaten path
9	The lifeless husk of an old zerg creep colony, surrounded by the crusty remains of dead, lifeless creep that has slowly overtaken but the wilds
10	Abandoned colonist settlement, some dead bodies around, structural damage indicates the settlement was attacked
11	A backwoods bar that has been taken over by highwaymen, who are using it as a hideout
12	A mine entrance leading to a deep cavern, with wrecked excavation equipment left outside
13	Old bunker with signs of use, mummified corpses locked within
14	An abandoned terran command center
15	Shattered remains of a crystalline protoss pylon
16	A crashed terran freighter
17	Wreckage from an overhead space battle, being picked at by scavengers

18	A fenced off area, with a sign warning of active spider mines. A single security hut sits in the middle of the mine field.
19	A xel'naga watch tower, that provides clarity and foresight to those who visit it
20	A remote, top secret, terran research and weapon's testing facility
21	A small colonial town that has been infested by the zerg
22	An ancient stone protoss temple, long since abandoned, worn down after years of erosion
23	Hollowed out, half-eaten corpse of an ultralisk
24	A canyon or gorge that was once fortified against intrusion but has since been breached and abandoned.
25	A star port stolen by pirates, that they use to launch their attacks into orbit
26	A plain littered with zerg burrows, with tunnel networks underneath
27	A settlement decimated by a nuclear weapon, ambient radiation still floating in the air
28	A lone zerg spire out in the open, isolated away from any hive cluster.
29	A deactivated protoss warp gate, that could be functional again if just provided power
30	A secret military academy, once used for morally ambiguous activities, such as resocialization, torture, illegal research, and storing political prisoners.
31	An automated foundry that once churned out robots and war machines, still running off an old fusion reactor despite its lack of supervision
32	A battlefield littered with corpses, debris, artillery scars, and wrecked vehicles.
33	An ancient Xel'naga Warp Gate, used to teleport between planets, if one could find out how to use it
34	A crashed terran battlecruiser
35	An entire pirate settlement, including stationary defenses, a star port, and other facilities such as bars, bordellos, and gambling halls
36	An active, underground military installation guarded by government agents who like their privacy
37	A former military base that has been fully infested by the zerg
38	An active feral zerg hatchery and a surrounding hive cluster
39	Buried Xel'naga shrine
40	Series of caverns that lead to a buried Xel'naga world-ship

Obstacles

These random adventure locations are usually broken into a number of different encounters. Most adventure locations are broken down into 1-4 encounters or skill challenges. These challenges are usually linear but might be non-linear.

Many encounters involve combat. Determine the difficulty and threat level of these just as you would for a random encounter, but thematically fit them in to fit the location. Skill challenges involve completing a series of skill checks to move on. Use your concept of the location to determine what skill checks need to be made, and how many need to be made. For example, bypassing a mine field might require acrobatics tests, picking a lock requires a stealth test, bypassing a security system requires a computers test, and jumping over a river of fire requires an athletics test.

For simplicities sake, you can make the DC of these skill challenges equal to 10+ the area's danger level. Successful completion of a skill challenge should award 10 experience per character, or 20 experience per character if it was dangerous.

Loot

Once fully exploring an adventure location, the players should be able to loot it of any treasure, or possibly get what they needed from the place. Terran characters will likely be interested in loot.

Terran loot should only be available if it makes sense for the location. For example, a xel'naga ruin probably will not have terran technology laying around, unless terrans have spent time there.

To determine the treasure for an adventure location, refer to the random loot section above. Roll on the loot type table once for every obstacle overcome. Add the region's danger level to the loot rolls, as usual. Alternately, just pick the gear you want to be inside the location.

New Terran Gear

This section is new terran gear that relates directly to overland travel and surviving in the wilderness.

Canteen

Carried Gear
Base Cost: 12 credits
Weight: 1bs
Tier 1: A canteen can be used to store water, in case water is not readily available when the character is thirsty again. A canteen can store 1 unit of water at a time.
T**ier 2:** As tier 1, except the canteen can store 2 units of water at a time. The canteen also has automated refrigeration, cooling the liquid within.
Tier 3: As tier 2, except the canteen can store 4 units of water at a time. It also has filters that remove contaminants and toxins from the water, including zerg poisons and viruses. It also purifies salt water. The process of filtering water takes about 10 minutes.
Description: When traveling overland, a traveler might go a long way without coming across a body of fresh water. Therefore, canteens are important to store water for when thirst strikes them at a vulnerable time. Advanced canteens have automated features, such as refrigeration and toxic filters.

Rations

Carried Gear
Base Cost: 5 credits
Weight: 0.5lbs
Tier 1: Rations are portable packaged food designed to last a long time and provide an easy meal while on the trail. Rations can be consumed for 1 meal of food, holding on starvation for a time.
T**ier 2:** As tier 1, except the ration have enough food to last for 4 meals, as long as the meals are spaced out. The tier 2 rations still only take a single bag slot.
Tier 3: As tier 2, except the rations come with extra nutrients and water. Eating the rations also counts as a unit of water. The rations are good for 6 meals.
Description: Rations are perhaps the most important resource when planning an adventure, as it is often difficult to have a steady supply of food on the trail. Rations are cheap and can be purchased virtually anywhere. Higher quality rations have more food and water without taking up more bag space.

Portable Shelter

Carried Gear
Base Cost: 125 credits
Weight: 30lbs
Tier 1: A portable shelter is a large device carried like a backpack, that can expand into a relatively safe dwelling anywhere there is room. A portable shelter is worn like a backpack and takes a backpack slot when carried. Transforming it into a shelter takes 15 minutes. Once it is deployed, it takes up a 1 square area. The portable shelter counts as a safe spot to rest for 1 person. If attacked, it counts as a light material, medium sized object (6 damage resistance, 15 damage threshold, 75 hit points).
T**ier 2:** As tier 1, except the portable shelter takes up a 2 by 2 square area. It can accommodate 4 characters. If attacked, it counts as a light material, large sized object (6 damage resistance, 20 damage threshold, 100 hit points). This shelter has 2x the weight of a tier 1.
Tier 3: As tier 2, except the shelter is reinforced with plasteel, making it flexible and fortified, perfect for use in dangerous locales. If attacked, it counts as a dense material, large-sized object (12 damage resistance, 30 damage threshold, 150 hit points). In addition, the shelter is covered in a camouflage cloth that mimics the environment that it is in. It always benefits from the Sneaking trait from those that are more than 6 squares away from it. This shelter has 5x the weight of a tier 1.
Description: A portable shelter is a backpack that can expand into a miniature shelter on an area of flat ground. The pack is placed on the ground and then expands to have extra area of flat, cushioned ground. It has thin plastic walls that unfold and lock into place, forming four walls and a roof. It is covered with a canvas, and has a secure, lockable hatch to crawl inside the shelter.

New Psionic Powers

This section has new psionic powers relating to multiple disciplines that aid in survival and exploration. They are available to any race, to any character that has access to the correct psionic discipline.

Call Water

Telekinesis, PL 4, *Move Object*
Action Type: Full-round Action **Manifestation DC:** 20
Range: Touch **Energy Fatigue:** 8
Default Benefit: A caster can touch a section of natural ground and pull water to the surface. This power must be maintained between 1-5 rounds to take effect, based on the environment, ranging from 1 round in a humid jungle to 5 rounds in a busy metropolis or wasteland. This power cannot be used away from the ground, or a place where there is no water, such as space. After the power is completed, water rises from the ground in a pool covering a Burst (1) area around the ground. The water can be used for drinking, filling canteens, cook pots, or whatever the caster needs.

Psi Level	Benefit
4	Default Effect
5	Power can be used at a location within short range. Every round they maintain the effect beyond the minimum necessary for water to spawn, the water area expands by Burst (+1).
6	Power can be used at a location within medium range. Rather than just having the water drawn out in a shallow pool, it can explode like a geyser. The area of effect is the burst area of the power that is also squares tall equal to 3x PL. The caster makes a psionic attack roll against the defense and toughness of every target within the area. Targets whose defense are hit suffer 5xPL damage. Targets whose toughness are hit are knocked prone. If the caster choses to maintain the effect and constantly grow the area, the power triggers every round.
7	Power can be used at a location within long range.

Energize Object

Energy, PL 2
Action Type: Full-Round Action **Manifestation DC:** 20
Range: Touch **Energy Fatigue:** 4
Default Benefit: The caster can touch a power cell, and funnel energy into it to recharge it. By touching any spent power cell or crystalline charging cell, they can restore it to full charge. This only works on portable power cells, not larger power sources, such as reactors.

Psi Level	Benefit
2	Default Effect
3	By touching an electrical object, the caster can provide it power without having a necessary power cell to charge it. These only functions on items that need a tier 1 power cell. The object is powered for 10 minutes per Psi Level.
4	The caster can charge items that require a tier 2 power cell.
5	The caster can charge items that require a tier 3 power cell. They can also provide power to a stationary power source, such as a reactor or power generator. The large power source functions as if it has power for 1 minute per Psi Level.
6	The caster can charge up to two held protoss implements with this power. Both implements are fully recharged when this power is used.

Meditation

Telepathy, PL 1
Action Type: Full-Round Action **Manifestation DC:** 12
Range: Self **Energy Fatigue:** None
Default Benefit: The psychic has learned to enter a meditative trance while sitting down, similar to sleep but allowing them to stay somewhat aware of their surroundings. While meditating, the character counts as sleeping for regaining hit points and healing thresholds. They must still be meditating for the normal duration to gain these bonuses. They always count as being in a safe spot for this rest. They can end their meditation as a full-round action. While meditating, the only sense they have access to is their psionic detection.

Psi Level	Benefit
1	Default Effect
2	While meditating, the character uses up food and water at half the normal rate
4	Upon leaving meditation, the character gains advantage on psionic manifestation checks for a number of rounds either equal to PL or how many rounds they meditated, whichever is lower. Furthermore, while meditating, the character loses energy fatigue every round equal to their Psi Level.
5	While meditating, the character uses up food and water at one-quarter the normal rate
8	While meditating, the character does not require food or water
10	While meditating, the character does not require oxygen

Preservation

Augmentation, PL 5, *Enhanced Attributes, Toughness*
Action Type: Full-round Action **Manifestation DC:** 18
Range: Self **Energy Fatigue:** 6
Default Benefit: The caster locks their body in a state of preservation and self-sustainment. While the power is active, the character does not require food or water, and does not gain fatigue from being short of food or water. Any fatigue they already have from famine or thirst stays. In addition, while the power is active, the character adds twice their Psi Level to Endurance tests. This power lasts for 4 hours (one day cycle).

Psi Level	Benefit
5	Default Effect
6	Caster gains advantage on all Endurance checks while power is active. They take half damage from all poison effects.
7	Psionic power's duration lasts for a number of day cycles (4 hour periods) equal to ½ their Psi Level.
10	While the power is active, the character automatically succeeds all Endurance checks and are immune to poison

Section One, Part II: List of 'Ideal Worlds' Continued

Endion: Endion is a forested planet located in the outer reaches of the former protoss empire, distant from both terran and zerg space (but relatively close to tal'darim space). Endion was a verdant forest world that contained the shield generator and stasis projectors for Cybros, the legendary purifier station. Cybros purified Endion of all life after the world was infested by zerg. However, the agricultural foundations of the world are still in place, and the world has been revealed to have, thanks to the purification, rich deposits of resources beneath the surface. Settlement adequacy index: 88%.

Glacius: Glacius is a water planet and former part of the protoss empire. It was evacuated and partially destroyed by the tal'darim during the last war. While it has limited usable ground above the surface of the ocean, Glacius has great deep-water resources, pre-built infrastructure, and is not located far from Aiur. Settlement adequacy index: 92%.

Haven: Haven is a bountiful world located between the edge of protoss and terran space. This would be an ideal location for colonization, except it has already been colonized by terran refugees. This is complicated because the world has been attacked by Executor Selendis in the past. However, these refugees seem forward thinking and open minded, and we might be able to bridge this complication with good diplomacy. Settlement adequeacy index: 94%.

Chapter 2: Protoss Arsenal

This chapter contains plentiful new options for protoss characters. No longer restricted to the base options in the Protoss supplement, this resource expands upon the alternate classes available to the protoss.

Renown classes were first revealed in the Dominion Intel Briefing. These classes gave specific and powerful abilities that were only available to mid to high level protoss. This section has many new renowned classes, specifically ones that relate to various protoss sub-races.

A new form of class development is the class variant. Class variants allow you to branch off your protoss classes in new directions. Most often, class variant offers a much more specific development into a class, rather than the generalist abilities that are featured most default versions of classes. For example, if you want to be a psychic master that focuses in Energy powers, you can take the Kineticist variant. If you want to be an unarmed protoss psychic warrior, take the monk variant. Class variants replace the general, not-sub race dependent features of the class, allowing you to specialize differently while still gaining your racial traits

This chapter also includes new gear and talents related to these new options.

Section Two: Societal Observations of the Protoss

In the recent years, we have seen our species unified like never before. Furthermore, all the various protoss sub-races and factions are out in the open now, aware of one another and cognizant of our similarities and differences. This has allowed a sort of transparency in our race never before observed. Tribal secrets are a matter of the past.

Most protoss remain unified as members of the Daelaam. This allows an equal sharing of information and culture. The one protoss genus note to incorporate into he Daelaam, the tal'darim, still has had roughly twenty-six percent of its populace cede into our nation. This gives us ample opportunity to further their pragmatic, if barbaric, culture as well.

Advanced research into protoss culture has revealed societal sub-factions that linger outside mainstream thought as part of our cultural entourage. We need to acknowledge and embrace some of these factions as parts of our society and give them the respect they earned. For example, I have encountered a group of nerazim tribesman of the Zer'atai clan. They create armor out of bones and exoskeletons while focusing their warrior arts in fighting larger enemies and eliminating foes with single strikes of their warp blades. These tribals come from the outer clans of Shakuras that were hesitant to be catalogued or return to our cities. Only the evacuation and destruction of our home world brought their methods back to the greater whole of society. We should embrace these gifted soldiers, dubbed Slayers, and give them a place of belonging into our military ranks.

Our observations of the tal'darim have revealed their less savory specialists. Observing the tal'darim world of Slayn, I have seen feral tal'darim known as Bane Vampires. Bane Vampires are tal'darim whose thirst for power has become so overwhelming that they have surrendered themselves to the corruption of the void and become near-mindless predators that kill others with their bare claws. They gorge themselves on the essence of their own kin, seeking to feed a mad hunger. That these 'creatures' exist is a proof of the danger of tal'darim society and unchecked ambition.

Please refer to my notes regarding these various protoss pathways.

Class Variants

Class Variants are a new way to customize a protoss character. A class variant is a different form of a protoss class, where a character can gain slightly different abilities from a familiar class. Class variants change the general class abilities of a class, while the protoss subrace benefits remain the same. Once the character choses to take a variant of the class, the choice is permanent. The class variant effects both the base version of the class, and the elite variant.

For example, a psychic warrior can choose to be a Hunter instead of a standard psychic warrior. If they chose to do so, they lose all the normal generic benefits for being a psychic warrior and gain the hunter benefits instead. They still gain the tribal benefits of taking psychic warrior as a member of their race. Once they complete hunter, they can choose to take Elite Hunter afterwards, just as normal. They cannot take Elite Psychic Warrior, for that is not the path they are walking.

Psychic Warrior Variants

Level	Hunter Variant Bonus	Monk Variant Bonus
1	Access to Augmentation Psionic Discipline	Access to Augmentation Psionic Discipline
2	*Monster Hunter*	*Enlightened Strike*
3	---	---
4	*Maim*	*Counter*
5	---	---
6	---	---
7	*Recuperation*	*Meditative Shield*

Psychic Warrior Starting Gear

Choice: Strife Great Blade and Protoss Armor Suit OR Psi Blade and Protoss Armor Suit OR Strife Blade and Protoss Heavy Carapace Suit
Mandatory: Ilhan Crystal, Backpack, Equipment Belt, Protoss Medipack, 10 additional honor
Completion Skill Focus Options: Melee, Defensive Training, Durability

Hunter Description

The sub-sect of warriors known as hunters are less concerned with front line combat and charging headlong until the enemy's ranks. Hunters practice guerilla warfare and planned ambushes, where they descent upon their foes and slaughter them with massive weapons. Hunters focus less on bulky armor and twin blades, but instead cleave their foes with psi spears and their own incredible resilience. They hunt great foes that lurk protoss territory, specializing in large monstrosities such as hulking alien fauna or zerg warrior breeds.

Maim

Description: The character knows how to perform a swift, killing blow. When using a psionic weapon, they add their Psi Level to rending.

Monster Hunter

Description: The character has practiced at killing larger creatures by taking advantage of their size. They gain advantage on attacks against large-sized or larger foes, and foes of that size suffer disadvantage on attacks versus them. This effects large biological creature, but not constructs such as robots or vehicles.

Recuperation

Description: Once per round, when the character takes hit point damage, they can gain temporary hit points equal to twice their fortitude. This occurs the first time they are struck every round, and resets when the character gains the turn again. It does not trigger if the hunter loses energy shields; only hit points.

Monk Description

Most protoss warriors dive into combat with heavy armor and a twin-blades. The monk is different. These disciplined, meditative warriors lack the rage and fervor of the zealots and their equivalent. Instead, monks enter battle in quiet contemplation as they channel their psionic energy throughout their entire body. They strike with fists bristling with psionic power, allowing their touch to bypass heavy armor. Such is their focus that the eschew heavy armor, so they can channel their will directly into their plasma shield, sometimes seeming like a miniature Archon.

Counter

Description: If an enemy misses the character with a melee attack, the protoss character can instantly make an opportunity attack back at them.

Enlightened Strike

Description: The character has perfected channeling psychic energy into their unarmed claw attacks. Their unarmed attack gains the Psionic Infusion and Psionic Weapon Origin weapon traits. The Psionic Weapon Origin is the default for the character's race.

Meditative Shield

Description: When the character is wearing heavy armor, their personal energy shield gains shield armor equal to ½ their willpower and shield pool equal to their willpower x3. When the character is wearing light or no armor, the bonus shield armor increases to their full willpower and their shield pool increases by their willpower x5.

Elite Psychic Warrior Variants

Level	Elite Hunter Variant Bonus	Elite Monk Variant Bonus
1	*Slayer Mastery I*	*Monk Mastery I*
2	*Swift of Foot*	Mountain Strike talent
3	*Slayer Mastery II*	*Monk Mastery II*
4	*Omniscient Stance*	*Omniscient Stance*
5	*Slayer Mastery III*	*Monk Mastery III*

Completion Skill Focus Options: Melee, Defensive Training, Durability

Elite Hunter Description

Elite Hunters are the executioners of the protoss people. They are slayers who seek out and punish the greatest enemies of the protoss, including rogues and traitors. They also seek out enemies of other races who have committed crimes against their populace. Slayers tend to be mono-focused on their grim tasks, and hunter their assigned prey without rest. In times of open war, slayers blitz through enemy lines and try to assassinate enemy commanders.

Swift of Foot

Description: The character gains mobility while not wearing protoss powered armor. When wearing heavy, light, or no armor, they gain +2 movements speed, +1 shift speed, and can move at full speed while Hidden.

Omniscient Stance

Description: The character adds ½ their Psi Level to defense, as well as athletics and acrobatics tests.

Slayer Mastery I-III

Description: Slayer Mastery has three ranks, each rank increasing the psychic warrior's passive statistics. These ranks are not cumulative with one another. Rank 1 allows the character to add their instinct to accuracy and damage with Heavy Strikes. Rank 2 increases the bonus damage with heavy strikes to double instinct. Rank 3 increases the bonus damage with Heavy Strikes to triple their instinct and allows the character to add their Instinct to the temporary hit points they gain with the Recuperation class ability (see Hunter).

Elite Monk Description

Master Monks are the pinnacle of the unarmed art. While such warriors are quiet and reserved, they possess terrible power. Their raw touch can break the hull of an armored vehicle or slay a marine with a single touch. Their psionic ability grants them temporal awareness, and they can see attacks coming before they arrive. Despite their studious natures, master monks are still warriors, and they volunteer to fight amongst their kin whenever they are needed. Rather than rushing into combat, monks wait and predict where they are most needed and battle and enter like a surgical instrument applying pressure at the correct opportunity.

Omniscient Stance

Description: The character adds ½ their Psi Level to defense, as well as athletics and acrobatics tests.

Monk Mastery I-III

Description: Monk Mastery has three ranks, each rank increasing the psychic warrior's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +1 defense and +2 damage with unarmed attacks. Rank 2 doubles this bonus to +2 defense and +4 damage with unarmed attacks. Rank 3 quadruples this bonus to +4 defense and +8 damage with unarmed attacks.

Psychic Master Variant

Level	Kineticist Bonus
1	Access to Energy Psionic powers
2	Psychic Discipline Focus (energy, one additional rank) talent
3	---
4	*Augmented Energy Charge*
5	---
6	---
7	*Efficient Energy Usage*

Psychic Master Starting Gear

Choice: Khaydarin Crystal OR Argus Crystal; Staff of Force OR Electro Rod and Strife Blade OR Psi Blade
Mandatory: Robe, Ilhan Crystal, Backpack, Protoss Medipack, 10 additional honor
Completion Skill Focus Options: Mental Training, Psionics, Ranged

Kineticist Description

Kineticists are experts at manifesting psionic energy from their power source. They practiced manifesting energy early in their lives and studied the depths and flows of the energy source. Kineticists are the masters of creating pure energy from mental effort. Because this power is so heavily based on their psionic power source, they are often referred to as learned experts on the use of whatever power source they utilize, be in the khala, energies of the void, or whatever else.

Augmented Energy Charge

Description: The character's natural proficiency with energy powers gives them additional usage out of their racial psychic master ability. This ability has a different effect for the different protoss subraces:
-Aiur: The high templar can, if they chose, expand the length of their Psionic Lightning ability to twice their Psi Level. Psionic Lightning also gains +2 accuracy and +10 damage
-Nerazim: The dark templar can use their Shadow Walk ability as a move action and the teleport travels 4 additional squares
-Tal'darim: The sorcerer's Blood Orb ability gains a base range of medium instead of short and gains +2 accuracy and +10 damage
-Purifier: The solarite magus can pay 2 energy fatigue when using Purifying Blast. If they do, it effects all targets in a Burst 2 centered on the caster instead of adjacent targets. It still does not affect the caster.

Efficient Energy Usage

Description: All powers from the energy psionic discipline cost 2 less energy fatigue to manifest (to a minimum of 1). All energy powers that need to be sustained have their energy costs per round reduced by 1 (to a minimum of 1).

Elite Psychic Master Variant

Level	Elite Kineticist Bonus
1	Psioinc Powers talent
2	---
3	Psychic Discipline Focus (energy, one additional rank) talent
4	---
5	*Master of Destruction*

Completion Skill Focus Options: Mental Training, Psionics, Ranged

Elite Kineticist Description

Elite Kineticists are archons of destruction. They are warrior mystics, who are called to use their powers to devastate the foes of the protoss. Kineteicsts are capable of truly impressive feats of destruction, summoning storms or black holes to devastate the foes of Aiur. For this reason, kineticists are the psychic masters most likely to be involved in combat duty.

Master of Destruction

Description: All the character's offensive energy discipline powers deal +20 damage.

Commander Variant

Special Requirements: To take this class, the character must have already completed one class and one elite class.

Level	Sovereign Bonus
1	*Grand Strategy, Resilience of the Firstborn*
2	---
3	*Overwhelming Maneuver*
4	Grand Leader talent
5	*Coordinated Strike*
6	---

Completion Skill Focus Options: Defensive Training, Durability, Leadership

Commander cannot be chosen as a starting class, and therefore has no starting gear.

Sovereign Description

Most protoss commanders focus heavily in combat but are less focused in leadership. They seek to inspire their soldiers by leading them personally and focus that inspiration by fighting on the front lines of battle alongside them. The sovereign is a leader that focuses on grand strategy rather than inspiration. Sovereigns often hang back from battle and manage their warriors, moving pieces around a battlefield like a chess game. They send telepathic communications to assure and order troops amidst the battlefield, according to their great plan.

Coordinated Strike

Description: When the commander gives three morale points to a single ally, the ally can perform an instant standard action attack against a target within line of sight of the commander. The commander chooses what enemy they attack. They do not also gain the benefit of Overwhelming Maneuver.

Grand Strategy

Description: When the commander succeeds a rally action, they generate two additional morale points to distribute to allies. In addition, they can give more than one morale point to a single ally.

Overwhelming Maneuver

Description: When the commander gives two morale points to a single ally from a rally action, the ally gains an instant move action. This can be used for any purpose, including dropping it down to a minor action as normal.

Resilience of the Firstborn
Description: When you rally an allied protoss with a leadership check, those allies regain shield points equal to your character level. This effects all protoss that you rally during your turn, but only effects a single protoss once per round.

Elite Commander Variant

Level	Elite Soverign Bonus
1	Inspirational Presence talent
2	*Worth Believing In*
3	---
4	Empowering Command talent

Completion Skill Focus Options: Defensive Training, Durability, Leadership

Elite Sovereign Description
Elite sovereigns are the grand commanders of the protoss people. They are frequently found in the ranks of judicators, executors, tribal leaders, and ascendants. These sovereigns serve as governors of the protoss people, leading cities and bases in times of peace and war. While retired from combat, sovereigns are not afraid to rally their people into battle and use their knowledge for the protection of the protoss race.

Worth Believing In
Description: When an ally has been rallied in the past turn by the commander, their morale bonus is double its normal value. This lasts until the start of the commander's next turn.

Fateweaver Variant

Level	Authoritarian Bonus
1	*Authoritarian Mastery I*, Jaded and Cynic talents
2	*Wave of Fear*
3	*Authoritarian Mastery II*
4	---
5	*Authoritarian Mastery III*
6	*Despair*

Fateweaver Starting Gear
Choice: Cloak OR Hood; Staff of Command OR Staff of Force OR Psi Blade; Protoss Armor Suit OR Plasma Shielding Crystal
Mandatory: Backpack, 10 additional honor
Completion Skill Focus Options: Influence, Mental Training, Psionics

Authoritarian Description
The authoritarian is a group of fateweavers who have dedicated themselves to mastering and understanding the effects fear has on the mortal mind. As could be predicted, this has led to them being a group of jaded and remorseless individuals. The authoritarians have modified their telepathic presence to emit a palpable wave of terror in the area around them, eroding the will of even the strongest individuals. Authoritarians gain their name because they seek control and mastery over others, through the manipulation of their thoughts and feelings. They are most common amongst the tal'darim.

Authoritarian Mastery I-III
Description: Authoritarian Mastery has three ranks, each rank increasing the authoritarian's effect on others. These ranks are not cumulative with one another. Rank 1 gives all enemies within 6 squares -1 to their resolve and morale bonus (minimum morale bonus is 0). Rank 2 increases this effect to -2 resolve and morale. Rank 3 increases this benefit to -4 resolve and morale. This is not cumulative with multiple authoritarians in the area.

Despair

Description: Whenever an enemy with 9 squares of the authoritarian loses a morale level, they suffer psionic damage equal to 10+ the authoritarian's total level. Therefore, when an enemy suffers a negative morale within the range of a level 15 authoritarian, they suffer 25 psionic damage.

Wave of Fear

Description: The authoritarian's telepathic powers induce fear and terror on top of their normal effects. When the character hits an enemy with a telepathic power, they lose 1 morale level in addition to the normal effects. Alternately, if the enemy does not use morale, then they have -2 resolve against the user's telepathic attacks.

Elite Fateweaver Variant

Level	Elite Authoritarian Bonus
1	Air of Authority talent
2	----
3	*Terror Aura*
4	Emotionless talent

Completion Skill Focus Options: Influence, Mental Training, Psionics

Elite Fateweaver Description

Elite Authoritarians have purged themselves of feelings or compassion in their goal to perfect their exploitation of fear in others. They project a psionic 'grey area' around them that purges positive emotions. These authoritarians are devoid of any emotion whatsoever and their psionic voice is bleak, lifeless, and cold. Few have the courage to stand against these icons of terror.

Terror Aura

Description: The authoritarian possesses an aura of pure terror around them. Any enemy that starts their turn within 9 squares of the authoritarian loses one morale level. This is cumulative with other fateweaver abilities such as Judgement or Zone of Negative Energy. Enemies that do not have a morale level suffer -1 to all attacks and skill checks.

Scholar Variant

Level	Shaman Bonus
1	*Blessing*
2	---
3	*War Blessing*
4	Access to Telekinesis psionic powers
5	----
6	*Fated Blessing*

Scholar Starting Gear

Choice: Electro Rod and Strife Blade OR Staff of Force OR Psi Blade
Mandatory: Robe, Backpack, Equipment Belt, Memory Crystal x2, Ilhan Crystal, Protoss Medipack x2, 10 additional honor
Completion Skill Focus Options: Influence, Leadership, Lore

Shaman Description

Whereas protoss scholars focus on history and memory, shaman dedicate themselves to inspiring faith and belief in their followers. Protoss venerate many sources, such as the xel'naga, the khala, the void, or other philosophical topics. Scholars apply 'blessings' to their allies, to inspire them to excellence. Outside battle, shamans act as fonts of inspiration and advisors to their kin battling a crisis of conviction or conscious.

Blessing

Description: The character gains the ability to bless a protoss ally with sage advice and encourage, known as a blessing. To do this, they target a protoss ally within line of sight that they can communicate telepathically with. This requires a minor action, and can only be done once per round. The target of the blessing gains a +1 bonus to skill checks and defenses until the start of the shaman's next turn.

Many features of the racial scholar class benefits give bonuses the Chronicles or give additional chronicles to use. While the shaman uses blessings instead of chronicles, they gain additional benefits for any racial effects relating to Chronicles. First, any time that a Shaman learns a new type of Chronicle from their racial list, the bonus provided from their blessing increases by +1. Therefore, a 1st level Nerazim Scholar who learns Chronicle of Discord instead has a +2 bonus to their blessing instead of +1. In addition, any effect that expands the uses of chronicles or triggers on the use of those powers also effects blessings. For example, the Improved Chronicles ability allows a scholar to effect additional protoss with their Chronicle every turn. Instead, that benefit would apply to a Blessing upon being earned.

Fated Blessing

Description: The character's blessings inspire a sense of invincibility and a surge to seek one's destiny. A fated blessing gives the target temporary hit points equal to 4x the normal bonus for the blessing. Like all the benefits of the blessing, these hit points last until the start of the shaman's next turn, assuming they are not spent earlier.

War Blessing

Description: The character's blessings now include a war mantra. Characters under the effect of the shaman's blessings also add the normal bonus to weapon accuracy.

Elite Scholar Variant

Level	Elite Shaman Bonus
1	*Blessing of the Xel'naga*
2	---
3	*Font of Inspiration*
4	*Peaceful Meditation*

Completion Skill Focus Options: Influence, Leadership, Lore

Elite Shaman Description

The elite shaman, or elder, is a veteran member of the protoss community. They have spent their lives studying lore relating to religion, history, and philosophy. They dedicate their studies to discovering the best course for their societies advancement. They apply their learned way to whisper into the ears of praetors and prelates alike, guiding them on the right course for the future of their people. Elders look far ahead in their planning and calculation and watch the smallest variable that could be calamitous for their future. Elders prefer study and contemplation over warfare but will stand with their brothers and sisters should the threat to their species extend to their homes.

Blessing of the Xel'naga

Description: When the elder uses a blessing on an ally, they instantly recover energy fatigue equal the elder's blessing bonus.

Font of Inspiration

Description: The character's blessing encourages instantaneous action against their foes. Upon receiving a blessing, an allied protoss gets to make an immediate opportunity attack, assuming they have an opportunity attack available.

Peaceful Meditation

Description: The elder gains focus from not resorting to aggression or violence. In any turn that the character does not attack an enemy, or manifest or sustain a psionic power, they recover 5 energy fatigue and 25 shield points at the end of their turn. They can still use blessings, combat influence, perform first aid, or any other actions to gain this benefit.

Pilot Variant

Level	Wingman Bonus
1	*Wingman Mastery I*
2	----
3	*Wingman Mastery II*
4	*Covering Fire*
5	----
6	*Wingman Mastery III*
7	*Attuned Shields*

Pilot Starting Gear

Choice: Psi Blade and Protoss Armor Suit OR Strife Blade and Protoss Flight Power Suit
Mandatory: Backpack, Equipment Belt, Grav Disk, Light Orb, Magnifying Lens, 10 additional **honor**
Completion Skill Focus Options: Defensive Training, Pilot, Ranged

Wingman Description

As their race is few in number, many pilots focus on flying solo and waging war against superior numbers. The wingman is different. They specifically train in piloting vehicles in tandem with their fellows, to cover each other's movements and fight in dedicated squadrons. The wingman is all about protecting their fellow fighters, and does whatever they can do protect their allies, possibly even by absorbing most hits to their own vessel.

Attuned Shields

Description: The character adds their Psi Level to the Shield Armor of whatever vehicle they are piloting.

Covering Fire

Description: When this character is piloting a colossal-sized or smaller vehicle, they can mark a single ally within line of sight as a free action every turn. Whenever that ally is attacked by an enemy, this character can make an instant attack against the aggressor. This does not use up an opportunity attack but takes place after the enemy attack is made. The targeted enemy must be within the firing arc of the character's weapon, as normal.

Wingman Mastery I-III

Description: Pilot Mastery has three ranks, each rank increasing the pilot's passive statistics while in a vehicle. These ranks are not cumulative with one another. Rank 1 gives all vehicles the character pilots +5 shield armor and +10% energy shield. Rank 2 increases these benefits to +10 shield armor and +20% energy shield, and Rank 3 increases these benefits to +20 shield armor and +30% energy shield.

Elite Pilot Variant

Level	Elite Wingman Bonus
1	*Squadron Leader I*
2	---
3	---
4	*Squadron Leader II*

Completion Skill Focus Options: Defensive Training, Pilot, Ranged

Elite Wingman Description

The elite wingman is the ultimate squadron leader. They lead their allies into battle, fighting as a single, powerful squadron. With their allies copying their movements, their squadron fights as a unit far strong than the sum of its parts. Such as squad is a dangerous adversary that can threaten even the most lethal foes.

Squadron Leader I-II

Description: Squadron Leader has two ranks, each rank increasing the pilot's passive statistics while in a vehicle and in a squadron with other vessels of the same type. This is not cumulative with multiple squadrons members with this trait. At Rank 1, the squadron gains +4 defense, +4 accuracy, and +1 hailfire. At Rank 2, the bonus increases to +8 defense, +8 accuracy, and +2 hailfire.

Artificer Variant

Level	Combat Engineer Bonus
1	*Combat Mechanic*
2	Skill Focus (Science)
3	Sabotage talent
4	Skill Focus (Defensive Training)
5	---
6	*Combat Engineering*
7	Access to Telekinesis psionic powers

Artificer Starting Gear

Choice: Strife Dagger and Protoss Armor Suit OR Strife Spear; Crystalline Computing Array OR Laser Cutter
Mandatory: Backpack, Equipment Belt, Light Orb, Crystal Charging Cell x2, Protoss Medipack x2, Protoss Repair Kit x2, 10 additional honor
Completion Skill Focus Options: Computers, Medicine, Science

Combat Engineer Description

With the fall of Aiur, it is more likely than ever that protoss civilians are forced into battlefield operations. They cannot always rely on the warrior castes to protect them. Because of that, many artificers are gaining training in utilizing technology for battlefield purposes. They use science to defend themselves and their comrades and support the templar in battle. Technology is a valuable tool and makes a potent weapon in combat.

Combat Engineering

Description: The character produces portable devices that can be used to replicate various technological effects, such as force barriers projectors or plasma grenades. The artificer carries a number of these devices equal to their intelligence. They can deploy these devices as a standard action, using up one or more device. The combat engineer creates new devices to replace spent engineering devices upon taking a full rest.

Whenever the character gains this ability, including the first time, they chose one device from the following list. They can spend the device to replicate the effect.

-Auto-Repair Rig: The rig is a teleportation generator that attaches to a damaged vehicle, cybernetic walker, or construct. When attached, it automatically begins to teleport spare parts and fresh materials onto the injured machine to repair it. The auto-repair rig lasts for 1 minute (10 rounds) and recovers 10 hit points to the machine every round. Only one auto-repair rig can apply to the machine at one time.

-Force Field Projector: Force field projectors fill up a square with a translucent barrier that blocks attacks and movements. The artificer can deploy up to 3 as a standard action, setting them in any empty square with 3 squares of the artificer. These squares are filled with force fields, counting as total cover taking up that entire square. The fields are translucent, so do not block line of sight. These force fields cannot be destroyed except by a DC 30 strength test made as a standard action. They last for 5 minutes.

-Interference Drone: The drone is a floating probe that is set up and floats in a square adjacent to the artificer. When in place, it interferes with all missile, rocket, and grenade attacks that pass within 6 squares of it. All such attacks take a -10 accuracy penalty to targets within range of the drone, and deal no damage on a missed attack.

-Plasma Grenade: The combat engineer can produce a device that they use as a thrown explosive. The plasma grenade is a short-ranged explosive, that deals 40 energy damage, penetration 10, with an accuracy penalty of -1 and a power rating of +5. It has a burst area equal to ½ intelligence and gains +10 damage for every 4 points of intelligence the artificer possesses.

Combat Mechanic

Description: The character can make a repair check to restore a vehicle or construct's hit points as a standard action once per minute per construct. If the construct has a vehicle locomotion, its current speed must be 0 in order to use this ability. In addition, if it is a protoss construct, it also recovers an amount of its energy shield pool equal to the hit points healed, up to its normal maximum.

Elite Artificer Variant

Level	Elite Combat Engineer Bonus
1	*Combat Engineering*
2	---
3	*Combat Engineering*
4	----
5	*Combat Engineering*

Completion Skill Focus Options: Computers, Medicine, Science

Elite Combat Engineer Description

As they grow more experienced, combat engineers find more ways to adapt to the battlefield. Creating gadgets becomes second nature to them, and they always have a selection of tools that can be adjusted for any battlefield operation. Skilled combat engineers not only prepare for the possibility of battle but expect it. Many volunteer to join the warriors into an engagement so they can put their techniques to use and prevent the death of their comrades.

Combat Engineering

Description: The artificer gains another possible use of the combat engineering device, as per the Combat Engineering talent of the non-elite class variant.

Renown Classes

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

Astral Mystic

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Nerazim Protoss, Access to Energy (Void) psionic powers, Medicine 7, Fortitude 7, and Willpower 7.

Level	Blade Dancer Bonus
1	*Astral Mastery I, Shared Life*
2	*Borrowed Life*
3	*Astral Mastery II, Bountiful Life*
4	*Drain Life*
5	*Astral Mastery III, Resurrection*

Completion Skill Focus Options: Medicine, Mental Training, Psionics

Astral Mystic Description

Protoss are known for having great spiritual and psionic essence that empowers and strengthens them. Some have pointed towards a cosmic weave of life essence that is present in all living beings and released when one dies. The Astral Mystic is a scholar who has devoted themselves to manipulating and understanding these life energies. While their work is scholarly, the tricks they learn far exceed the academic. Astral Mystics can literally bend and manipulate life energies, taking them and passing them between individuals. Individuals who lose their injuries find their bodies pained and weakened, while the new beneficiary find their body naturally healing and their physical strain released. The most powerful mystics can return a warrior near death to a healthy state, at great sacrifice of their own energies.

Astral Mastery I-III

Description: Mastery has three ranks, each rank increasing the astral master's passive statistics. These ranks are not cumulative with one another. Rank 1 causes the astral master to radiate a fountain of empowering void energies whenever they manifest a power. Once per turn, when manifesting a psionic power, the astral master and all allies within short range gains 5 temporary hit points. Rank 2 increases this benefit to 10 temporary hit points. Rank 3 further increases this benefit to 15 temporary hit points. In addition, rank 3 also increases the potency of the Astral Winds psionic power (Void Psionic Wave), causing it to heal 30 additional hit points.

Bountiful Life

Description: The mystic is able to function as an even greater conduit of life energies. Their Shared Life power now effects a Burst 2 area. The mystic can choose to double the amount of damage they take from using Shared Life, to deal twice as much healing. Any crippling wounds from using Shared Life are dealt to the Vitals.

Borrowed Life

Description: At the beginning of any turn, the mystic can draw the life energies from one ally within medium range. This ally must be willing to give up their health. The target takes 20+ twice the mystic's PL damage that cannot be reduced by energy shields or damage resistance, and the mystic recovers that much life. The Borrowed Life ability does not deal crippling wounds to the ally. This does not require an action.

Drain Life
Description: The mystic can gain life force from dealing grievous harm to another. When the deal a crippling wound with a Warp psionic weapon or an Energy (void) offensive power, they can forgo all crippling wound points to recover 10 hit points per wound point. This stacks with all the wound points they would have dealt.

Resurrection
Description: The mystic has mastery life energies to such a degree, that they can revive the dead or dying. Once an ally has been reduced to 0 hit points, the mystic can spend a full-round action to attempt to revive them. The target must be within medium range, line of sight, and cannot have been at 0 hit points for more than 5 rounds. Resurrection is a full-round action that can be performed regardless of the disfigurement or negative hit points of the target. To resurrect any ally, the mystic must spend 2 healing thresholds and 50 of their own hit points, that cannot be reduced by damage threshold or energy shields. Crippling wounds are dealt to the vitals. Upon resurrection, the target spends all of their healing thresholds, recovering hit points equal to 20x their remaining healing thresholds (up to their normal maximum). They are instantly standing and conscious and can act again on their initiative.

Shared Life
Description: The astral mystic can drain some of their own essence into revitalizing psionic energy that others can use. By doing this, they instantly suffer 10+PL damage that cannot be reduced by energy shields or damage resistance. However, they can target a Burst 1 area within line of sight and medium range that possesses at least 1 ally. Allies within the area recover 15+PL hit points without having to spend healing thresholds. The astral mystic cannot benefit from this healing This can be done any number of times per day but cannot be used while the mystic has 10 or fewer hit points. Using this power is a minor action and can be done multiple times in one turn.

Bane Vampire
Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Tal'darim Protoss, Durability 6, Melee 6, Psionics 6, Survival 6, Psi Level of 5, Weapon Mastery (melee) talent

Level	Blade Dancer Bonus
1	*Vampiric Mastery I, Vampiric Touch*, Access to Temporal psionic discipline
2	*Siphon Energy*, Emotionless
3	*Vampiric Mastery II, Vampiric Metamorphosis, Feral*
4	*Weaken*
5	*Vampiric Mastery III, Pocket Dimension*

Completion Skill Focus Options: Melee, Defensive Training, Stealth, Psionics

Bane Vampire Description
Bane Vampires are a rare cult of tal'darim who give up their soul to be infused with overwhelming corrupted energies. The result is the creation of an insane predator that lives to steal the essence and life force of its foes. Bane vampires eschew weapons and armor in exchange for a visible current of crimson void energy that surrounds them. This energy empowers their physical bodies beyond belief while sapping their sanity. As they grow in power, a bane vampire actively seeks out others to drain for energy to sustain itself with. Most go made with hunger and power, and start attacking their own friends and compatriots. Only the most disciplined bane vampire can hold onto any semblance of their own identity.

Vampiric Metamorphosis
Description: The bane vampire's ability to steal energies from others has improved. Their vampiric touch ability heals hit points equal to their Psi Level x2. The Siphon Energy ability gains a +10 bonus on the attack roll. In addition, the void vampire no longer has healing thresholds and can be healed any number of times per day. Any ability that allows the vampire to sacrifice a healing threshold for an effect, such as the tal'darim Channeled Aggression ability, instead causes the vampire to take 10+ level damage, ignoring damage resistance and energy shields.

Feral

Description: The bane vampire has further discarded technology in favor of their monstrous powers. They refuse to wear armor under any circumstances. However, they gain a regeneration value of 5. If they are forced into armor, they cannot perform any actions but try to remove it. They can still wear garments and benefit from augmentation crystals. In addition, a bane vampire cannot benefit from another character's leadership combat augmentation. They also cannot use leadership themselves.

Pocket Dimension

Description: The bane vampire has a pocket dimension, a subsection of the corrupted void, that it can enter. Entering the pocket dimension is a full-round action. This dimension is parallel with the physical universe, and takes the form of a shadowy, crimson echo of the physical universe. While in the blood realm, they cannot interact with anything in the physical universe, including attacking, touching, harming, or using psionic powers against them. None of their senses, besides Psionic Detection, function while in the shadow realm. Therefore, they are only able to base their movement on the presence of living, psionic creatures and psionic technology. Otherwise, they are blind. The vampire can leave the pocket dimension as a full-round action. Once they return to the mortal realm, they cannot renter the pocket dimension for 1 minute (10 rounds).

Siphon Energy

Description: The bane vampire can try to drain psionic or electrical energy from a target and grant it to themselves. They chose a target within short range of them as a standard action. The target must be a construct, psychic, or possess energy shields. They make a psionic attack roll versus the target's toughness. If they hit a construct, it takes 4xPL EMP damage. If it hits a psychic, the target suffers PL energy fatigue and the vampire loses that much energy fatigue. If it hits an energy shield, the shield loses 4xPL shield points, and the vampire's energy shield recovers half that many points. If the target falls under multiple categories of this power, such as a psionic protoss with an energy shield or a construct with an energy shield, they suffer multiple different effects upon being hit.

Vampiric Mastery I-III

Description: Vampiric Mastery has three ranks, each rank increasing the bane vampire's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the vampire +1 to their strength, agility, and fortitude and gives them +2 accuracy with their claw attacks. It also gives them a -2 penalty on their resolve. Rank 2 increases this benefit to +2 to strength, agility, and fortitude and +4 accuracy with their claw attacks. The penalty to resolve is reduced to -4. Rank 3 further increases this benefit to +3 strength, agility, and fortitude, and their claw attacks gain the Psionic Weapon Origin (bane) trait. The penalty to resolve remains at -4.

Vampiric Touch

Description: The bane vampire has begun reverting to feral, primordial behavior as their descent into a psionic predator has begun. They prefer their natural claws above any other weapon and cannot use any weapon besides their natural claw attack. However, their claws are now empowered with void energies. Their protoss claw natural weapon gains bonus damage equal to 2x PL and gains the Psionic Infusion trait. When the vampire damages a living target with their natural weapon, they regain hit points equal to their psi level. This does not use up a healing threshold.

Weaken

Description: Any living creature wounded by the vampire's claw attack loses 1 healing threshold and 1 morale level.

Doom Lord

Special Requirements: To take this renown class, the character must fulfill the following requirements: Tal'darim Protoss, completed Commander class, Strength 7, Willpower 7, Melee 8, Leadership 8, Psionics 8

Level	Blade Dancer Bonus
1	*Doom Lord Mastery I, Grievous Wounds*
2	*Embrace their Suffering*
3	*Doom Lord Mastery II, Your Life for Mine*
4	*Demanded Obedience*
5	*Doom Lord Mastery III, God of Death*

Completion Skill Focus Options: Melee, Durability, Psionics, Leadership

Doom Lord Description

Doom Lords are the tyrannical overlords of the tal'darim. It is a position reserved for the most ruthless, evil, and powerful of the tal'darim ascendants. Doom lords view their followers as nothing but tools to be used and expended at will. They have a perversely strong connection to the corrupted void, and that gives them a strong tie into the essence of those around them. Doom lords utilize this tie to gain strength from their own followers, taking their lives for themselves as if they were nothing. While doom lords are the leaders of their people, calling what they do as 'leadership' might be generous. Doom lords do more than demand loyalty: they demand that their follower's existence is dedicated to appeasing their will.

Demanded Obedience

Description: The doom lord has drastically shifted their priorities in leadership. They can no longer utilize any of the default leadership combat augmentations. In addition, allies under their leadership do not gain a morale point when killing an enemy. Instead, the Doom Lord gains the new Suffer for Me leadership option. Furthermore, whenever the doom lord kills an enemy, all allies under the effect of their leadership gain a morale point. They can still perform Rally actions to give their minions morale.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Suffer for Me	Spend a morale point to heal 10 hit points (up to normal maximum). This does not spend a healing threshold	Spending a morale point heals +5 hit points

Doom Lord Mastery I-III

Description: Doom Lord Mastery has three ranks, each rank increasing the doom lord's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the shadow master +1 power rating of damage with psionic melee weapon attacks. Rank 2 increases this benefit to +2 power ratings. Rank 3 further increases this benefit to +3 power ratings and increases the bleed damage done by Bane weapons by 2. This stacks with Grievous Wounds (bringing it up to 6 bleed damage).

Embrace their Suffering

Description: The doom lord gains strength from the suffering of others. At the start of their turn, they gain a temporary hit point for each point of bleed damage suffered by friends or foes within 6 squares. Therefore, if there are 3 nearby enemies, each with 4 bleed damage, the doom lord will gain 12 temporary hit points. These temporary hit points last until the start of the doom lord's next turn.

God of Death

Description: Whenever a living creature dies within 6 squares of the caster, the caster loses energy fatigue equal to the target's level and recovers lost hit point equal to their own psi level. This occurs regardless of whether the doom lord dealt the death blow. It also occurs when an ally dies. This replaces the Soul Stealer ability of the tal'darim ascendant class.

Grievous Wounds

Description: The doom lord is an expert at using Bane psionic weapons. Bane weapons the character uses deals 4 bleed damage instead of the normal 2.

Your Life for Mine

Description: The character can draw life energies from a nearby, willing, ally as a minor action. Their targeted ally loses 3 healing thresholds, and a number of hit points equal to three times their damage threshold. If this effect reduces an ally to 0 hit points, they do not roll for disfigurement and are instead permanently killed. This doom lord then regains an amount of shield points and hit points equal to the number their ally lost. For example, if the targeted ally has a damage threshold of 21, then they suffer 63 damage and lose 3 healing thresholds, and the doom lord regains 126 hit and shield points while losing nothing. This replaces the Sacrifice ability of the tal'darim ascendant class.

High Praetorian of Aiur

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Aiur Protoss Race; must possess 8 skill points in the Durability, Defensive Training, and Mental Training skills; requires the Defensive Fighting and Hardened Survivalist talents; completed the Psychic Warrior class

Level	Signifier Bonus
1	*High Praetorian Mastery I, Guardianship*
2	*Divert Shields*
3	*High Praetorian Mastery II, Akhundelar*
4	*Resolute Spirit*
5	*High Praetorian Mastery III, Aura of Protection*

Completion Skill Focus Options: Defensive Training, Durability, Mental Training

High Praetorian of Aiur Description

The High Praetorians of Aiur were a clade of ancient elite warriors who were the agents of the Conclave. The high praetorians charged brazenly into battle, filled with spirit and valor. They were warriors of legend that fought off overwhelming odds, sacrificing their own health and protection for their allies. They acted as the direct agents of the Conclave, the lead judicators who controlled protoss society, despite originating from the templar caste.

In times of peace, the high praetorians served as the honor guard for the Conclave, their hand in war and shield in peacetime. With the fall of the Conclave, most high praetorians have dedicated themselves to defending Artanis. Unlike the Conclave, Artanis rewards the high praetorians for their service, many of them becoming executors or praetors. Some still shun rulership, believing it is their eternal duty to serve and protect.

Akhundelar

Description: This high praetorian perfects their mind and body to endure any physical hardships, so they can be the first into battle. They gain +5 damage threshold and +25 maximum hit points.

Aura of Protection

Description: The high praetorian's Guardianship and Divert Shields functions now apply to allies within 3 squares instead of merely adjacent.

Divert Shields

Description: This character can divert their shields to protect nearby allies. When an adjacent ally suffers damage, the high praetorian can allow them to use their energy shield to protect against attacks. The high preator's energy shield applies before their ally's energy shield, if they have one. All hits against this character's shield while diverted reduce their shield pool as normal.

Guardianship

Description: The high praetorian naturally defends allies adjacent to them and diverts attacks away from them. All attacks against an adjacent ally suffer a -5 accuracy penalty. This does not stack with a taunt action. A protoss with this trait cannot gain benefit from another ally with this trait. In addition, this character can never benefit from an ally taunting.

High Praetorian Mastery I-III

Description: High Praetorian Mastery has three ranks, each rank increasing the high praetorian's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +25 maximum shield points whenever they have a personal shield. Rank 2 increases the bonus shield pool to +50 shield points. Rank 3 also gives the character +3 shield armor.

Resolute Spirit

Description: Just as the high praetorian's body cannot be broke, neither can their resolve. They are immune to combat influence actions and cannot be brought to a negative morale level.

Legion-of-One

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Purifier Protoss Race; an intelligence and fortitude score of 7; must possess 8 points in the Science skill and 7 points in the Computers skill; requires the Sabotage and Close Combat Shot talents.

Level	Signifier Bonus
1	*Nanobot Swarm, Offense Servitors*
2	*Self-Replicating Nanobots*
3	*Nanobot Onslaught, Destroyer Servitor*
4	*Nanobot Restore*
5	*Restoration Servitor, Sacrificial Pulse*

Completion Skill Focus Options: Computers, Ranged, Science

Legion-of-One Description

Purifiers are unique beings, as they are robotic recreations of living protoss warriors. The reaction to becoming a purifier varies. Some cling to their host personalities and identify themselves as protoss above purifiers. Others embrace existence as a machine and seek to capitalize on their robotic nature. The Legion-of-One is one of the later, a protoss warrior that has turned their body into a manufacturing facility for servitors and nanobots.

A Legion-of-One is noticeable because they are surrounded by a swarm of tiny nanobots that circle around them like a cloud. These nanobots have a hive mind controlled by the Legion-of-One, and act as an extension of their own body and will, like another limb. The Legion-of-One creates and adds to this nanobot swarm by invisibly producing new bots to add to their cloud. Such is their technological prowess that the Legion-of-One does not rely merely on nanobots, but advanced servitor always drones that circle around them. Theses drones live around and amidst the nanobot cloud, providing support functions while controlled to the same hive mindset as the nanobots and the purifier.

It takes a great deal of self-modification and engineering to modify the purifiers frame to become a Legion-of-One. Therefore, they are quite rare. They often fill the role of warrior-engineers, specializing in field technology and repairs while willing and able to fight on the front lines of battle. Therefore, most Legion-of-One's began their career as an artificer or were built on the memory of a Khalai protoss, and then branched into warfare.

Destroyer Servitor

Description: In addition to their offense servitors, the Legion-of-One also gains a destroyer servitor, that fires a super-heated, concentrated, anti-armor weapon. The destroyer servitor can be fired as a minor action, a separate minor action from the offense servitors. The destroyer servitor's weapon deals 25 damage with a +5 power rating, a +1 accuracy bonus, with the Piercing weapon trait at short range. Otherwise, it functions identically to an offense servitor.

Nanobot Onslaught

Description: The Legion-of-One can direct their nanobots to unleash an aggressive onslaught to a target location as a standard action. Pick a location within medium range. The nanobots attack all targets in a line between the character and the location, friend or foe. When making this attack, the protoss determines how many nanobots they wish to sacrifice when using this effect, up to a maximum of 50. Every target within the area takes 2 damage per sacrificed nanobot, with Penetration (15) and Rending (5). This requires a ranged attack roll but gains +10 accuracy and ignores cover and concealment. If the primary target of this power is killed, the protoss regains 20 nanobots.

Nanobot Restore

Description: The Legion-of-One can direct their nanobots to heal themselves. Doing so is a standard action. They heal 2 hit points per nanobot they sacrifice. In addition, they gain +10 maximum nanobot value.

Nanobot Swarm

Description: The legionnaire is accompanied by a vast swarm of nanobots that surround the character in a thick cloud. This swarm conceals, protects, and aids the protoss in their actions. The swarm's thickness is rated in a numerical value, and is equal to the character fortitude plus intelligence, multiplied by 5. Therefore, a character with 8 fortitude and intelligence would have a nanobot swarm with a value of 80.

The character can sacrifice their nanobot swarm value for a range of different effects.

-Upon being attacked, the legionnaire can sacrifice 5 swarm value to gain cover against an attack, or 10 swarm value to gain improved cover against an attack

-The legionary can direct their nanobot swarm offensively as a standard action. They automatically damage every target within the character's melee reach. This does not require an attack roll. The protoss determines how many nanobots they wish to sacrifice when using this effect, up to 50.. Every target within reach takes 2 damage per sacrificed nanobot, with Penetration (15) and Rending (5).

The Legion-of-One slowly generates additional nanobots, at a rate of 5 per minute, to replace lost nanobots. This is up to their normal maximum value.

Offense Servitors

Description: The legionnaire is accompanied by two floating servitors that float over their head and bombard enemies with laser blasts. The protoss can spend a minor action to fire both of his servitors at a single target. The servitors count as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The servitors attack together, dealing 20 damage with a +3 power rating, a +4 accuracy bonus, with Penetration (8) at medium range. If both servitors are still alive, the attack gains Hailfire (1). Otherwise, there is no hailfire. For the purposes of being attacked, a servitor has 5x the protoss' level hit points and has a damage resistance value equal to twice the character's intelligence, and a defense of 20. It does not have a damage threshold and does not suffer crippling wounds. Servitors cannot be damaged by area of effect attacks unless they are the primary targets. If a servitor is destroyed or takes any damage, it can be repaired by spending 50 of the character's nanobot swarm.

Restoration Servitor

Description: In addition to their offense servitors and destroyer servitor, the Legion-of-One also gains a restoration servitor, that uses bio-medical nanobots to heal nearby targets. The destroyer servitor can be used as a minor action to heal or repair a target within 3 squares of the protoss. If they are healing a biological target, they make a medicine skill check plus +5 and restore that many hit points. This requires a healing threshold as normal. If they are repairing a machine, they make an identical check but use science instead. This cannot be used to repair the Legion-of-One and cannot be used while piloting a vehicle or using its guns. Otherwise, the restoration servitor functions identically to an offense servitor.

Sacrificial Pulse

Description: The Legion-of-One can overload their nanobots to explode in an EMP blast that overcomes nearby targets. The protoss determines how many nanobots they are sacrificing up to a maximum of 50. They effect is a burst centered on them, with an area of 1 per 10 sacrificed nanobots. The nanobots attack all targets in the area besides the Legion-of-One. Every target within the area takes 2 EMP damage per sacrificed nanobot. This requires an attack roll with a +5 accuracy bonus, doing half damage on a missed attack.

Self-Replicating Nanobots

Description: The Legion-of-One's nanobots rapidly self-replicate and create new nanobots. The protoss receives +20 to their maximum nanobot value and recovers 5 nanobot value every round, instead of every minute.

Psionic Paragon

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Psi Level 8, Intelligence 8, Willpower 10, Psionic skill 10, Endless Energy III, and Skill Focus (psionics).

Level	Signifier Bonus
1	*Psionic Paragon Mastery I, Unlimited Potential I*
2	*Spell Focus*
3	*Psionic Paragon Mastery II, Unlimited Potential II*
4	*Epic Spells*
5	*Psionic Paragon Mastery III, Unlimited Potential III*

Completion Skill Focus Options: Defensive Training, Durability, Mental Training

Psionic Paragon Description

Psionic paragons are close to myth and legend amongst the protoss. They are ancient sages whose mastery of psionics surpasses anything mortal minds can approach. They are veterans of endless battles, centuries of study, and constant research into the minds of past generations. These ancients have unlocked the true potential of the protoss mind and make other protoss seem like chaotic humans in comparison.

The abilities of a psionic paragon are equal parts frightening and awe inspiring. They can manifest storms of energy that can destroy cities; create stasis fields that imprison fleets and bend the most formidable adversaries to their will. They rarely rush into battle, preferring calculated actions, but once they commit their power is frightening.

Tassadar was the greatest example of a psionic paragon in recent years.

Epic Spells

Description: When the paragon manifests a power that has a burst, line, cone, or massive burst area of effect, they can pay 12 additional energy fatigue to double the area of the power. Alternately, they can pay 24 additional energy fatigue to triple the area of the power.

Psionic Paragon Mastery I-III

Description: Psionic Paragon Mastery has three ranks, each rank increasing the paragon's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the character +3 to their manifestation bonus. Rank 2 increases the bonus to +6 manifestation bonus. Rank 3 increases the benefit to +10.

Spell Focus

Description: The paragon gains additional benefits with all psionic power disciplines, as per the chart below:

Psionic Discipline	Bonus
Telepathy	All telepathic powers that deals psionic damage deal bonus psionic damage equal to 5x PL.
Telekinesis	All offensive telekinetic powers gain bonus accuracy and penetration equal to PL
Cloaking	While cloaked, the character gains Swiftness Boost (PL)
Augmentation	While effected by an augmentation power, the character gains Health Boost (PL)
Energy	All energy powers gain +2 base range increments and accuracy equal to PL
Pyromancy	All pyromancy powers that deal damage deal bonus damage equal to 5xPL
Temporal	All temporal psionic powers gain accuracy equal to PL and cost -4 energy fatigue (to a minimum of 0).

Unlimited Potential I-III

Description: Unlimited Potential has three ranks, each rank increasing the paragon's maximum Psi Level. Rank 1 gives the character a maximum Psi Level of 12. Rank 2 increases maximum Psi Level to 14. Rank 3 increases maximum Psi Level to 15.

Shadow Master

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: Nerazim Protoss, One with the Darkness and Chosen of Twilight talents, and 8 ranks in the Stealth and Perception skills.

Level	Blade Dancer Bonus
1	*Shadow Mastery I, Bane of Cowards*
2	*Shadow Step*
3	*Shadow Mastery II, Invisible to All*
4	*Revealing Twilight*
5	*Shadow Mastery III, Ethereal*

Completion Skill Focus Options: Defensive Training, Perception, Psionics

Shadow Master Description

Shadow Masters have perfected the art of invisibility that all nerazim practice. They are the lords of the dark, learning to maintain their powers with perfect practice while hunting their unaware foes. Practitioners of ambushes and terror tactics, Shadow Masters are a highly prized sect amongst the Nerazim. They serve as elite strike figures for nerazim assault forces as well as scouts. Shadow Master have an unusual reputation for phasing in and out of existence while they are meditating, and their psionic powers seem to draw away the strength of lights and fires when nearby.

Bane of Cowards

Description: When the shadow master deals damage to an enemy that cannot see them, the target gains a negative morale level.

Ethereal

Description: Any the very beginning of any turn, the shadow master can manipulate their aura of cloaking to be ethereal instead of simply invisible. By choosing to do so, their energy fatigue cost to maintain *Cloaking* that round is doubled. Until the start of their next turn, the Shadow Master is partially phased out of reality. They cannot interact within anything from the physical universe, nor can they attack them or be attacked. They cannot be targeted with psionic powers or effects. While ethereal, the character can move through any creature or object, if their movement ends outside another's occupied square. They are not limited to moving along the ground and can fly while ethereal. On the next turn, if they chose not to sustain the effect, they rematerialize in the square they ended their last turn in. If they are in air, they instantly fall.

Invisible to All

Description: While the character is using psionic Cloaking, enemies who make detector actions must succeed perception checks to notice the character. The DC is 15+ PL+ Intelligence. If they fail the check, the detector action does not reveal the shadow master.

Shadow Mastery I-III

Description: Mastery has three ranks, each rank increasing the shadow master's passive statistics. These ranks are not cumulative with one another. Rank 1 gives the shadow master +10 damage with attacks and psionic powers versus flat-footed opponents. Rank 2 increases this benefit to +20 damage. Rank 3 further increases this benefit to +30 damage.

Revealing Twilight

Description: The character's ability to see through the shroud of darkness and disguise are peerless. They can see perfectly in any darkness, no matter the range, and they never suffer any concealment from darkness. In addition, they ignore the Hidden condition of enemies. Therefore, sneaking has no effect versus the Shadow Master. This does not give any benefits against the Cloaked condition.

Shadow Step

Description: While cloaking, the character can perform short-ranged teleportation actions. This can be performed once every other round and requires a move action. They instantly teleport to a square within sight that is at most 3x PL squares away.

New Protoss Equipment

This section includes new protoss weapons and armor, particularly those used by Nerazim.

New Weapon

Warp Disk

One-handed Ranged Weapon
Honor Cost: 40
Damage: 40 **Accuracy:** +2
RoF: Thrown **Range:** Short
Shots: 1 **Power Rating:** +5 **Weight:** 0.5bs
Special Traits: Psionic Infusion, Psionic Weapon Origin (Warp), Telekinetic Synergy*
Description: The Warp Disk is a new psionic weapon designed in the aftermath of the End War. Created by a nerazim scientist, these weapons are very rare even in the years after Amon's demise, and all the one's created are attuned with Void energies. Warp Disks rely on telekinetic prowess to be most effective,

*Telekinetic Synergy

Description: This weapon is incredibly effective in the hands of a protoss who is skilled with telekinesis. If the character can use the telekinesis psychic discipline, the warp disk returns to their hand after being thrown. In addition, draw a line between the attacker and the target of the attack. The warp disk makes an attack roll at -2 against enemy directly between the attacker and the primary target. In addition, this weapon can be used by other races without penalty, as long as they have access to the telekinesis psychic discipline. Those other races do not benefit from the Psionic Weapon Origin (Warp) trati, however.

New Armor

Protoss Ultralisk Carapace Suit

Powered Armor
Honor Cost: 45
Damage Resistance: 15 **Defense Penalty:** -6 **Defense Rating:** +4
Mounted Gear: Equipment Belt
Sockets: 1 Immortal Sockets, 1 Dominance Socket, 1 Vengeance Socket
Ability Score Bonuses: Strength +3
Weight: 150lbs
Special Traits: Extremely Cumbersome, Elemental Protection, Radiation Shielding
Description: Ultralisk carapace suit is a variant of the zerg carapace armor that uses the exoskeleton of an ultralisk. The thick, impervious hide of the ultralisk is welded and mounted upon a frame of protoss powered armor. It results in a suit that gives unrivaled physical protection, with downside of being extremely cumbersome and limiting user's mobility. The essence of the ultralisk gives many options for augmentation crystals that relate to resilience and durability.

New Talent: Untapped Psi Level

Requirements: Willpower 13+, Psi Level 10 or higher, Psi level maximum beyond 10
Benefit: The character can increase their psi level beyond mortal limits. This is for the very rare instances where a creature or character is able to increase their psi level beyond 10. If their psi level maximum is raised, they can take ranks of this talent to further increase their psi level. This talent can be taken multiple times. Every ranks of this talent requires the previous Psi level to be obtained and has a higher willpower requirement. Use the following chart as reference for the willpower requirement. For example, to gain a Psi Level of 13, you must already have a Psi Level of 12 and have 14 Willpower.

Psi Level	Willpower Requirement
11	13
12	13
13	14
14	14
15	15
16	16
17	17
18	18
19	19
20	20

Protoss Zergling Carapace Suit

Light Armor
Honor Cost: 10
Damage Resistance: 4 **Defense Penalty:** 0 **Defense Rating:** +2
Mounted Gear: Equipment Belt
Sockets: 1 Dominance Socket, 1 Vengeance Sockets, 1 Normal Socket
Ability Score Bonuses: NA
Weight: 20lbs
Special Traits: NA
Description: Zergling carapace suit is a variant of the zerg carapace armor that uses the exoskeleton of a zergling. The zergling skeleton is light weight and gives more protection than protoss clothing. The carapace suit also channels the aggressive nature of the zergling, giving useful augmentation crystal sockets.

Robes of the Warrior Mystic

Light Armor
Honor Cost: 10
Damage Resistance: 3 **Defense Penalty:** 0 **Defense Rating:** +2
Mounted Gear: Equipment Belt
Sockets: 2 Wisdom Sockets
Ability Score Bonuses: NA
Weight: 8lbs
Special Traits: NA
Description: Robes of the warrior mystics are a form of protoss clothing that encompasses a deep, full-body robe with sever clasps and sashes that bind the uniform together. The armor also gives some scattered plating, particularly on the shoulders and midsection. These armored robes are commonly worn by judicators, seers, shamans, and scholars.

New Augmentation Crystal

The synthetic crystal is a new augmentation crystal that is favored by the Purifiers but is common amongst all protoss.

Synthetic Crystal

Augmentation Crystal
Honor Cost: 25
Normal Socket: If the character is using a weapon with Psionic Weapon Origin, their psi level counts as 2 higher for the effects of psionic weapon origin. Bane weapons instead deal +1 bleed.
Wisdom Socket: The character gains +1 accuracy with psionic powers.
Immortality Socket: While the character has at least 10 points in their shield pool, they gain +2 defense.
Vengeance Socket: The character deals +2 damage with melee weapons that have the psionic weapon origin rule.
Dominance Socket: When the character makes an action to recover their psionic shields, they recover +10 shield points.
Description: Synthetic crystals are a form of augmentation crystals that are not natural but developed in protoss laboratories. They became significantly more common after the Fall of Aiur and even more so after the End War. Synthetic crystals produce a great deal of energy, that can be used to strengthen and sharpen energy shields and psionic blades.

Chapter 3: Terran Arsenal

The story of StarCraft focuses around the Dominion, the powerful and widespread terran empire. However, they are far from the only faction of terrans out there. This chapter goes over iconic equipments, talents and specializations used by the many other terran governments that populate the Koprulu Sector.

The Umojan Protectorate wages war with prototype equipment undreamt of by the Dominion. The UED fights with specialists, coordinated actions, propaganda broadcasts, and advanced vehicles. The Kel-Morian Combine relies on stealth and sabotage over direct conflict, using explosives, stealth gear, and refitted mining equipment. All of these offer new builds of characters and new leagues of potential enemies for the players to do battle against.

Section Three: Observations of the Various Terran Governments

The Dominion's recent succession with Emperor Valerian Mengsk taking the throne has reshuffled our relationship with the terrans. Valerian, like our mighty Artanis, is a compassionate and just ruler who seeks peace and unity in the cosmos. At least, that is what he claims. What is the truth?

One of the first matters we need to understand the nature of human governing. First of all, there are three major terran governments in the sector: the Dominion, Umojan Protectorate, and Kel-Morian Combine. Aside from them, there are countless independent planets, criminal syndicates, mercenary groups, and private corporations that hold no loyalty to anyone. It quickly led me to believe terrans are lawless, crude, and desiring of anarchy. They all need order, but most of them do not desire it.

As a dark templar, I respect independence. I severed my nerve cords to keep my thoughts and ideas to myself, to be shared as I deemed it worthy and necessary. But utter independence, as the terrans desire, is an invitation of stagnation and a lack of progress. One man is not a nation and cannot live on their own. Cooperation is necessary for survival. So how do these terrans, advocates of lawlessness and chaos, stay such a cohesive and powerful and dangerous force in the sector?

With no answer forthcoming, I decided to dock at a terran space platform, known as Excellion Station. I must have been quite the sight, for many terrans scattered and ran upon seeing me. It wasn't long before I found myself tailed by armored security personnel. Thankfully, they made no steps to apprehend me, and I was free to go about my task. I traveled to a terran font of information, where credits are exchanged for poisonous alcohol that terrans willingly consume in order to relieve stress. Within, I approached the only man in the local that did not flee from me. I believe they call him a 'bartender'.

We exchanged banter for a while, and I learned this man, Jonas, was a former marine captain who fought the zerg across seven worlds. He retired after the war to start his own business. After sharing biographies, I asked him the question I wanted to know.

"How do the terrans maintain such strength and structure when everyone is driven by self-interest?"

Jonas continued wiping off the bar counter with a wet rag before as he thought about his answer.

"People tend to do what they want when they want, that's true," he said. "From everything I know, we should have been wiped out when the zerg first arrived. Hell, we should have never made it to the sector. But we are more than that. Because, yeah, we look out for ourselves and want to do our own thing. Stick it to the man, as they say. But truth is, when the doomsday bell rings and the reaper come a'knocking, we all know what we need to do. We work together. We fight together. We stand together. Conflict gives us a sort of purpose, you know?"

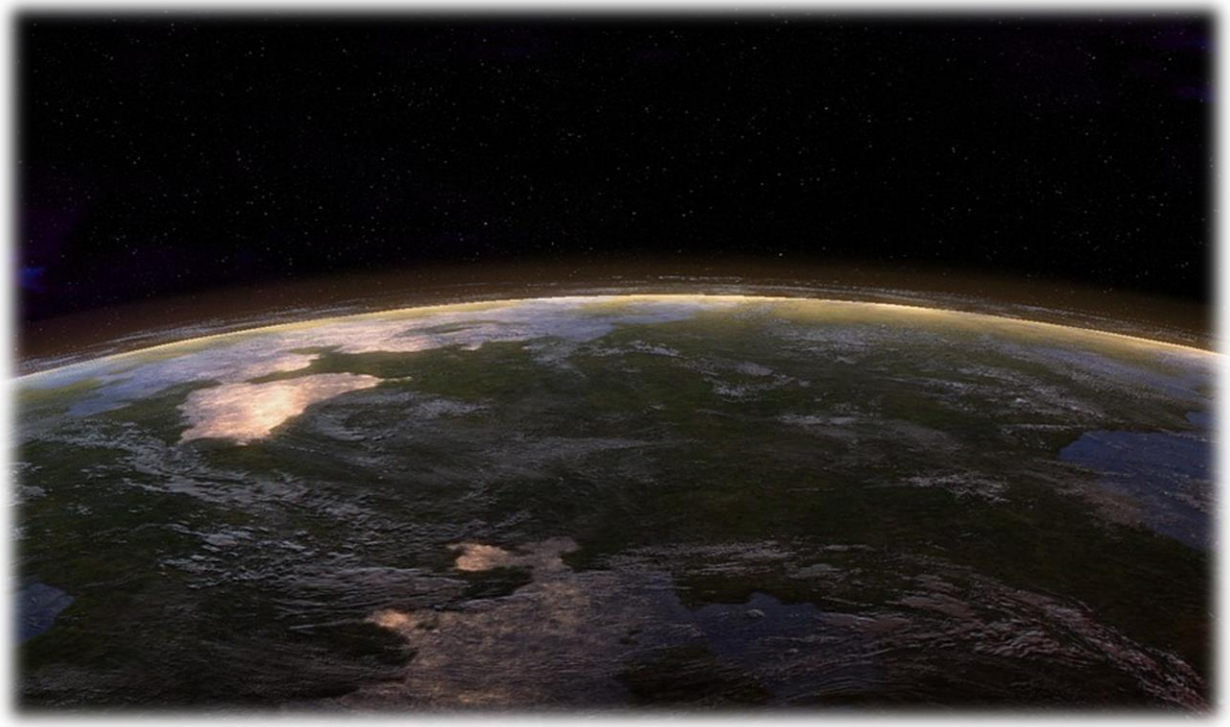
"It's called human spirit. Tenacity. It makes us stand out. It makes us fight for survival like nothing can stop us. And, once the battle is done, we can all go back to being selfish, sell-serving bastards. A war brings us together. It's peace that tears us apart."

This section details a wealth of new character design options for use in a StarCraft campaign. While not all these options are exclusively designed for Umojan characters, they are most commonly used by them.

New Background

Umojan Shadowguard

Characteristic Points: 7
Ability Score: +1 Instinct, +1 Intelligence, +1 Willpower
Special Ability (False Identities): As part of a character's role amongst the Umojan spy agency, they are provided one or more false identities to maintain their aliases. These false identities include backgrounds, history, criminal records, financial history, and contacts. These false identities are virtually foolproof; requiring a DC 40 computers check to reveal as fraudulent. A character can have 1 false identity at a time, +1 identity for every 6 levels they possess. They can contact Umojan command to discard or swap a false identity. Creating a new false identity takes 1 week.
Special Ability (Contact): The Shadowguard have sources across the sector to secure information. The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.
Special Ability (Shadowguard Armor): A shadowguard character is automatically given a suit of Shadowguard Field Armor at level 1. At level 10, they may undertake a high stakes mission to earn a suit of Tier 2 armor. At level 20, they can undergo a vital mission to gain their Tier 3 armor.
Special Ability (Shadowguard Psychic Training): Any psionic terran with this background counts as a controlled psychic, rather than an uncontrolled psychic. The cost of this training is complete loyalty and service to the Umojan Protectorate.
Special Ability (Umojan Loyalist): Any character with the Shadowguard background counts as having the Umojan Protectorate background for talent or equipment requirements.
Description: The shadowguard is the covert ops forces of the Umojan Protectorate. Commonly likened to the Dominion Ghosts, the shadowguard differs because their purpose is espionage, not assassination. The shadowguard spies on rival nations, monitors alien activities, and steals military secrets and technological blueprints. Roughly half of the shadowguard are registered psychics. Psychics in the shadowguard are exposed to the mind wipes and neural implants of the Dominion ghosts but are instead held to the highest caliber of behavior.
Note: It is recommended that characters belonging to the Umojan Shadowguard use the requisition system described in Supplement 2: The Advanced Terran Training Manual.



New Specializations

Behavioral Scientist

Ability Score: +1 Intelligence
Talent: Great Speaker
Focus Skill: Influence OR Science
Special Ability (Targeted Advice): As a minor action, the character can mark an ally or enemy with short range. Marking an enemy requires an influence test versus their resolve. When marking an enemy, the character spouts advice for their allies to overcome that foe. Therefore, allies that can hear the character gain +1 accuracy against that target and +2 to influence tests for combat influence. If the marked target is an ally, that ally gains +1 defense, toughness, and resolve. The mark lasts until the start of the scientist's next turn, but they can reapply the mark as another minor action against the same or different target. The mark does not stack with additional instances of the mark.

Directorate Field Operative

Requirements: United Earth Directorate Expedition background
Ability Score: +1 Instinct
Focus Skill: Leadership OR Tactics
Special Ability (Tactical Stunt): The character gains a selection of various tactical tricks they can deploy in combat. They can attempt a number of tactical stunts every encounter equal to their instinct. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

Tactical Stunt	Tactics DC	Effect
Covering Fire	20	When an enemy makes an opportunity attack against an ally, you can make a tactics check to activate this stunt. On a success, you get to make an instant opportunity attack against the target making an opportunity attack, as long as they are within your weapon's base range. This is before the enemy makes their opportunity attack. If the attack surpasses the target's resolve, then the enemy's attack is cancelled.
Focused Suppress	15	When making a suppressing fire attack, you can condense the area but make it more powerful. If you succeed doing so, the area shrinks to a Burst (2) but gains +10 accuracy and Hailfire (1).
Supporting Fire	20	If you aimed at a foe during your turn, and that foe attacks an ally, you can make a tactics test to make an opportunity attack against that enemy, as long as they are within your weapon's base range.
Withdraw	15	When you make a move action, you can make a tactics check to turn it into a withdrawal. If you succeed, the movement does not provoke opportunity attacks, but you must end the movement outside the reach of all enemies.

Directorate Medic

Requirements: United Earth Directorate Expedition Background
Ability Score: +1 intelligence
Talent: Powered Armor Training
Focus Skill: Medicine or Science
Special Ability (Efficient Aid): The character can make a first aid attempt on a character as a minor action once per turn. Using first aid on a character in powered armor only takes a standard action.

Directorate Pilot

Requirements: United Earth Directorate Expedition Background
Ability Score: +1 agility
Focus Skill: Pilot or Ranged
Special Ability (Outgun): When the character is firing a vehicle weapon of a vehicle they are piloting or co-piloting, the weapon they use gains +5 penetration and +1 range increment. If the weapon already has a range increment of Remote, then its base range is Remote +60 squares.

Directorate Technician

Requirements: United Earth Directorate Expedition Background
Ability Score: +1 intelligence
Focus Skill: Medicine or Science
Special Ability (Directorate Gadgets): The technician is familiar with a wide variety of different gadgets and gizmos that they can use for various effects in combat. To use these gadgets, they must have 'tech components' on their person. A tech component can be purchased for 250 credits or assembled using the crafting system. Tech component costs 10 generic components and 3 electronic components to build and requires a DC 15 science check. Crafting a tech component takes 30 minutes. A tech component weights 0.5 pounds and takes up 1 inventory slot.

A technician can spend a standard action to use one or more tech components to replicate one of the effects listed below. Once the tech components are spent on an ability they are expended and gone. Different gadgets require different ranks of the science and medicine skill to use. A tech gadget can be crafted ahead of time and given to someone else to use, although characters without this talent suffer a -5 penalty to any checks relating to the gadget. If a device is attacked, it counts as a hard-density, tiny-sized object.

Gadget	Requirements	Tech Components	Effect
Dispersion Field	8 Science ranks	2 components	Drops a device within 6 squares. The object produces a negation bubble within 3 squares of it. All cloaking effects are negated within this radius. The cloaking effects are not off, just do not take effect within the area. They still drain energy. Once leaving the area, the cloaking effect triggers back on. Lasts a number of rounds equal to the user's intelligence.
EMP Cannon	6 Science ranks	1 component	Creates a single-use EMP cannon. They use the weapon to make a ranged attack against an enemy within 6 squares of them, with a bonus accuracy equal to intelligence. If the attack hits, the target takes 50 EMP damage, with no attack overages or other effects.
Healing Grenade	4 Science ranks, 4 Medicine ranks	2 components	Throws a grenade-like object that releases healing nanites over an area. Thrown like a grenade with short range, -1 accuracy, and a Burst (2) trait. Anything struck within the area can spend a healing threshold to regain 40 hit points. Anyone missed can spend a healing threshold to regain 20 hit points.
Laser Barrier	6 Science ranks	2 components	Drops a device within 6 squares. Device spawns an unbreakable laser barrier that is 2 squares wide and 1 inch thick. This barrier is immune to all damage, although is instantly destroyed by an EMP attack. Attacks and creatures cannot pass through the barrier, but it is opaque and can be seen through. Lasts a number of rounds equal to the user's intelligence.
Laser Trigger Mine	4 Science ranks	1 component	Drops a device within 6 squares. This mine projects a field of invisible lasers with friend-or-foe detection. When an enemy step within 3 squares of the mine, it explodes. The mine has an attack bonus equal to user's ranged skill plus intelligence, deals 20 plus 5x intelligence damage, has a Burst (4) area, and penetration equal to twice the user's intelligence.

Electro Magnetic Havoc

Ability Score: +1 instinct
Focus Skill: Science OR Ranged
Special Ability (EMP Focus): The character is very effective at using EMP weapons and ammunition. Whenever they use a weapon that deals EMP Damage or has the Energy Drain trait, they deal +6 damage. In addition, when striking a target in powered armor with an EMP weapon, the target is staggered instead of slowed.

Guerilla Fighter

Ability Score: +1 Agility
Focus Skill: Stealth OR Tactics
Special Ability (Stealth Combat Stunt): The character gains a selection of various tactical tricks they can deploy in combat. They can attempt a number of tactical stunts every encounter equal to their instinct. When they chose to use a stealth combat stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth combat stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

Tactical Stunt	Tactics DC	Effect
Ambush	20	When you gain the Hidden condition on your turn by making a stealth check to hide, you can make a second stealth check. If you succeed, you can make an instant standard action attack with a ranged weapon. This attack does not break the Hidden condition.
Forward Mine	15	When you are planting a mine, you can make a stealth check to deploy the mine outside of your reach. If you succeed, you can plant the mine anywhere within 6 squares of you and remain hidden while you do so.
Follow Up	20	If an enemy step on a mine that your or an ally hid, you can make a stealth check. If you succeed, you can perform one of two actions: instantly make a standard action attack against a target hit by the mine or try to hide from sight (if possible).
Surprise Attack	15	When you make a non-suppressed ranged attack, you can make a stealth check. If you succeed, the attack is suppressed and does not break the sneaking condition. If you fail, the attack makes the normal amount of noise.

Investor

Ability Score: +1 intelligence
Focus Skill: Influence OR Computers
Special Ability (Investment Portfolio): The character is very aware of the stock market, business trends, and has friends throughout the financial world. Every 10 days, you can invest credits in a business venture and gamble to see if it pays off. You must have access to communications to the core systems and at least 1,000 credits to invest. After 10 days have passed, the game master rolls to see if you have made any gains. They roll a d20 and add 1/2 your intelligence to the check.

D20 Result	Effect on Income
1-3	You suffer a critical loss and lose all invested and owe creditors twice the money you invested. A bounty will be put on you if you do not pay the credits you owe after 30 days.
4-5	You lose all invested money
6-7	You lose half of the invested money
8-10	You neither gain nor lose money
11-15	You gain credits equal to 50% of the investment
16-20	You gain credits equal to 100% of the investment
21-24	You gain credits equal to 200% of the investment
25	Your investment pays off greatly and you gain credits equal to 500% of the investment

Miner Heritage

Requirements: Kel-Morian Combine, Morian, or Fringe Colonist Background
Ability Score: +1 strength
Focus Skill: Athletics OR Endurance
Special Ability (Hard Life): The life of a miner involves hard, laborious work. The character gains +2 damage resistance, and advantage on all Endurance checks to resist gaining fatigue. Finally, they gain +2 accuracy and +1 power rating of damage with the following weapons: light tool, heavy tool, and powered mining tool.

Spy

Ability Score: +1 willpower
Talent: Dissuade
Focus Skill: Influence OR Stealth
Special Ability (Manipulation): The character is very efficient at goading their foes. They gain advantage on combat influence attempts to taunt. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the spy taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting. Finally, the spy counts as being outside an enemy's line of sight if they are taunted by someone else. This is only for the purposes of whether the character can hide.

Technological Savant

Ability Score: +1 Intelligence
Talent: Surgical Precision
Focus Skill: Computers OR Science
Special Ability (Crafting Efficiency): Whenever the character is crafting an item using the item creation system in the Advanced Terran Training Manual, the item costs 20% fewer components of every type. This is applied after any multiplier for creating a higher tiered item.

Trap Expert

Ability Score: +1 Instinct
Talent: Precision Blasting (Advanced Terran Training Manual)
Focus Skill: Ranged OR Science
Special Ability (Master Trapfinding): When maximize the effectiveness of any mine, demolition charge, breaching charge, or any other form of planted explosion. You add either your instinct or intelligence to the accuracy bonus of planted explosives, whichever is higher. Planted explosives also gain +2 power ratings of damage. Finally, the perception DC to notice explosive you hid gains a +10 bonus.

New Advanced Specializations

Bulging Bicep Brawler

Requirements: Strength 7 OR Kel-Morian Combine Background OR Morian Background
Focus Skill: Melee
Special Ability (Over Muscled): The character has heavily trained, ripped muscles. They count their strength as 4 higher for determining lifting, pushing, and carrying capacity. They count as a large-sized creature for special combat actions. If they already count as a large-sized creature, they instead count as huge. Finally, they deal +2 power ratings of damage with unarmed attacks and gain +3 penetration with any weapon with the Smashing trait.

Heavy Armor Operator

Requirements: Powered Armor Training talent
Focus Skill: Defensive Training
Special Ability (Heavy Armor Specialization): The character is extra proficient in the use of firebat, marauder, and HERC commando armor. They gain +1 resistance rating to damage resistance when wearing one of those suits of armor and gain an additional bonus based on the armor type.

Armor Type	Benefit
CMC-660 'Firebat' Combat Powered Armor	The cones from the mounted flamethrower attacks gain +3 area
5-4 'Marauder' Armored Infantry Suit	Grenades fired from the mounted launchers in the suit gain +5 penetration
Hostile Environment Retrieval Chassis 'HERC'	The damage resistance bonus against acid and area damage increases by +5 each

Umojan Field Surgeon

Requirements: Umojan Protectorate Background
Focus Skill: Medicine
Special Ability (Field Surgery): The character can heal a crippling wound as a full-round action, rather than taking the full minute to cure a wound. In addition, when healing a crippling wound, the target of the medicine heals hit points equal to twice the surgeon's level.

Psionic Shadowguard

Requirements: Umojan Shadowguard background, Psionic Terran, *Compulsion* psionic power
Focus Skill: Psionic
Special Ability (Subversive Telepathy): The character has perfected sending out telepathic pulses to manipulate nearby enemies. They can make a special use of the Compulsion psionic power to affect all living enemies within a Burst (2xPL). They make a standard telepathic attack against every target. When they do, they chose one of the following effects to affect all struck enemies. These effects last one round. Like normal with compulsion, enemies are not overtly aware they have been affected with this power.
-Taunt: All struck enemies feel compelled to channel their aggression towards the character. All attacks they make suffer a -5 accuracy penalty unless the shadowguard is the primary target.
-Distraction: Struck targets suffer a -10 to perception checks, cannot make spotter and detector actions, and count the character as being outside of line of sight for whether they can try to sneak near the target.
-Paranoia: Allies suddenly distrust one another. Enemies cannot benefit from another ally's leadership or rally actions, and they cannot make skill assist checks or heal allies.
-Despair: All struck enemies lose 1 morale level.

New Talents

Aeronautics Training
Requirements: Pilot 3
Benefit: The character has had formal training on operating aircraft. They count their pilot skill as 4 higher for meeting the training requirements of piloting any flying vehicle. They also count their agility and instinct as 2 higher for all purposes when piloting an aerial vehicle.

Back in the Fight
Requirements: Medicine 4, Influence 4
Benefit: When the character heals a target with a medipack or a medical delivery system, they can spend a minor action to allow the target to instantly take one of the following actions: stand up from being prone, go prone, perform a shift, remove the staggered effect, or make a DC 15 acrobatics test to remove the Burning or Melting conditions.

Cleansing Spray
Requirements: Medicine 6, Science 6
Benefit: When using nanites from an armor's medical delivery system, targets that are healed by the nanites gain a +10 bonus on endurance tests against poison and disease for rounds equal to the character's intelligence. In addition, the medical delivery system can be used on targets up to medium range, instead of short range.

Goliath Mastery
Requirements: Pilot 6
Benefit: The character is an expert at piloting a goliath. When piloting one of these vessels, they gain +2 defense and +2 accuracy with all vehicle weapons. In addition, the pilot can apply a target lock as a minor action as long as the target is gargantuan-sized or larger. The target lock gives an addition +2 accuracy bonus, on top of all normal bonuses.

High Speed Maneuvers
Requirements: Pilot 6
Benefit: When the character is piloting a vehicle and that vehicle is moving beyond their combat speed, they can make a target lock as a free action in any turn they perform an action move. In addition, they reduce the accuracy penalty for moving faster than their opponent by half, whether they are moving at combat or cruising speed.

Knock Out
Requirements: Strength 4, Agility 4, Sneak Attack, Melee 6, Stealth 6
Benefit: While cloaked or sneaking, the character can choose to rapidly knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a perception check (DC 20 +stealth) to break the character's sneak. The attacker gets a bonus to the check for every point of bonus unarmed damage they have from talents. If the check is failed, the target is aware of them and no damage is done. This ability cannot be performed on targets that are in fully enclosed armor and therefore have no vital locations exposed.

Nano-Healing Expert I-III
Requirements: Medicine 4/8/12
Benefit: The character is very effective at using the Medical Delivery System to beam nanites at allies. The bonus healing increases to 15+ user's medicine skill ranks. This is doubled and tripled as normal for higher tiers. This talent has multiple ranks, each rank requiring additional ranks of medicine. The second rank increases the base healing to 20 + medicine ranks. The third rank increase it to 30 + medicine ranks.

Officer Training
Requirements: Intelligence 4, Willpower 4, Leadership 6, must have received formal military command training
Benefit: The character has received formal officer command training and knows how to command soldiers in battle. All characters under the effect of their leadership gain a bonus to their tactics skill checks equal to ½ their willpower. In addition, when they succeed a Rally action, they generate +1 morale point to distribute. When an ally receives a morale point from rallying, they can instantly make a tactics check to apply a tactics combat augmentation.

Shadowguard Field Training I-IV

Requirements: Umojan Shadowguard Background, Intelligence 3/4/5/6, Tactics 4/5/6/8
Benefit: The character can make the most of their shadowguard training to expand one field of their infiltration potential. They chose one of the following abilities to gain the benefit of. This talent has multiple ranks, each rank having a higher Intelligence and Tactics requirement. Each time they gain a new rank of this talent, they get to pick another one of the shadowguard training features.

Training Feature	Benefit
Espionage Training	Gains +1 skill ranks and +1 maximum skill ranks in the following skills: Acrobatics, Athletics, Influence, Science, and Stealth
Infiltration Specialist	Can move at full speed while sneaking, enemies using spotter or detector actions while sneaking must make perception checks to notice the character (DC 10 +intelligence + Stealth ranks)
Precision Martial Arts	Unarmed attacks gain bonus damage and penetration equal to 2+ ½ intelligence; target whose defense and toughness are surpassed are Slowed for 1 turn
Take Down	Gains the Knock Out talent for free; gains +10 to strength checks when using Knock Out, can disable powered armor opponents with a -5 penalty

Targeted Volley

Requirements: Ranged 8, Weapon Mastery (ranged), Precision Burst
Benefit: When the character makes a focused burst attack with an automatic weapon, the attack gains +5 penetration. When the character makes a focused burst attack with a fully-automatic weapon, the attack gains +10 penetration.

Valkyrie Frigate Mastery

Requirements: Pilot 8
Benefit: The character is an expert at piloting a valkyrie. When piloting one of these vessels, they gain +2 defense and +2 accuracy with the cluster missile battery. In addition, they can perform a saturation bombardment against ground targets. This functions as a normal burst attack, with the following exceptions: the attack must be targeted at the ground, the burst area increases to Burst (20), the attack has no hailifre, and gains +20 accuracy.

New Terran Equipment

The Umojan Protectorate is widely considered to be the most advanced terran society in the Koprulu Sector. They have become the masters of electronic warfare, using technology such as EMP, laser guidance, weaponized networking, and neural explosives. This section details some useful technological advancements that might find their ways into a roleplaying campaign.

Item Traits

Cluster Land Mine

Description: Once planted, this land mine releases small mines that are deployed in the area around it. Therefore, the land mine takes up a Burst (1) area centered on where the original mind was deployed. If any of the squares in the area are entered, then all of the mines explode. The burst area for the mine is based on the central square the original mine was placed.

Concealable

Description: This armor can be worn beneath clothing to disguise its presence. It takes a DC 30 perception check to realize that the shadow guard is wearing a uniform beneath their armor. This allows a character to take their armor into locations that have a restricted access to arms and armor.

Concussive Blast

Description: This weapon's attack targets both defense and toughness. If the attack surpasses a target's toughness, they are pushed away from the center of the blast to outside the burst area, if possible. If they collide into an obstacle, they suffer 10x squares moved damage.

Cycling Energy Weapon

Description: This weapons projects various forms of energy, that can cycle into one of two modes. It can be activated, deactivated, or toggled between modes as a minor action. The two modes are Shocking or Phasing. In shocking mode, the weapon gains the Energy Damage, Penetration 10, and Stun weapon traits. In phasing mode, it gains the Energy Drain trait.

Energy Drain

Description: This weapon deals EMP Damage instead of ordinary damage. EMP damage deals full damage to energy shields and constructs without being reduced by damage resistance or shield armor. EMP Damage also slows any power armored character it hits for 1 round.

Focusing Beam

Description This weapon consists of a single concentrated beam that focuses on a target and deals more strikes based on how accurate the hit was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5).

Heavy Melee Weapon

Description: This weapon is very heavy and powerful, but difficult to use without the support of powered armor. This weapon is two-handed when used without powered armor, and any character attempting to use the weapon without such armor takes a -10 penalty to accuracy.

Land Mine

Description: If a character steps on the square where a land mine is set, it explodes.

Targeting Laser

Description: This weapon has a special targeting laser. If the wielder aims at a target and marks them with the laser, all allies with digital uplinks can gain an additional +2 accuracy bonus to their attacks against that target as long as they also aim. In addition, the targeting laser can also be used mark a location for orbital ships for drop pod launches, orbital bombardments, or nuclear strikes.

Neural Blast
Description: This weapon deals 50 damage to all psionic shields in the area. In addition, targets struck by these weapons suffer 6 points of energy fatigue, or half that much on a missed attack. This energy fatigue damage is doubled for a tier 2 weapon or tripled for a tier 3 weapon. Finally, any ongoing psionic effects they were sustaining, as well as any Augmentation powers, are instantly interrupted and dismissed.

Reactor Core
Description: This weapon is powered by terran power cells. Every power cell gives the weapon one shot before it is used up. A tier 2 power cell can power the weapon for 4 shots; a tier 3 power cell gives the weapon 12 shots before needing to be replaced.

Rend and Tear
Description: This weapon has a penetration and rending value equal to ½ the user's strength. Both values are doubled against objects and constructs.

Structural Repair
Description: Instead of being use as a weapon, a wielder can spend a full-round action making repairs to a construct or object. They must have access to the exterior structural hull of the construct or object in question. Doing so requires 1 shot of ammunition, but the target recovers 5 hit points, +2 per point of science they user possesses. This healing is doubled for a tier 2 weapon or tripled for a tier 3 weapon.

Ultrasonic
Description: This weapon deals psionic damage instead of ordinary damage, and target's the resolve instead of defense. Any target that suffers a crippling wound from this weapon is staggered for 1 round.

Umojan Exclusive
Description This equipment is generally only available from Umojans for Umojans. Outside of the protectorate's worlds, these items are either unavailable, or drastically more expensive (+50-200% cost, GM's choice). Craftable items should only be able to be crafted by Umojan characters, unless that character has learned the art of making Umojan gear from a native or blueprints.

Umojan Guided Projectile
Description: Weapons or ammunition with this trait can be used with the Umojan Laser Guidance weapon upgrade. In addition, weapons with this trait automatically miss against targets with an Umojan Protection chip, unless they were the primary target. Targets with the chip count as simply not being in the burst area, as shots veer and twist to ensure they don't hit them. Furthermore, allies with the chip in melee combat with enemies do not provoke the -5 accuracy penalty for firing into melee. For this feature to work, either the weapon or the ammunition must have this trait.

Umojan Networking
Description: This armor has an Umojan Protection Chip imbedded within it, which allows it to synergize with the functions of the Umojan weaponry. Attacks from a weapon with an Umojan Guided Projectile automatically miss the wearer, and they are counted as being outside the burst areas of any attacks from weapons with the that rule, even if they are physically within the area. Furthermore, allies with the chip in melee combat with enemies do not provoke the -5 accuracy penalty for firing into melee. For this feature to work, either the weapon or the ammunition must have this trait.

New Weapons List

Rifles

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Flash Welder	14	Special	-1	Slow	8	7,500

Heavy Weapon

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Heavy Mining Laser	17	Medium	-2	Slow	1	5,000
Pulse Cannon	60	Distant	+2	Slow	1	40,000

Explosives

Weapon Name	Damage	Range	Accuracy	Cost
Cluster Mine	40	Planted	1d20+8	1,500
Concussive Mine	50	Planted	1d20+12	2,000
Nuclear Charge Bomb	60	Planted	1d20+20	100,000
Neural Grenade	NA	Short	-2	1,000
Ultrasonic Grenade	40	Short	-2	1,500

Melee

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Fusion Rod	12	Melee	+0	Fast	---	3,000
Powered Mining Tool	30	Melee	-3	Slow	---	5,000
Shock Blade	21	Melee	+1	Average	----	15,000

Weapon Details

Cluster Mine

Planted Explosive
Base Cost: 1,500 credits
Components: 5 Generic, 10 Weapon, 1 Framing, 1 Robotic
Creation DC: 18 **Creation Time**: 1 hour
Damage: 40 **Accuracy:** 1d20+8
RoF: Planted **Range:** Planted
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 1 lbs.
Special Traits: Burst (4), Penetration (5), Hailfire (1), Cluster Land Mine, Planted Explosive, Destructible, Hidden
Description: Cluster mines are a favorite of morian saboteurs, mercenaries, and pirates. Once put in place, they are easily triggered and release a large, powerful blast. Fighting Kel-Morians often involves navigating mazes of these mines.
.

Concussive Mine

Planted Explosive
Base Cost: 2,000 credits
Components: 5 Generic, 12 Weapon, 1 Framing
Creation DC: 18 **Creation Time**: 30 minutes
Damage: 50 **Accuracy:** 1d20+12
RoF: Planted **Range:** Planted
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 0.5 lbs.
Special Traits: Burst (3), Penetration (5), Concussive Blast, Land Mine, Planted Explosive, Destructible, Hidden
Description: A new invention, derived from an asteroid mining charge, concussive mines release destructive force that sends its victims flying. They are frequently used in conjunction with other mines, placed so those who step on the mine will soar to collide with other nearby mines.

Flash Welder

Two-handed Rifle
Base Cost: 7,500 credits
Components: 30 Generic, 15 Weapon, 5 Electronics, 3 Framing
Creation DC: 24 **Creation Time**: 8 hours
Damage: 14 **Accuracy:** -1
RoF: Slow **Range:** Special
Shots: 8 Welding Rods **Power Rating:** +2 **Weight:** 15 lbs.
Special Traits: Cone (3), Penetration (4), Spread, Structural Repairs, Long Reload, Close Quarters
Description: Engineering work is dangerous in the Koprulu Sector. Therefore, this latest iteration of a welding gun is designed to use both a repair tool and a close ranged shotgun. It is a useful weapon to have in the hands of a dedicated combat engineer.
Note: Because the weapon has both the Spread and Cone traits, determine the hailfire of each target separately based on their range from the user. For example, the weapon is hailfire 3 at adjacent enemies and hailfire 2 against enemies with 2-6 squares.

Fusion Rod

One-handed Melee Weapon
Base Cost: 3,000 credits
Components: 5 Generic, 1 Framing, 20 Electronics
Creation DC: 26 **Creation Time**: 12 hours
Damage: 12 **Accuracy:** +0
RoF: Fast **Range:** Melee
Shots: NA **Power Rating:** +3 **Weight:** 2 lbs. (average)
Special Traits: Smashing, Cycling Energy Weapon
Description: The fusion rod is a baton used for riot control, disciplinary action, and sabotage. For many taskmasters, it serves as a symbol of their authority in the guild. It frequently replaces a stunner amongst the Kel-Morians for disciplining unruly subjects and rebellious miners. Kel-Morian saboteurs use them to quietly take down enemies and fry electronics.

Heavy Mining Laser

Two-handed Heavy Weapon
Base Cost: 5,000 credits
Components: 20 Generic, 20 Weapon, 30 Electronic, 10 Framing
Creation DC: 28 **Creation Time**: 24 hours
Damage: 17 **Accuracy:** -2
RoF: Slow **Range:** Medium
Shots: 1 Power Cell **Power Rating:** +3 **Weight:** 30 lbs.
Special Traits: Piercing, Heavy, Focusing Beam, Reactor Core, Long Reload
Description: The heavy mining laser is a tool designed to cut through hard stone. While not designed for combat purpose, it is an exceptionally dangerous implement that can do tremendous damage. The laser pierces through all armor, and a good shot can tear apart even a large target. However, these tools are designed for industrial use and are not accurate. Furthermore, they are very inefficient on power cells for prolonged battles.

Nuclear Charge Bomb

Planted Explosive
Base Cost: 100,000 credits
Components: 5 Generic, 30 Weapon, 5lbs of weaponized uranium
Creation DC: 32 **Creation Time**: 24 hours
Damage: 60 **Accuracy:** 1d20+20
RoF: Planted **Range:** Planted
Shots: 1 (Consumable) **Power Rating: N**A **Weight:** 10 lbs
Special Traits: Burst (20), Hailfire (9), Penetration (25), Unstable Explosion, Destructible
Description: The ultimate weapon for a terrorist, the nuclear charge bomb is an unstable, miniature nuclear explosive. It is designed to be discreetly carried to a location, often inside a base or command center, and then set off. Very few things can survive the touch of a nuclear charge bomb. They are sometimes designed into carrying cases to be discreet, or even wired as bomb vests to a suicidal individual.
Note: This weapon is always tier 1; there are not higher tiers of this weapon. In addition, this weapon has no power ratings, does not scale in damage, and does not gain attack overages. This weapon deals massive structural damage when set off inside a building and reduces all but the largest structures into crumbling ruins. Those that somehow survive the blast are often in a crater or buried under debris.

Neural Grenade

Thrown Explosive
Base Cost: 1,000 credits
Components: 5 Generic, 5 Weapon, 5 Electronic
Creation DC: 28 **Creation Time**: 30 minutes
Damage: NA **Accuracy:** -2
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** NA **Weight:** 0.5 lbs.
Special Traits: Burst (1), Neural Blast, Grenade, Delay, Umojan Guided Projectile, Umojan Exclusive
Description: Neural grenades are the Umojan answer for possible protoss aggression. These grenades create no explosion or shrapnel, but instead release a neurological pulse that specifically targets psionic ability. Psychics find themselves stripped of psionic protection and are unable to manifest even the simplest psionic stunts as their brain bleeds and burns.

Powered Mining Tool

Two-handed Melee Weapon
Base Cost: 5,000 credits
Components: 60 Generic, 8 Framing, 15 Electronic, 3 Robotic
Creation DC: 22 **Creation Time**: 24 hours
Damage: 30 **Accuracy**: -3
RoF: Slow **Range**: Melee
Shots: NA **Power Rating**: +4 **Weight**: 40lbs
Special Traits: Rend and Tear, Hailfire (2), Heavy Melee Weapon
D**escription**: The powered mining tool is an automated drill or saw designed to cut through rock. They are used for mining, excavations, and archeology. They are incredibly unwieldy to use as weapons but are very valuable in the hands of those strong enough to lift and swing these heavy instruments.
Note: This weapon benefits from the Slugger specialization in the Advanced Terrain Training Manual.

Pulse Cannon

Two-handed Heavy Weapon
Base Cost: 40,000 credits
Components: 20 Generic, 30 Weapon, 50 Electronics, 10 Framing
Creation DC: 32 **Creation Time**: 48 hours
Damage: 60 **Accuracy:** +2
RoF: Slow **Range:** Distant
Shots: 1 Power Cell **Power Rating**: +10 **Weight:** 30 lbs.
Special Traits: Digital Scope, Grip Extension, Extreme Recoil, Energy Drain, Reactor Core, Umojan Networking, Umojan Exclusive
Description: The pulse cannon is an Umojan anti-armor weapon that fires a single blast of energy that fries the electronics within an enemy vehicle. They are primarily used to shoot aircraft out of the sky or are used in batteries to barrage capital ships. No construct is safe from its onslaught. However, their energy supply is very inefficient, and they constantly be fed replacement power cells to keep firing.

Shock Blade

One-handed Melee Weapon
Base Cost: 15,000 credits
Components: 5 Generic, 1 Framing, 2 Weapon, 40 Electronics
Creation DC: 32 **Creation Time**: 24 hours
Damage: 21 **Accuracy:** +1
RoF: Average **Range:** Melee
Shots: NA **Power Rating:** +4 **Weight:** 6 lbs.
Special Traits: Defensive, Cycling Energy Blade, Umojan Exclusive
Description: The shock blade is an energy sword used exclusively by the shadowguard. This blade has one of two activation modes, toggled from the hilt. The first is a crackling beam of electricity around a narrow beam of piercing energy. The second is a near invisible blade of magnetic forces that obliterates any electronics it touches.

Ultrasonic Grenade

Thrown Explosive
Base Cost: 1,500 credits
Components: 5 Generic, 5 Weapon, 5 Electronic
Creation DC: 25 **Creation Time**: 30 minutes
Damage: 40 **Accuracy:** -2
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 0.5 lbs.
Special Traits: Burst (3), Ultrasonic, Grenade, Delay, Umojan Guided Projectile, Umojan Exclusive
Description: Ultrasonic grenades are common defensive weapons used to repel enemy forces. Umojan commandos typically use them to debilitate enemy soldiers amid combat, while shadowguard use them as a distraction so they can make a quick escape. Many umojan warriors are known to simply through the grenade at their feet and rely on their protection chips to shield them from the area of effect.

New Ammunition

Adamantine Spikes

Gauss Spikes
Base Cost: 25 credits each
Special Traits: Penetration (12), Decreased Range Increment
Description: Adamantine is often considered to cost-inefficient for use with gauss spikes. That doesn't mean militaries don't try. The largest governments often purchase adamantine spikes for their top officers, generals, and operatives. A few seconds of firing a gauss rifle loaded with these spikes can equal a civilian's annual income, but it is a price generals are willing to pay for winning a war.
Description: The decreased range increment trait reduces the weapons' range one increment (usually from long to medium).

Guidance Rounds

Slug (Any), Gauss Spike
Base Cost: x2 base cost each
Special Traits: Umojan Guided Projectile, Umojan Exclusive
Description: Guidance rounds are specialty ammunition designed to be used with Umojan networking. Lasers guide them towards a target, and away from friendly allied units. Like most Umojan technology, they are useless unless synergized with other Umojan hardware, such as protection chips.

Interference Spikes

Gauss Spike
Base Cost: 25 each
Special Traits: Energy Drain, Umojan Exclusive, -12 base damage
Description: Interference Spikes are a nonlethal version of gauss spikes, basically fragile needles rather than dangerous projectiles, that explode into a localized electromagnetic pulse. These weapons are harmless to living tissue but can be devastating when used against constructs and energy shields.

Plasma Slugs

Slugs (Heavy or Extreme)
Base Cost: x30 base cost each
Special Traits: Penetration (+15), Energy Damage**,** Umojan Exclusive
Description: These slugs possess miniature plasma cells within. Once they are fired, the slugs burn up and explode into a blast of pure plasma. While undoubtedly effective and deadly, they are extremely expensive to manufacture, and thus are off limits to all but the most well-financed military forces.

Welding Rods

Welding Rods
Base Cost: 10 each
Special Traits: None
Description: Welding rods are the fuel and ammunition for the flash welder gun. They can either be used to enact structural repairs on an object by gradually warping and mending metal plates. They can also be expended in a short burst, blasting the rod in a cone of heated, metal shards.

New Armor

Camouflage Field Armor

Heavy Armor
Base Cost: 1,000 credits
Components: Cannot be Crafted
Damage Resistance: 6 **Defense Penalty:** -2 **Resistance Rating:** +3
Mounted Gear: Communicator
Ability Score Bonuses: NA
Weight: 10 lbs.
Special Traits: Cumbersome, Shadowed
Description: Camouflage field armor is the preferred uniform of scouts, explorers, and those who fight in the wilderness. It is a lighter suit of light combat armor that is covered with a lightweight mesh with adjustable coloration to allow the user to blend in with natural terrain. It is ideal for those who want to hide easily from potential foes but want more armor that a common stealth suit.

Commander's Battle Regalia

Heavy Armor
Base Cost: 4,000 credits
Components: 60 Generic, 5 Framing, 2 Robotic
Creation DC: 24 **Creation Time**: 36 hours
Damage Resistance: 5 **Defense Penalty:** -1 **Defense Rating:** +3
Mounted Gear: Communicator
Ability Score Bonuses: NA
Weight: 25 lbs.
Special Traits: Cumbersome, Oxygen Supply, Self-Medicating
Description: The commander's battle regalia is a personalized military uniform with an underlaid mesh fiber and protective, but light weight plating. The uniform is designed for military officers to be able to make full display of rank and distinction on the battlefield while also providing protection from stray fire. The battle regalia has a communicator on the jacket collar, an oxygen mask hidden in a coat pocket, and the torso plates have a medical injector that can supply cures directly into the blood stream.

Hostile Environment Repair Chassis

Powered Armor
Base Cost: 18,000 credits
Components: 200 Generic, 20 Weapon, 40 Electronic, 75 Framing, 10 Robotic
Creation DC: 32 **Creation Time**: 96 hours
Damage Resistance: 16 **Defense Penalty**: -4 **Resistance Rating:** +4
Mounted Gear: Flashlightx4, Geiger Counter, Communicator, Flash Welder, Grapple Cannon, Navigation Unit, Digital Uplink, Equipment Belt, Backpack
Ability Score Bonuses: Strength+6
Weight: 600 lbs.
Special Traits: Powered Armor, Extremely Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Self-Medicating, Fall Protection (2), Bulky, Autoloading Flash Welder*, Grapple Cannon*, Extra Resistance*
Description: The Hostile Environment Repair Chassis, or HERC, is a suit of armor designed for field support operations. HERC operators, often pulled from the ranks of SCV pilots, asteroid miners, or engineering corps, provide front line field support. They use their welding guns to perform spot repairs on defenses and act as front line combatants in repelling close combat invaders. These heavy suits of armor can endure significant punishment while the commando supercharges their welding gun to blast clustered enemies away with a hail of scrap metal. They also possess a powerful grappling cannon, used for navigating difficult environments, pulling the operator into close combat with a ranged enemy, or pulling a fleeing foe back into range of their welding guns.
Tier 2 Special Note: At tier 2, this armor gains an additional +1 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink
Tier 3 Special Note: At tier 3, this armor gains an additional +2 damage resistance and +1 instinct from the upgraded gravity boots and digital uplink

Autoloading Flash Welder*

Description: This armor has a flesh welder weapon built into the left arm. As a minor action, the user can retract the welder arm and have an actual hand to use instead. The flash welder the same tier as the armor and can be used to make Rifle Butt attacks. The suit can carry 200 welding rods for the flash welder, and automatically reloads the weapon at the start of every round. Finally, characters wielding this armor are considered to have the Dual-Weapon Skill talent while wearing it, or they improve their own level of Dual-Weapon Skill by a talent level if they already possess Dual-Weapon Skill (Dual-Weapon Skill to Dual-Weapon Skill II for example).

Grapple Cannon*

Description: The right armor of this armor is a powerful grapple cannon. The grapple cannon possesses 15 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. It can also be fired at active combatants, counting as a rifle with a +5 accuracy. If it hits, it makes an attack with the statistics below. This weapon scales based on the tier of the armor. Each additional tier adds +5 squares of reach for the grapple cannon.

Grapple Cannon
Mounted Weapon
Damage: 30 **Accuracy:** +5
RoF: Slow **Range:** 15 squares
Shots: Unlimited **Power Rating:** +5
Special Traits: Penetration (5)

Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Extra Resistance*

Description: This armor is treated to resist corrosion and acidic compounds. The armor gains +10 damage resistance against any attack that deals Acid Damage. It also gains +10 damage resistance against any area attack where the wearer is not the primary target. Therefore, it gains +20 damage resistance against an area, acid attack where the user is not the primary target.

~Hostile Environment Repair Chassis

Shadowguard Field Armor

Light Armor
Base Cost: 8,000 credits
Components: Cannot be Crafted
Damage Resistance: 4 **Defense Penalty:** -0 **Resistance Rating:** +2
Mounted Gear: Communicator
Ability Score Bonuses: Strength +1, Agility +2
Weight: 10 lbs.
Special Traits: Umojan Networking, Personal Cloaking, Armor Decay, Umojan Exclusive, Concealable
Description: Shadowguard Field Armor is a black and white, body suit that possesses state of the art physical attribute augmentation in a thin and sleek package. The signature armament of the shadowguard, it is designed to be potential worn beneath heavy clothing and used with a psi weave mask. Like the signature armor of the ghost, shadowguard field armor is cloaking-capable and designed to disintegrate once the user is slain.

~Shadowguard Field Armor

New Gear

Analysis Mask

Worn Gear
Base Cost: 1,000 credits
Components: 5 Generic, 15 Electronic
Creation DC: 25 **Creation Time**: 4 hours
Weight: 1lbs
Tier 1: These masks are used by Umojan scientists to gain an improved analytic view on operations. They give a +5 bonus to perception checks, and come with default nightvision, allowing the user to ignore concealment and penalties related to darkness. The mask comes with a rudimentary AI that guides the character in any scientific operations. Therefore, a character wearing the mask gains advantage on all science and medicine checks. A character cannot wear the analysis mask if they are wearing any other mask, such as a tactical or protective mask.
Tier 2: As tier 1, except the bonus to perception checks increases to +10. The mask also gives a +2 bonus on science and medicine checks, and the character can perform surgery and repairs in half the time. The mask also counts as a tier 1 digital uplink.
Tier 3: As tier 2, except the bonus to perception checks increases to +20, the base digital uplink is increased to Tier 2. In addition, the bonus to science and medicine checks increases to +5, and the character can make repair and surgery checks in one quarter the normal time.
Description: The analysis mask is a highly advanced facial visor designed to aid in scientific practices. The visor allows the user to see through flesh and steel while working, allowing the user to understand what is going on beneath the surface while making on repairs or surgery. The analysis mask can also be used for transmitting information between multiple individuals with an uplink, allowing scientists to visually compare notes. While the analysis mask was designed by the Umojans, it has found use with Dominion scientists as well.

~Umojan Scientist wearing an Analysis Mask

New Weapon and Armor Upgrades

Umojan Laser Guidance System

Any Pistol, Rifle, or Heavy Weapon
Cost: 1,000
Components: 5 Generic, 3 Weapon, 3 Electronic
Creation or Addition DC: 28 **Creation Time**: 4 hour
Benefit: The weapon has been improved to work with Umojan weapon networking and gains the Umojan Guided Projectile and Targeting Laser weapon traits.

Officer's Suit Upgrades

Powered Armor
Base Cost: 5,000
Components: 20 Generic, 10 Framing, 2 Robotic
Creation or Addition DC: 20 **Creation Time**: 12 hours
Benefit: The power armor has been upgraded with a number of decorative plates that mark the officer's rank, position, and merits. It also possesses an extra layer of armor that provides substantial protection from indirect attacks. The armor gives +5 damage resistance against burst, line, and cone attacks where the wearer is not the primary target. The downside is the suit's defense penalty is increased by 1. In addition, if the suit is personalized with the deeds of the wearer, it provides limited leadership effects. The character gains +5 on leadership checks to rally as long as those they are rallying are within 6 squares of them. This only effects allies that shared the same background, political affiliation, or military faction as the bearer and do not exceed them in rank. Ask you Game Master if this feature would apply to your character.

Propaganda Broadcast Array

Powered Armor
Base Cost: 1,000
Components: 5 Generic, 1 Framing, 8 Electronic
Creation or Addition DC: 20 **Creation Time**: 12 hours
Benefit: The armor is upgraded with an antennae array that broadcasts political propaganda on the background of communications channels. When the wearer of this armor makes a leadership check to set up a combat augmentation, the leadership can affect twice as many targets. In addition, the character's leadership effects have an unlimited duration. This upgrade only functions on an ally when two conditions are met: they possess an active communicator to receive the propaganda, and they share the same background, political affiliation, or military faction as the propaganda being played.

Umojan Protection Chip

All Armors
Base Cost: 1,000
Components: 6 Electronic
Creation or Addition DC: 28 **Creation Time**: 4 hours
Benefit: The armor has been improved to work with Umojan weapon networking and gains the Umojan Networking item trait.

New Vehicle

Directorate Conqueror-class Goliath

Huge Terran Walker, Extreme Threat
Base Cost: 125,000 credits

Hit Point: 370	**Damage Threshold**: 49	**Toughness:** 43
Strength/ Fortitude: 18	**Structure Rating:** 7	**Damage Resistance:** 37
Pilot Requirements: 6	**Space:** 3 by 3 squares	**Reach:** 2 squares
Base Speed: 7	**Defense:** 5 +Defensive Training +Agility	

Crew: Pilot
Base Gear: Tier 2 Arm-Mounted Twin-linked Gatling Cannon with Greater Capacity, Tier 2 Front-Mounted Destroyer Missile Battery, Tier 2 Turret Mounted Infernal Flamethrower, Rocket Boosters Enhanced Locomotion (2), Navigation System, Target **Guidance System,** Communication System, Tier 2 Heavy Plated Hull, Tier 2 Large-sized Bash
Optional Gear: Enhanced Locomotion (up to 6), Multi-Targeting, Rocket Boosters

Special Trait (Missile Barrage): If the goliath pilot has a target lock on a target that is gargantuan-sized or larger, they can sacrifice the target lock to make two additional missile attacks that turn, rather than the typical bonuses.

Special Trait (Flamethrower Turret): The goliath can fire its turret mounted flamethrower as a minor action without penalties for dual-wielding.

Special Trait (Focused Strike): When the goliath makes a heavy strike attack with its bash weapon, it gains +20 damage instead of the normal +5.

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

The Directorate brought many advanced goliath mechs with them on their conquest of the Koprulu Sector. These goliaths have heavier armor, stronger ordinance, and a turret-mounted flamethrower that functions off an independent artificial intelligence, requiring little attention from the pilot to activate. Known amongst the UED as Conqueror mechs, they are now referred to as Conqueror-class goliaths amongst the populace of the Koprulu sector.

~Conqueror Goliath; note the mounted flamethrower beneath the torso

Chapter 5: New Protoss NPCs

This chapter discusses new protoss NPCs for game masters to introduce in their campaigns. They are organized by their faction and focused around many of the options detailed in this resource.

Who are the Nerazim?

The nerazim, also known as the dark templar, are a tribe of protoss that rejected the Khala and the unity it gave. Instead, they prized independence and freedom, for each protoss to be their own individual. To free themselves, they cut their nerve cords to physical severe their connection to the Khala.

The response to this mutilation was met by fear and prejudice against the other protoss. Many judicators wanted them to be executed for their defiance of the racial unity. Instead, aided by Executor Adun, the nerazim were instead banished from Aiur to establish their own colony elsewhere in the cosmos. Once they did, they learned to master their psionic powers without the Khala's unity. They tapped into an ethereal dimension known as the Void and learned to cloak themselves in shadows and become invisible from sight and mind.

The nerazim settled on the dark, shadowy world of Shakuras and began expanding their own protoss empire. They avoided all contact with the Aiur protoss that banished them. The two cultures came back into contact with each other after the zerg invaded the sector. Both Executor Tassadar or the Aiur protoss and Dark Prelate Zeratul of the dark templar traveled to Char to investigate a psionic beacon. While they met as enemies, they quickly became allies and realized that only by combining their psionic arts and armies could they defeat the zerg.

The nerazim became essential for destroying the Overmind, for only their void powers had the strength to destroy it and it's cerebrates. In the aftermath, Aiur was lost and all protoss forces were evacuated to Shakuras. For the first time in a thousand years, both the templar and the nerazim were forced to live together. When the End War began, the nerazim were essential to the survival of the protoss race, for they were immune to the Khala's corruption and were able to severe the nerve cords of Aiur protoss to free them from Amon's grasp.

How do the Nerazim fit into the StarCraft Roleplaying Game?

The nerazim are a people that prize independence, individuality, and privacy. Their culture is not as unified as the firstborn as their society is broken down into multiple different tribal factions. However, all those tribes have ultimate allegiance to Matriarch Vorazun.

The nerazim are shadowy, secretive, and mysterious, but are not an evil tribe. They have great loyalty to their tribe, their people, and their matriarch. The nerazim are not overtly racist or aggressive and do not attack others on sight. Therefore, players are mostly like to combat the nerazim when their interests have violent collisions, or they are found on opposite sides of the battlefield. Even then, nerazim prefer to kill their foes quickly and painlessly. They will accept fair negotiations and terms of surrender.

Not all nerazim are good and decent, however. Some nerazim are radicals who distrust outsiders and fight against anyone who is not one of their own. This was seen in the cult of Ulrezaj, who violently opposed any cooperation with the firstborn and were openly violent to cooperation with other sects. These rogue nerazim, or a similar cult, can be introduced as rivals in a StarCraft campaign.

For honorable heroes, however, the nerazim are most likely to be allies of the players, willing to put aside their differences to battle together for a common good. Like all protoss, their pride is easily wounded, and terran heroes should be graceful in their dealings with the nerazim. The one exception to their benevolence are zerg heroes, who will usually be killed on sight by the nerazim.

Section Four: Part 1: Nerazim Threat Assessment

The nerazim are a core part of the Daelaam and consist of a large portion of its population. At long last, we are apart of Aiur once again. The templar have no reason to feel prejudiced against us, for they have severed their nerve cords as well. They are learning from us, to utilize the void and live without the shared collective.

We are the Daelaam. The greatest threat to us is our loss of individuality and culture. For if we firstborn do not use the khala, what separates us from them? How long will there be a distinction between templar and nerazim?

Nerazim Hunter Description

Nerazim hunters protect their homes from the monsters and aliens that prowl on the frontier alongside nerazim colonies. They are skilled at using their spears to overpower larger foes, whom they use their size and momentum against them. Hunters also serve as raiders and shock troopers when they assist dedicated warrior in battle.

Tactics

A hunter generally seeks out a large sized foe in combat and pummels it with their spear. They prefer heavy strike actions to deal maximum damage, relying on their monster hunter trait to maximize their defense against such foes. When there are no large foes to fight, nerazim instead blitz through the enemy ranks and engage supporting troops, such as snipers, medics, and psionic support.

Hunter, Nerazim

Level 4 Nerazim Protoss Heroic Character (Centurion [Hunter] 4), High Threat

Skill Purchases: 7	**Talent Purchases:** 0	**Ability Score Purchases:** 4
Hit Points: 81	**Healing Threshold**: 6	**Damage Threshold:** 23
Defense: 21	**Toughness:** 18	**Resolve:** 14
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 4	**Psionic Resistance**: 14	**Energy Shields:** 20 (4 shield armor)

-Strife Spear 1d20+6 accuracy, 24 damage, +1 strike maximum; *Special Traits*: Reach 1, Throwing

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 4, Endurance 2, Melee 4, Perception 2, Psionics 2, Stealth 2, Survival 2
Talents: Defensive Fighting
Class Traits: *Maim, Monster Hunter, Centurion Mastery II, Art of Avoidance*
Psionic Powers: *Reading, Messaging, Cloaking*
Strength: 4 **Instinct**: 4 **Agility**: 4 **Fortitude:** 3
Intelligence: 4 **Willpower**: 4
Gear: Protoss Armor Suit (Plasma Shield in Normal Socket), Strife Spear, Protoss Medipack

Special Ability (Monster Hunter): The hunter gains advantage on attacks against large-sized or larger foes, and foes of that size suffer disadvantage on attacks versus them. This effects large biological creature, but not constructs such as robots or vehicles.

Special Ability (Art of Avoidance): The hunter is adept at avoiding attacks. The hunter always counts as Bobbing and Weaving for the purpose of evading and gains a +5 bonus to acrobatics tests to evade. Their shift speed is 1 square higher than normal when evading.

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

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

Nerazim Shaman Description

Shamans are the lorekeepers and teachers of the Nerazim. It is every shaman's responsibility to pass the history of the nerazim down to the next generation of protoss. They are revered in protoss society for their wisdom and understanding, and their important connection to young protoss. A shaman may connect with a group of young protoss for decades, individually teaching them and shepherding their careers to be a part of nerazim society.

Tactics

These old nerazim may be mere teachers, but their knowledge is priceless and their connection to the void is formidable. The primary purpose of a shaman in combat is bolster their allies with Blessings, giving the target nerazim drastic benefits such as bonuses to checks, defenses, as well as free actions, energy fatigue recovery, and temporary hit points. This effect is very powerful, and the shaman will stay close to their allies to bolster as many of their kin as possible.

Aside from their potent blesings, Shaman primarily fight with their psionic powers. *Void Blast* deals reliable damage against light infantry, while *Move Object* can rearrange a battlefield or drop heavy objects on their foes. As per their traditional support role, Shaman's preferred power is to use *Shadow Field* to bolsters their wounded allies, preferring allies who are on the front lines and low on shields. They use *Cloaking* mostly to escape combat.

-*Shaman's Favored Psionic Powers*: Psi Level 4, +11 psionic manifestation bonus

-Cloaking; DC 14 manifestation as minor action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action
-Void Blast; DC 22 manifestation as a standard action; 6 energy fatigue; +12 attack at short range, target takes 25 damage and loses a healing threshold, Penetration 8.
-Shadow Field; DC 22 manifestation as a standard action; 6 energy cost; make a psionics check, targets self or adjacent ally, regain shield points equal to check result; target also gains concealment against ranged attacks for 2 rounds
-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 2 large size or smaller objects within long range and move them 4 squares per round

Shaman, Nerazim

Level 9 Nerazim Protoss Heroic Character (Librarian [Shaman] 6, Alysaar [Elder] 3), High Threat

Skill Purchases: 14	**Talent Purchases:** 3	**Ability Score Purchases:** 6
Hit Points: 95	**Healing Threshold**: 7	**Damage Threshold:** 25
Defense: 18	**Toughness:** 17	**Resolve:** 20
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 7	**Psionic Resistance**: 24	**Energy Shields:** 40

-Psi Blade 1d20+5 accuracy, 20 damage, +2 strikes maximum; *Special Traits*: Penetration 4, Warp, Defensive, Shield Recovery (+3 shield pool per strike)
-Electro Rod 1d20+3 accuracy, 14 damage, fully automatic, 50 shots at medium range; *Special Traits*: Rending (5 vs Constructs), Energy Damage, Implement, Fully Automatic

Skills: Computers 2, Defensive Training 4, Durability 4, Influence 5, Leadership 4, Lore 6, Medicine 4, Melee 4, Mental Training 4, Perception 2, Pilot 2, Psionics 5, Ranged 4, Science 2, Stealth 2, Survival 2
Skill Focuses: Lore +2
Talents: Defensive Fighting, Psi Level 3, Psi Level 4, Psychic Power, Resolute
Class Traits: *Blessing, War, Blessing, Fated Blessing, Blessing of the Xel'naga, Font of Inspiration, Improved Chronicles, Empowering Edict, Dark Knowledge*
Psionic Powers: *Reading, Messaging, Cloaking, Manipulate, Move Object, Telekinetic Push, Void Blast, Shadow Field*
Strength: 3 **Instinct**: 2 **Agility**: 4 **Fortitude:** 5
Intelligence: 5 **Willpower**: 6
Gear: Warp Psi Blade, Electro Rod, Tier 2 Robes of the Warrior Mystic (Ilhan Crystal in Wisdom Socket, Khaydarin Crystal in Wisdom Socket), Hood (Plasma Shielding in Dominance Socket)

Special Ability (Blessing): The shaman gains the ability to bless a protoss ally with sage advice and encourage, known as a blessing. To do this, they target up to 3 protoss allies within line of sight that they can communicate telepathically with. This requires a minor action and can only be done once per round. The target of the blessing gains a +3 bonus to skill checks, attack accuracy, defenses until the start of the shaman's next turn. The target of the blessing get also recovers 3 energy fatigue, gains

12 temporary hit points for 1 round, and can make an immediate opportunity attack. Finally, the target of the blessing gets to make an additional standard action after the shaman's turn is finished.

Special Ability (Wisdom of the Memory Crystal): Rather than pass out his blessings normally, the shaman can give a blessing to all allied protoss within short range.

Special Ability (Khaydarin Power Source): The shaman can recover energy fatigue as a standard action and does not dispel all active effects when recovering energy fatigue.

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

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

Nerazim Shadow Haunter Description

Shadow Haunters are a dark part of nerazim culture. Shadow haunters are warriors who have totally forgone brotherhood or collective society and roam the cosmos as marauders. They hunt down foes for glory and sport. They are well known for hunting down members of other protoss sub races, especially Aiur protoss. Once the unification of the tribes began on Shakuras, they contributed to distrust when they assassinated prominent templar in the city of Telemetros, unable to shed their ancient prejudices about the banishment.

Tactics

Shadow Hunters are extremely dangerous combatants, who hunt their prey from stealth. They prefer to stalk their victims from a distance before engaging them, relying on their natural sneaking abilities instead of cloaking. They often make sure their prey know they are being followed before engaging, to further enhance their fear. Once they have their quarry cornered, they cloak, advanced, and eliminate their foes with powerful strikes of their Psi Spears. With their potent combination of abilities, their heavy strike attacks against flat-footed targets have a colossal base damage of 76!

Most small groups will be quickly removed with a few potent stabs from the haunter's spear. If a more prolonged fight is necessary, Shadow Haunters will use cancel their cloaking, and use their psionic powers to maintain *Muscular Enhancement* and *Regeneration*. They may swap *Muscular Enhancement* for *Toughness* if the enemy is striking them regularly. Because of their incredibly high defense, this is not easy.

Shadow Haunters will not fight to the death and will attempt to cloak and/or flee from combat if they are losing a fight. Afterwards, once they have healed their injuries, they will begin the hunt once anew, sometimes with allies.

- *Shadow Haunter's Favored Psionic Powers*: Psi Level 6, +18 psionic manifestation bonus

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action
-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage and psionic resistance, and +3 damage threshold for 8 rounds
-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 60 minutes, caster gains +8 to athletics, acrobatics, endurance, and stealth checks, +3 melee damage and penetration
-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster spends a healing threshold to gain regeneration 6 for 3 minutes

Shadow Haunter, Nerazim

Level 22 Nerazim Protoss Heroic Character (Centurion [Hunter] 7, Dark Templar 7, Shadow Guard [Slayer] 5, Shadow Master 3), High Threat

Skill Purchases: 30	**Talent Purchases:** 11	**Ability Score Purchases:** 13
Hit Points: 142	**Healing Threshold**: 7	**Damage Threshold:** 30
Defense: 37	**Toughness:** 28	**Resolve:** 23
Speed: 10	**Shift Speed:** 4	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 10	**Psionic Resistance**: 26	**Energy Shields:** 60 (10 shield armor)

-Psi Spear 1d20+20 accuracy, 59 damage, +1 strike maximum; *Special Traits*: Penetration 14, Rending 8, Reach 1, Warp
-Psi Spear w/ Heavy Strike 1d20+22 accuracy, 76 damage, 1 strike maximum; *Special Traits*: Penetration 14, Rending 8, Reach 1, Warp

Skills: Acrobatics 8, Athletics 8, Defensive Training 12, Durability 10, Endurance 7, Influence 5, Melee 12, Medicine 4, Mental Training 5, Perception 10, Psionics 10, Pilot 4, Stealth 12, Survival 6, Tactics 8
Skill Focuses: Melee +2, Defensive Training +2, Stealth +2
Talents: Chosen of Twilight, Defensive Fighting II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (telekinesis, telepathy, cloaking), One with the Darkness, Stalker, Weapon Mastery (melee III)
Class Traits: *Maim, Monster Hunter, Recuperation, Centurion Mastery III, Art of Avoidance, Shadow Charge, Slayer Mastery III, Swift of Foot, Omniscient Stance*
Psionic Powers: *Reading, Messaging, Cloaking, Toughness, Muscular Enhancement, Sheer Climb, Stop Organ, Regeneration*
Strength: 6 **Instinct**: 4 **Agility**: 6 **Fortitude:** 4
Intelligence: 4 **Willpower**: 8

Gear: Tier 3 Psi Spear, Tier 3 Protoss Zergling Carapace Suit (Khals Fragment in Vengeance Socket, Uraj Fragment with Normal Socket), Robe (Khaydarin Crystal in Wisdom Socket, Plasma Shield in Immortality Socket, Khalis Fragment in Normal Socket), Tier 3 Equipment Belt x2, Tier 3 Backpack, Tier 2 Magnifying Lens, Tier 2 Protoss Medipack x4

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

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

Special Ability (Monster Hunter): The shadow haunter gains advantage on attacks against large-sized or larger foes, and foes of that size suffer disadvantage on attacks versus them. This effects large biological creature, but not constructs such as robots or vehicles.

Special Ability (Master of Stealth): The Shadow Haunter is a master of fighting from the shadows. They gain the following benefits relating to stealth.
-The Shadow Haunter deals +20 damage to flat-footed targets
-When damaging an opponent that cannot see them, their target gains a negative morale marker
-The shadow haunter can attempt to execute an unaware target with their blade, making a d20+12 test versus the target damage threshold. If successful, the target instantly dies. If it fails, the target is aware of the attack (see Extermination)
-When the shadow haunter manifests a psionic power while not cloaking, they gain concealment until the start of their next turn
-While cloaked, enemies must succeed a DC 25 perception check to reveal the character while they are cloaking
-While cloaked, the shadow haunter can teleport 18 squares as a move action once every other round

Special Ability (Recuperation): Once per round, when the shadow haunter takes hit point damage, they can gain 12 temporary hit points. This occurs the first time they are struck every round, and resets when the character gains the turn again. It does not trigger if the hunter loses energy shields; only hit points.

Special Ability (Art of Avoidance): The shadow haunter is adept at avoiding attacks. They always count as Bobbing and Weaving for the purpose of evading and gains a +5 bonus to acrobatics tests to evade. Their shift speed is 1 square higher than normal when evading.

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

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

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

Nerazim Astral Mystic Description

Astral Mystics are scholars and scientists who have dedicated their focus towards the mastery of spiritual and psionic energy. They have learned the art of redirecting the powers of life to heal others at the cost of their own life. While these psionic masters were once dedicated towards academic pursuits, the wars in the sector have forced them to come forward and dedicate their expertise towards aiding their kin in battle.

Tactics

Astral Mystics primary concern is bolstering their allies. They do this in two ways. The first is applying their potent blessings to allies, to give them a substantial boost to their checks. The second is the healing they provide. As per the Bountiful Shared Life ability, Astral Mystics can tap their own hit point pool to deal large amounts of healing to a group of allies. They can also choose to suffer double the damage to do twice as much healing. To sustain their own life energies, they use Burrowed Life to take hit points from their most healthy allies to help sustain their own health and prolong the healing.

Most of an astral mystic's psionic powers are designed for supporting allies. *Shadow Field* recovers shields and grants concealment. *Astral Winds* deals a large pool of healing in a tremendous area. *Command* takes control of an enemy and reduces the number of attackers. When they are forced to fight, usually when all their allies fall, they use *Move Object* and *Writhing Darkness* to whether down their foes. Mystics rarely use *Cloaking* but will sometimes activate it before battles to correspond with dark templar ambushes.

-*Astral Mystic's Favored Psionic Powers*: Psi Level 6, +18 psionic manifestation bonus (+2 to energy and telepathy powers)

-Cloaking; DC 14 manifestation as free action; 3 energy cost +3 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action
-Command; DC 20 manifestation as standard action; 10 energy cost; +16 attack versus resolve of a target at distant range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 22 willpower test; thought blocking gives no protection from this power
-Writhing Darkness; DC 24 manifestation as a standard action; 9 energy fatigue; +16 attack versus defense and toughness in a cone 7, target whose defense is struck suffers 24 damage with Penetration 14, target whose defense and toughness are surpassed are Immobilized for 3 rounds and cannot move, shift, or evade
-Astral Winds; DC 28 manifestation as a standard action; 13 energy fatigue; healing energies flow in rectangular area 7 squares long and 3 squares deep. All allies within the area can spend a healing threshold to recover 75 hit points.
-Shadow Field; DC 22 manifestation as a standard action; 5 energy cost; make a psionics check, targets up to 3 allies within range (can also target self) within short range, regain shield points equal to check result x2; targets also gains concealment against ranged attacks for 3 rounds
-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 7 squares per round, objects can instead be hurled up to 21 squares dealing damage as the type of object they are, +11 accuracy with thrown objects

Astral Mystic, Nerazim

Level 18 Nerazim Protoss Heroic Character (Librarian [Shaman] 6, Dark Templar 7, Astral Mystic 5), High Threat

Skill Purchases: 21	**Talent Purchases:** 9	**Ability Score Purchases:** 12
Hit Points: 200	**Healing Threshold**: 9	**Damage Threshold:** 32
Defense: 25	**Toughness:** 21	**Resolve:** 26
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 12	**Psionic Resistance**: 34	**Energy Shields:** 60

-Psi Blade 1d20+11 accuracy, 29 damage, +2 strikes maximum; *Special Traits*: Penetration 6, Warp, Defensive
-Staff of Force 1d20+9 accuracy, 18 damage, +2 strikes maximum, 25 shots at medium range; *Special Traits*: Penetration 5, Stun, Telekinetic Weapon, Implement

Skills: Defensive Training 8, Durability 8, Endurance 4, Influence 6, Leadership 5, Lore 10, Medicine 10, Melee 6, Mental Training 8, Perception 4, Pilot 4, Psionics 10, Ranged 8, Science 6, Stealth 4, Survival 4
Skill Focuses: Lore +2, Psionics +2, Medicine +2
Talents: Close Combat Shot, Defensive Fighting, Hardened Survivalist, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Discipline Focus (cloaking, energy, telepathy, telekinesis), Psychic Power x2, Resolute

Class Traits: *Blessing, War Blessing, Fated Blessing, Dark Templar Mastery III, Shadow Curtain, Extermination, Improved Chronicles, Empowering Edict, Dark Knowledge, Astral Mastery III, Shared Life, Borrowed Life, Bountiful Life, Drain Life, Resurrection*
Psionic Powers: Reading, Messaging, Cloaking, Compulsion, Hallucination, Feedback, Manipulate, Move Object, Command, Void Blast, Writing Darkness, Shadow Field, Astral Winds
Strength: 3 **Instinct**: 2 **Agility**: 4 **Fortitude:** 8
Intelligence: 6 **Willpower**: 8
Gear: Tier 3 Robes of the Warrior Mystic (Khalis Fragment in Wisdom Socket, Plasma Shielding is Wisdom Socket), Tier 2 Warp Blade, Tier 2 Staff of Force, Hood (Ilhan Crystal in Dominance Socket), Amulet (Argus Crystal in Wisdom Socket), Bracer (Argus Crystal in Vengeance Socket)

Special Ability (Blessing): The shaman gains the ability to bless a protoss ally with sage advice and encourage, known as a blessing. To do this, they target up to 4 protoss allies within line of sight that they can communicate telepathically with. This requires a minor action and can only be done once per round. The target of the blessing gains a +2 bonus to skill checks, attack accuracy, defenses until the start of the shaman's next turn. The target of the blessing also gains 8 temporary hit points for 1 round. In addition, at the end of the shaman's turn, all blessed allies get to instantly make a free standard action.

Special Ability (Bountiful Shared Life): The astral mystic can drain some of their own essence into revitalizing psionic energy that others can use. By doing this, they instantly suffer 16 damage that cannot be reduced by energy shields or damage resistance. However, they can target a Burst 2 area within line of sight and medium range that possesses at least 1 ally. Allies within the area recover 21+PL hit points without having to spend healing thresholds. This can be done any number of times per day but cannot be used while the mystic has 10 or fewer hit points. If they chose, the Astral Mystic can double the amount of damage they take to 32 (suffering a Vital crippling wound), to increase the healing to allies to 42. Using this power is a minor action and can be done multiple times in one turn.

Special Ability (Borrowed Life): At the beginning of any turn, the mystic can draw the life energies from one ally within medium range. This ally must be willing to give up their health. The target takes 32 damage that cannot be reduced by energy shields or damage threshold, and the mystic recovers 16 hit points. This does not require an action.

Special Ability (Drain Life): The mystic can gain life force from dealing grievous harm to another. When the deal a crippling wound with a Warp psionic weapon or an Energy (void) offensive power, they can forgo all crippling wound points to recover 10 hit points per wound point. This stacks with all the wound points they would have dealt.

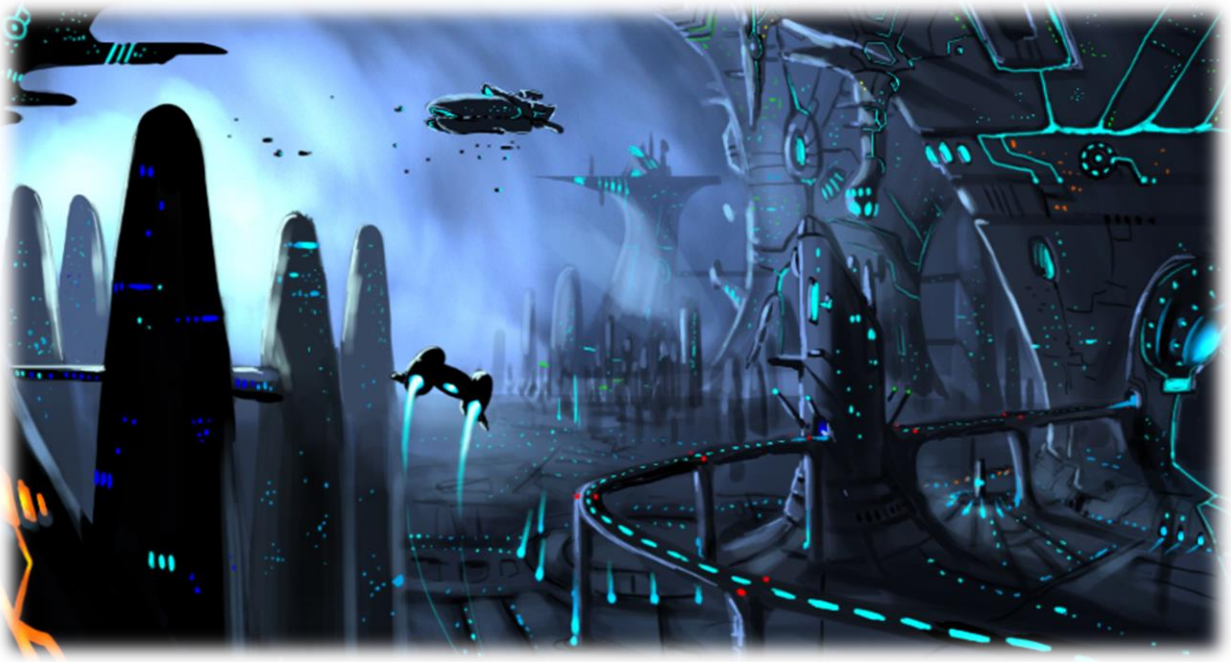
Special Ability (Shadow Curtain): Whenever the warrior manifests a Psionic power on their turn while not under the effect of the *Cloaking* psionic power, they are wreathed in darkness and shadows, and all ranged attacks against them suffer from concealment.

Special Ability (Wisdom of the Khalis Crystal): Once per encounter, the astral mystic can manifest a psionic power without requiring a manifestation check or gaining any energy fatigue. This power can be boosted, but the character still must roll on the overload table. Only characters that use the Void psionic power source can make use of this.

Special Ability (Astral Mastery of Life): Once per turn, when the astral mystic manifests a psionic power, all allies within short range gains 15 temporary hit points.

Special Ability (Resurrection): The mystic has mastery life energies to such a degree, that they can revive the dead or dying. Once an ally has been reduced to 0 hit points, the mystic can spend a full-round action to attempt to revive them. The target must be within medium range, line of sight, and cannot have been at 0 hit points for more than 5 rounds. Resurrection is a full-round action that can be performed regardless of the disfigurement or negative hit points of the target. To resurrect any ally, the mystic must spend 2 healing thresholds and 50 of their own hit points, that cannot be reduced by damage threshold or energy shields. Crippling wounds are dealt to the vitals. Upon resurrection, the target spends all of their healing thresholds, recovering hit points equal to 20x their remaining healing thresholds (up to their normal maximum). They are instantly standing and conscious and can act again on their initiative.
.
Special Ability (Shadow Masters): Nerazim protoss are the masters at manipulating the shadows and cloaking themselves in darkness. All nerazim have access to the Cloaking psionic discipline, and the *Cloaking* psionic power. In addition, Nerazim do not require any special technology in order to activate cloaking.

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



Who are the Tal'darim?

The tal'darim are a sect of protoss that were removed from protoss society early on to create their own empire in service of the fallen xel'naga, Amon. They are bound in a ruthless culture based around a Chain of Ascension. Every tal'darim has a position on the chain. They serve all those above them and are served by all beneath them. Ascending the chain occurs in a psionic duel known as Rak'Shir, where the challenger battles their superior for their rank, with death as the price of failure. Other protoss can contribute to the psionic might of one of the dueling combatants.

The tal'darim are vicious and barbaric compared to other protoss tribes, but they are still bound to their own code of honor. Tal'darim culture enforces that they respect the Chain of Ascension, the rites of Rak'Shir, and their servitude to Amon. Their belief in adhering to this custom establishes some order in their culture. Wanton murder is pointless, because without the Rak'shir ceremony, you cannot take the rank of those you kill. Most importantly, the Chain connected all Tal'darim to Amon, who demands loyalty and obedience from his servants.

The tal'darim social structure changed when First Ascendant Alarak allied with Artanis and his daelaam to overthrow the Highlord Ma'lash. Alarak believed that Amon had betrayed the tal'darim and planned to annihilate them along with the rest of the cosmos. The duel resulted in Alarak leading the tal'darim, and he joined with Artanis to stop Amon. After the End War, he left the daelaam to rebuild tal'darim society dedicated to serving his whims instead of Amon.

How do the Tal'darim fit into the StarCraft Roleplaying Game?

Tal'darim are the most aggressive faction of protoss. They look down on other races, even other protoss, and their culture embraces violence and elitism. They view themselves as strong and others as weak. They have very little regard for the lives of others.

Tal'darim are the best protoss subrace to use once you need a 'villain' protoss. Even though they do not serve Amon anymore, Highlord Alarak is, in many ways, just as foul as Amon. Tal'darim make excellent villains in a campaign. A tal'darim ascendant or fleet lord can be a perfect antagonist for players to operate against. They will have to compete with their enemy's ruthlessness, brilliance, and advanced armies.

In addition to the Alarak's empire, there are also renegade sects of tal'darim that still serve Amon, even after his fall. These cultists are the minority of the tal'darim now, but their power could still be a substantial threat.

A player controlled tal'darim must decide whether they serve Alarak or the Daelaam. The most obvious choice for a player is to serve the daelaam, because this adds to playing alongside other protoss races in the same party. Those tal'darim can play as a part of the same campaigns as the rest of the party, adding their great power, brashness, and aggression into the campaign as a stark contrast to the more honorable protoss of other tribes. Tal'darim loyal to Alarak, however, are most likely to play alongside other tal'darim players as part of a 'villain' or 'anti-hero' style campaign.

Section Four: Part 2: Tal'darim Threat Assessment

We have witnessed first hand the barbarism of tal'darim culture. We have seen from their highlord how they use pain and fear to achieve their goals. But how big of a threat are they to us? Simply put, a very substantial one.

Yes, we fought alongside the tal'darim to defeat Amon. But they rejected a unified culture. We have seen, with their recent disputes with the terrans, that they take little provocation to become a brutal enemy. They are a savage cult of warriors who believe in their own greatness. Only the hatred of a mutual enemy could force them to fight on our side.

Currently, we are at peace. But there is nothing showing that peace will remain. What happens when we have something that Alarak wants? What happens when the tal'darim think they are strong enough to rule Aiur in our stead? We must keep our distance, while maintaining a close eye.

Tal'darim Ascendant Description

Individuals near the top of the Chain of Ascension are known as ascendants. Moving up the chain of ascension involves a psionic duel known as Rak'shir. The victor lives and either ascends or maintains their rank. The loser is destroyed. This brutal ritual is central to tal'darim culture.

Many tal'darim focus on aggressively climbing the chain and gaining power over other protoss. Because of the psionic nature of these duels, these ambitious individuals focus their training on perfecting their psionic mastery. By the time they ascend, the tal'darim are masters of psionic arts, on part with the high templars of Aiur. However, their aggressive clawing for power gives them significantly more weight their society, attracting armies of followers that are willing to give their lives for the appeasement of the ascendant.

An ascendant makes an excellent villain for a campaign involving facing tal'darim. They are powerful, intelligent, ruthless, and have an army of followers willing to give their lives to serve them. Ascendants are always trying to find new ways to expand their power and control of others, and many lead crusades against other races in power grabs for worlds and resources.

Tactics

An ascendant is a psionic powerhouse that possesses great survivability. Undoubtedly their greatest offense is *Chaos Orb*. They usually unleash this at the onset of an encounter. The chaos orb travels and unleashes impressive destruction on everything it comes across. Enemies are forced to either scatter or face devastation. While the orb is dealing its damage, an ascendant will use *Command* to take control of one of the enemy's greatest warriors and use them to protect them. Because a commanded minion is a 'willing' servant, they can use their Sacrifice and Redirect Shot ability onto their commanded minions.

As the battle progresses, ascendants will batter foes with *Mind Blast* and attacks with their focusing crystal. *Life Drain* will be used instead if the ascendant is running low on hit points. *Move Object* is a substitute when the ascendant is low on energy and there are plenty of large objects lying about.

The ascendant's greatest disadvantage is their lack of sustainability. Their powers are very expensive and their energy recover is only moderate. Therefore, they rely on powers such as Stolen Essence and Feed to recover their energy. Both powers rely on enemy psychics being present in the battle. Once they begin to draw low on energy, ascendants will focus fire on an enemy psychic to activate Feed. If that fails, ascendants will use their minions as living shields while they try to recover energy.

-*Ascendant's' Favored Psionic Powers*: Psi Level 7, +24 psionic manifestation bonus (+26 to manifest energy or telepathy); recovers 3 energy fatigue per turn

-Chaos Orb; DC 30 manifestation as a standard action; 16 energy fatigue; creates an orb that moves at 8 squares per round, makes a +15 attack against any target that were within 5 square of it during any part of its move; attack deals 62 damage on a hit; Penetration (24), 3 bleed, and struck targets suffer 1 negative morale level, continues move in a straight line for 4 rounds before dissipating at end of caster's 4th round

-Command; DC 20 manifestation as standard action; 10 energy cost; +15 attack versus resolve of a target at distant range, struck target is commanded by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts 3 rounds or until the target succeeds a DC 22 willpower test.

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +17 accuracy, targets an enemy within long range, deals 58 damage with Penetration (14) and 3 bleed; target suffers 1 negative morale levels; target loses a healing threshold if they take a wound; caster can spend a healing threshold to regain hit points equal to damage dealt

-Mind Blast; DC 20 manifestation as a standard action; 6 energy fatigue; +15 attack versus resolve at medium range, target takes 86 psionic damage, Burst (1), Rending (4), and 3 Bleed

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 4 gargantuan size or smaller objects within distant range and move them 8 squares per round, objects can instead be hurled up to 24 squares dealing damage as the type of object they are, +10 accuracy with thrown objects

-Void Strength; DC 22 manifestation as a standard action; 6 energy fatigue; caster target self or allies within short range, up to 2 targets, target recovers energy shields equal to d20+20 x2 (average 61), target also gains +4 melee damage and penetration for 4 rounds

Ascendant, Tal'darim

Level 19 Tal'darim Protoss Heroic Character (Sorcerer 7, Warlock 5, Ascendant 6, Astral Hunter 1), High Threat

Skill Purchases: 25	**Talent Purchases:** 9	**Ability Score Purchases:** 10
Hit Points: 218	**Healing Threshold**: 8	**Damage Threshold:** 32
Defense: 21	**Toughness:** 23	**Resolve:** 28
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 14	**Psionic Resistance**: 31	**Energy Shields:** 100 (4 Shield Armor)

-Bane Blade 1d20+11 accuracy, 22 damage, +2 strikes maximum; *Special Traits*: Penetration 9, Bane, Defensive
-Focusing Crystal 1d20+11 accuracy, 55 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Piercing, Rending 6, Limited Rang
-Blood Orb 1d20+15 accuracy, 55 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Burst 1

Skills: Athletics 6, Acrobatics 6, Defensive Training 8, Durability 10, Endurance 6, Leadership 8, Medicine 3, Melee 9, Mental Training 9, Perception 6, Pilot 8, Psionics 11, Ranged 8, Science 4
Talents: Endless Energy III, Enduring Shields, Inspirational Presence, Jaded, Psionic Discipline Focus (telekinesis, energy, telepathy), Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psi Level 7, Psionic Powerx4
Skill Focuses: Psionics +2, Endurance +2, Durability +2
Class Traits: *Levitation, Blood Orb, Sorcerer Mastery III, Rapid Channeling, Destructive Surge III, Vile Touch, Stolen Essence, Feed, Instant Recovery, Protoss Commander Mastery III, Sacrifice, Ascendant Mastery II, Redirect Attack, Rak'Shir Dueling, Pilot Mastery I, Astral Hunter Mastery I, Resilience of the Firstborn*
Psionic Powers: *Reading, Messaging, Compulsion, Feedback, Mind Blast, Hallucination, Command, Levitation, Move Object, Telekinetic Push, Life Drain, Void Strength, Dark Matter Surge, Chaos Missiles, Chaos Wave, Chaos Orb*
Strength: 8* **Instinct**: 2 **Agility**: 3 **Fortitude:** 6
Intelligence: 4 **Willpower**: 9
Gear: Tier 2 Bane Psi Blade, Tier 2 Focusing Crystal, Tier 2 Protoss Light Power Suit (Argus Crystal in Wisdom Socket, Plasma Shield in Vengeance Socket, Uraj Fragment in Normal Socketl), Bracer (Bloodshard Crystal in Vengeance Socket), Cloak (Ilhan Crystal in Immortality Socket)

Special Ability (Bane Weapon): This psionic weapon ignores shield armor, deals 2 bleed damage on hit.

Special Ability (Instant Recovery) The ascendant can spend a minor action to instantly lose all current energy fatigue, and instantly be completely recovered from all psionic drain. After using this ability, it cannot be used again until after the character takes an 8 hour rest action.

Special Ability (Destructive Surge): When the ascendant manifests a corruption energy psionic power, they can spend a healing threshold to cause a burst of energy around them. This energy deals damage to all nearby foes within a Burst (6) centered on the caster. This power does not wound allies and does not require an attack roll. It deals 42 damage in the area, with the Penetration (10) and Rending (10) traits. It also deals a negative morale marker for all wounded targets.

Special Ability (Redirect Attack): When the ascendant is targeted by a ranged attack or is the primary target on a burst attack, they can redirect the attack towards an ally within 6 squares. That ally becomes the target of the attack, or the primary target of the burst. The ally must be a valid target of the ranged attack. Therefore, the ascendant cannot redirect an attack towards an ally outside attacker's range or line of sight. This uses the character's opportunity attack.

Special Ability (Sacrifice): The ascendant can draw life energies from a nearby, willing, ally as a minor action. Their targeted ally loses 2 healing thresholds, and a number of hit points equal to twice their damage threshold. If this effect reduces an ally to 0 hit points, they automatically suffer a critical wound. This ascendant then spends a healing threshold to regain an amount of shield points and hit points equal to twice the number their ally lost.

Special Ability (Resilience of the Firstborn): When the ascendant rallies an allied protoss with a leadership check, those allies regain 19 shield points.

Special Ability (Vile Touch): Any character that takes damage from one of this ascendant's psionic powers loses one morale level. Targets that do not use morale are unaffected by this.

Special Ability (Pilot Mastery): The ascendant is skilled at commanding starships. Any vehicle that pilot or command gains +10% maximum speed and energy shield, as well as +2 accuracy and +1 power rating of damage with all vehicle weapons.

Special Ability (Feed): When the ascendant kills a psychic with an offensive psionic power, they recover a healing threshold and lose energy fatigue equal to the target' PL.

Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they lose a healing threshold and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action.

Special Ability (Stolen Essence): The ascendant drains psionic energy from nearby psychics. The psionic powers of all psychics, friend or foe (excluding the ascendant), within short range cost 2 additional energy fatigue. When another psychic manifests a power within this range, the ascendant gains 2 energy fatigue.

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

Tal'darim Blood Hunter Description

Blood hunters are sadistic killers that are sent to hunt down the enemies of the high lord. Most targets of blood hunters are tal'darim who seek to flee service to the Chain of Ascension. Blood hunters are mighty warriors who have perfected the act of hunting for sport. They often pursue their foes over great distances, toying with them, letting them be afraid before finally killing them.

Blood Hunters mimic the fighting style of the nerazim dark templar but have none of the honor of those venerable warriors. Where a nerazim fights from the shadows out of efficiency and precision, the blood hunter derives pleasure from the fear they induce in others. They want their prey to suffer before they die.

Tactics

A blood hunter uses *Cloaking* as part of combat initiation. When ambushing, they cloak and move directly adjacent to their quarry and unleash the power of their double scythe. When being ambush, a rare occurrence indeed, a blood hunter cloaks to reposition and regain the advantage. A blood hunter cannot cloak long, and rarely stays invisible for more than a round or two. While cloaked, they will often create *Hallucinations* of themselves to fool their foes.

Once the games are over, blood hunters will engage in brutal close quarters combat with their bane scythes. When they gain their energy back, they will use it to activate Acceleration to increase their speed and effectiveness. They further increase their combat ferocity by using Channeled Aggression and Adrenaline Rage. While these cost healing thresholds, their Blood Shard Dominance gives them temporary hit point to compensate and Merciless Hunger allows them to regain thresholds upon killing foes.

One detail that makes blood hunters so dangerous is their Aura of Fear. Staying within the area saps all nearby foes morale levels, morale bonus, and resolve. This makes it very difficult to maintain positive morale when dealing with these fiends, unless an adventuring party has a very good leader.

Blood Hunter's Favored Psionic Powers: Psi Level 5, +15 psionic manifestation bonus

-Acceleration; DC 26 manifestation as a minor action; 6 energy fatigue +2 per round sustained; caster gains +5 bonus to defense, +2 strikes and move speed, sustained as a minor action, user gains +4 fatigue points when effect ends
-Cloaking; DC 14 manifestation as minor action; 4 energy cost +4 per round sustained; character has the cloaking effect while the power is sustained; sustained as a free action
-Hallucination; DC 18 manifestation standard action; 7 energy cost; creates a hallucination within long range that last 15 rounds, hallucinations can be anything up to large size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

Blood Hunter, Tal'darim

Level 17 Tal'darim Protoss Heroic Character (Fanatic 7, Blood Hunter 5, Corrupter [Authoritarian] 5), High Threat

Skill Purchases: 25	**Talent Purchases:** 8	**Ability Score Purchases:** 10
Hit Points: 231	**Healing Threshold**: 12	**Damage Threshold:** 33
Defense: 28	**Toughness:** 26	**Resolve:** 25
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 10	**Psionic Resistance**: 30	**Energy Shields:** 60 (6 shield armor)

-Bane Double Scythe 1d20+11 accuracy, 39 damage, +1 strikes maximum; *Special Traits*: Penetration 12, Rending 2, Double Weapon, Bane
-Bane Double Scythe w/ Dual-Wielding 1d20+8 accuracy, 39 damage, +1 strike maximum x2; *Special Traits*: Penetration 12, Rending 2, Double Weapon, Bane

Skills: Acrobatics 6, Athletics 6, Defensive Training 8, Durability 10, Endurance 6, Melee 10, Mental Training 8, Perception 4, Psionics 8, Tactics 5, Survival 4
Talents: Cynic, Defensive Fighting, Dual-Weapon Skill, Enduring Shields, Intimidating Presence, Jaded, Power Strike, Psi Level 3, Psi Level 4, Psi Level 5, Weapon Mastery (melee II)
Skill Focuses: Melee +2, Durability +2
Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery III, Energizing Shields, Hunter in Shadows, Blood Haze, Omniscient Stance, Merciless Hunter, Authoritarian Mastery III, Wave of Fear*
Psionic Powers: *Reading, Messaging, Stop Organ, Cloaking, Toughness, Hallucination, Acceleration*

Strength: 6 **Instinct**: 2 **Agility**: 5 **Fortitude:** 7
Intelligence: 2 **Willpower**: 7
Gear: Tier 2 Bane Psi Double Scythe, Tier 2 Protoss Armor Suit (Uraj Fragment in Normal Socket, Khalis Fragment in Normal Socket), Cloak (Plasma Shielding in Immortality Socket), Bracer (Khalis Fragment in Vengeance Socket), Hood (Bloodshard Crystal in Dominance Socket)

Special Ability (Bane Weapon): This psionic weapon ignores shield armor, deals 4 bleed damage.

Special Ability (Aura of Fear): The blood hunter projects an aura of negative energy around them, which actively dampens and harms the morale of others. All characters, friend or foe, that start their turn within short range of the blood hunters suffer a negative morale level at the start of their turn. Any targets within that area also suffer a -4 penalty to their resolve and morale bonus.

Special Ability (Merciless Hunger): When the blood hunter kills a living target with a melee attack, they recover a healing threshold. When the target is stunned, unconscious, dying, or helpless, they also gain 17 hit points.

Special Ability (Bloodshard Dominance): When the blood hunter spends a healing threshold for any purpose, they gain 16 temporary hit points.

Special Ability (Adrenaline Rage): Every round, the blood hunter can weaken themselves for a great burst of power. They declare they want to use this ability at the start of their turn. When activated, the character loses one of their healing thresholds, but gains advantage on all attack rolls, as well as strength or agility skill checks they make over the next round. In addition, they deal +2 damage with melee attacks for that turn. This only lasts until the start of their next turn, where they must spend another healing threshold to continue the rage.

Special Ability (Blood Haze): When the blood hunter is using the adrenaline rush ability, as a minor action they can spend an additional healing threshold to activate the Blood Haze ability against a target within long range. When using this ability, they make a psionics skill check (+15) against the target's toughness. If the check fails, then nothing happens and the healing threshold is wasted. If it succeeds, then the target is stunned for 1 round, +1 1 round for every 5 points they surpassed the targets toughness. This effects any target, including constructs. While effected by the blood haze, the target can perform no actions whatsoever, and even their senses all completely blacked out, therefore are unable to provide passive detection.
.
Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they lose a healing threshold and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

Special Ability (Energizing Shields): Every round, the blood hunter regenerates 2 shield points.

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

Tal'darim Inquisitor Description

The inquisitors are vile individuals, even for the tal'darim. Inquisitors use their powers over others to extract information and deliver pain onto others. Ascendants use inquisitors as task masters aboard their ships to ensure their supplicants maintain efficiency. Inquisitors also torture prisoners for information, and much of the technical expertise the tal'darim possess occurs once an inquisitor gets ahold of a khalai engineer.

Inquisitors are excellent mid-level foes for adventuring parties. They might be tasked to recover a hostage being captured by an inquisitor, or simply kill them to slow the tal'darim war machine.

Tactics

Inquisitors base their power around dealing agony to their foes. Inquisitors often start combat by using *Mind Ripple* to deal agony to as many enemies as possible, even if there is friendly fire and agony is dealt to their allies. They also chose a strong enemy as the primary target of M*ind Ripple* to Bewitch them for a single round. After their initial blast, the inquisitor uses *Phase Shift* to take an enemy out of commission and gain the benefits of their temporal mastery. Temporal Mastery prolongs the duration of their agony by a round and gives them +20 damage resistance the turn they manifest a temporal power.

Inquisitors rely on Power from Pain, Temporal Mastery, Sacrifice, and Redirect Attack to main their survivability. They will use Temporal Shade to reposition when enemies start to surround them. If combat goes very poorly from them, they will use *Stasis Field* to trap all their enemies and call for reinforcements, or simply flee. In the meantime, inquisitors use *Mind Blast* and *Mind Ripple* to inflict agony on foes, or their Staff or Thunder for pure damage potential.

Inquisitor's Favored Psionic Powers: Psi Level 6, +21 psionic manifestation bonus (+23 with temporal), recovers 2 energy fatigue per turn

-Mind Blast; DC 20 manifestation as a standard action; 5 energy fatigue; +13 attack versus resolve at medium range, target takes 64 psionic damage; Penetration 10, Rending 5, Burst 1, +1 crippling wound point
-Mind Ripple; DC 22 manifestation as a full-round action; 11 energy fatigue; +13 attack versus resolve in a Burst 6 centered on the caster, targets takes 64 psionic damage; Penetration 10, Rending 2, +1 crippling wound point
-Phase Shift; DC 28 manifested as standard action; 6 energy fatigue; +25 attack versus toughness against a huge-size or smaller target within medium range, struck targets are incorporeal and cannot interact with anything in the real world. Phased out targets cannot deal damage or take damage, but can still move; power lasts 6 rounds or until target succeeds DC 25 willpower check as full-round action
-Stasis Field; DC 30 manifested as standard action; 16 energy fatigue; +25 attack versus toughness against up to 6 huge-size or smaller target, all targets must be within medium range of at least one other target and within distant range of the caster, struck targets are imprisoned and cannot be healed, harmed, interacted with, do not suffer from ongoing conditions such as bleed or regeneration, imprisoned targets can perform nt actions; power lasts 6 rounds.
-Temporal Shade; DC 26 manifestation as a move action; 8 energy fatigue; creates a temporal 'ghost' image of self that can take full-round actions at the end of the caster's turn, can only perform move actions but can pass through walls or terrain, cannot end its turn within terrain, lasts 6 rounds or dismissed as a free action on the caster's turn, when power ends, caster is instantly teleported to the character's location

Inquisitor, Tal'darim

Level 15 Tal'darim Protoss Heroic Character (Corruptor 6, High Interrogator 4, Ascendant 5), High Threat

Skill Purchases: 19	**Talent Purchases:** 10	**Ability Score Purchases:** 8
Hit Points: 170	**Healing Threshold**: 8	**Damage Threshold:** 29
Defense: 20	**Toughness:** 24	**Resolve:** 27
Speed: 6, 4 with gravi disk	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 15	**Psionic Resistance**: 51	**Energy Shields:** 80

-Bane Blade 1d20+8 accuracy, 18 damage, +2 strikes maximum; *Special Traits*: Penetration 6, Defensive, Bane
-Staff of Thunder 1d20+8 accuracy, 24 damage, fully automatic, 240 shots at medium range; *Special Traits*: Penetration 12, Rending (10 vs constructs), Hailfire 2, Implement, Energy Damage

Skills: Computers 4, Defensive Training 7, Durability 7, Influence 8, Lore 7, Medicine 7, Melee 7, Mental Training 7, Pilot 2, Psionics 9, Ranged 7, Science 4

Talents: Endless Energy II, Emotionless, Implement Focus, Intimidating Presence, Inspirational Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Powerx2, Resolute
Skill Focus: Influence +2, Psionics +2
Class Traits: *Fateweaver Mastery III, Doomsayer, Proficient Mind, Zone of Negative Energy, Bewitch, Presence of Will, Agony, Prolonged Agony, Power from Pain, Protoss Commander Mastery III, Sacrifice, Redirect Attack, Ascendant Mastery II, Resilience of the Firstborn*
Psionic Powers: *Reading, Messaging, Hidden sight, Temporal Shade, Compulsion, Deceleration, Phase Shift, Mind Blast, Mind Ripple, Stasis Field*
Strength: 7* **Instinct**: 2 **Agility**: 3 **Fortitude:** 6
Intelligence: 5 **Willpower**: 8
Gear: Tier 2 Staff of Thunder, Bane Psi Blade, Tier 2 Protoss Light Powered Suit (Khaydarin Crystal in Wisdom Socket, Plasma Shielding with Vengeance Socket, Bloodshard Crystal in Normal Socket), Robe (Ilhan Crystal in Immortality Socket, Khaydarin Crystal in Wisdom Socket), Tier 2 Protoss Medipack x2, Equipment Belt, Grav Disk

Special Ability (Agony): The inquisitor inflicts Agony whenever they would a damage a living target with a psionic weapon or deal damage with a psionic power. Any target effected by Agony is crippled with overwhelming pain. All targets subjected to Agony suffer a -2 penalty on all attacks and checks and at the start of their turn take 18 damage (ignoring damage resistance) and loses a morale level. Agony lasts for two turns, ending at the start of the victim's second turn, directly after Agony deals its damage for that turn.

Special Ability (Presence of Will): The inquisitor has an incredible telepathic presence that is difficult to not be overwhelmed by. All enemies of the character within short range suffer an automatic hit of 15 psionic damage at the start of the inquisitor's turn. This power is enhanced by the Fateweaver Mastery ability, ignoring the first 10 points of psionic resistance. Any enemy who takes a crippling wound loses a morale level for every crippling wound suffered.

Special Ability (Bewitch): The primary target of the inquisitor's telepathic powers, is also affected by the *Command* psionic power in addition to normal effects. This effect is the normal effect of the *Command* power at the caster's PL, except it only lasts a single round.

Special Ability (Power from Pain): Whenever a target is dealt damage from Agony, the inquisitor heals 6 hit points and recovers 6 shield points.

Special Ability (Zone of Negative Energy): All characters that start their turn within short range of the inquisitor suffer a negative morale level.

Special Ability (Temporal Mastery): When the inquisitor manifests a temporal power, they gain +20 damage resistance until the start of their next turn. In addition, all ongoing agony effects they have dealt out have their duration increased by 1 round.

Special Ability (Emotionless): The inquisitor must make a DC 10 intelligence check to act with self-preservation, including fleeing from a hopeless battle. The character cannot raise or decrease in morale. At the start of each turn in an encounter, the character gains 7 temporary hit points. These temporary hit points are not cumulative round by round.

Special Ability (Redirect Attack): When the inquisitor is targeted by a ranged attack or is the primary target on a burst attack, they can redirect the attack towards an ally within 6 squares. That ally becomes the target of the attack, or the primary target of the burst. The ally must be a valid target of the ranged attack. Therefore, the inquisitor cannot redirect an attack towards an ally outside attacker's range or line of sight. This uses the character's opportunity attack.

Special Ability (Sacrifice): The inquisitor can draw life energies from a nearby, willing, ally as a minor action. Their targeted ally loses 2 healing thresholds, and a number of hit points equal to twice their damage threshold. If this effect reduces an ally to 0 hit points, they automatically suffer a critical wound. This inquisitor then spends a healing threshold to regain an amount of shield points and hit points equal to twice the number their ally lost.

Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they lose a healing threshold and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

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

Tal'darim Magus Description

The magus is a skilled psychic that serves tal'darim legions as a supporting caster. Where the tal'darim zealot focuses on martial prowess, the magus has worked to perfect their mind. Most magus rise from the ranks of supplicants who survived their maser's service. In their survival, they have grown increasingly ambitious and ruthless. No longer content with simply surviving, magus now seek to expand their own power and be served instead.

While magus are ambitious power climbers, they are still only in the mid ranks of the Chain of Ascension, and therefore must serve. They typically fight alongside tal'darim zealots in attack forces, supporting the front-line soldiers with blasts of psionic energy.

Tactics

A magus relies on psionic offense. Their favored action is to endless barrage enemies with their blood orb power. Their energy recovery allows them to do this endlessly. They will instead use plasma rods if the target has high damage resistance. If the threat is too great for blood orbs, they will exchange their turns between using *Chaos Missiles* and recovering their energy fatigue. *Life Drain* is usually used once they are take damage. *Void Strength* is used to maintain the front-line combatants and keep zealots and blood hunters in the fight.

-***Magus' Favored Psionic Powers***: Psi Level 5, +13 psionic manifestation bonus (+15 to manifest energy); recovers 1 energy fatigue per turn

---

-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +10 accuracy, targets an enemy within long range, deals 53 damage with Penetration (6) and Rending (2); deals 3 bleed; target suffers 1 negative morale levels; target loses a healing threshold if they take a wound; caster can spend a healing threshold to regain hit points equal to damage dealt
-Void Strength; DC 22 manifestation as a standard action; 6 energy fatigue; caster target self or ally within medium range, target recovers energy shields equal to d20+13 x2 (average 47), target also gains +3 melee damage and penetration for 3 rounds
-Chaos Missiles; DC 26 manifestation as a standard action; 6 energy fatigue; releases 4 missiles that can target different or the same targets, +8 attack versus defense, struck takes 53 damage with Penetration (12) and Rending (2); deals 3 bleed; ignores cover and improved cover; target suffers 1 negative morale levels; target loses a healing threshold if they take a wound

---

Magus, Tal'darim

Level 10 Tal'darim Protoss Heroic Character (Sorcerer 7, Warlock 3), High Threat

Skill Purchases: 17	**Talent Purchases:** 6	**Ability Score Purchases:** 4
Hit Points: 115	**Healing Threshold**: 7	**Damage Threshold:** 27
Defense: 17	**Toughness:** 23	**Resolve:** 21
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 9	**Psionic Resistance**: 23	**Energy Shields:** 60 (4 Shield Armor)

-Bane Blade 1d20+8 accuracy, 20 damage, +2 strikes maximum; *Special Traits*: Penetration 5, Defensive
-Plasma Rod 1d20+6 accuracy, 35 damage, 1 strikes maximum, 5 shots; *Special Traits*: Penetration 10, Energy Damage
-Blood Orb 1d20+8 accuracy, 45 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Burst 1

Skills: Athletics 2, Acrobatics 2, Defensive Training 6, Durability 6, Melee 6, Mental Training 4, Psionics 6, Ranged 6
Talents: Endless Energy, Enduring Shields, Jaded, Psionic Discipline Focus (telekinesis, energy, telepathy), Psi Level 3, Psi Level 4, Psi Level 5, Psionic Powerx2
Skill Focuses: Psionics +2
Class Traits: *Levitation, Blood Orb, Sorcerer Mastery III, Rapid Channeling, Destructive Surge II, Vile Touch, Stolen Essence*
Psionic Powers: *Reading, Messaging, Levitation, Move Object, Life Drain, Void Strength, Hallucination, Chaos Missiles, Feedback, Telekinetic Push*
Strength: 7* **Instinct**: 2 **Agility**: 3 **Fortitude:** 5
Intelligence: 2 **Willpower**: 7
Gear: Tier 2 Bane Psi Blade, Plasma Rod, Protoss Light Power Suit (Bloodhsard Crystal in Wisdom Socket), Bloodshard Crystal in Vengeance socket, Bloodshard Crystal in Normal Socket), Hood (Plasma Shield in Dominance Socket), Cloak (Uraj Fragment in Immortality Socket))

Special Ability (Bane Weapon): This psionic weapon ignores shield armor, deals 2 bleed damage on hit.

Special Ability (Instant Recovery) The magus can spend a minor action to instantly lose all current energy fatigue, and instantly be completely recovered from all psionic drain. After using this ability, it cannot be used again until after the character takes an 8 hour rest action.

Special Ability (Destructive Surge): When the magus manifests a corruption energy psionic power, they can spend a healing threshold to cause a burst of energy around them. This energy deals damage to all nearby foes within a Burst (4) centered on the caster. This power does not wound allies and does not require an attack roll. It deals 36 damage in the area, with the Penetration (10) and Rending (10) traits.

Special Ability (Vile Touch): Any character that takes damage from the magus' psionic powers loses one morale level. Targets that do not use morale are unaffected by this.

Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they lose a healing threshold and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action.

Special Ability (Stolen Essence): The magus drains psionic energy from nearby manifesters. The psionic powers of all psychics, friend or foe (excluding the sorcerer), within short range cost 2 additional energy fatigue. When another psychic manifests a power within this range, the magus gains 2 energy fatigue.

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

Tal'darim Slave Description

Some tal'darim are denied a true attempt to ascend the Chain of Ascension. These slaves are tal'darim who come from disgraced bloodlines, coming from a bloodline of traitors or cowards. Their lot in life is to service the death fleet's weapons and vehicles. Ironically, because they are forced into service on machinery, slaves are some of the most technological proficient of all tal'darim. Truthfully, slaves are essential for the tal'darim war host.

Some particularly successful slaves can escape servitude through Rak'shir. Slaves are dissuaded from participating in Rak'Shir, and other tal'darim tend to gang up to ensure they stay slaves, but occasionally a slave will triumph in the ritual and ascend to a higher status.

Tactics

Slaves are non-combatants and spend their lives laboring on tal'darim technologies. When attacked, they will generally rely on their masters to protect them. Failing that, they will viciously defend themselves with primitive knives and the knowledge they have nothing to lose.

Slave, Tal'darim

Level 3 Tal'darim Protoss Heroic Character (Tech Pirate 3), High Threat

Skill Purchases: 9	**Talent Purchases:** 0	**Ability Score Purchases:** 2
Hit Points: 85	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 16	**Toughness:** 17	**Resolve:** 14
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 5	**Psionic Resistance**: 14	**Energy Shields:** 20

-**Strife Dagger** 1d20+3 accuracy, 15 damage, +2 strikes maximum; *Special Traits*: Defensive, Throwing

Skills: Athletics 2, Computers 3, Defensive Training 3, Durability 3, Endurance 2, Melee 2, Perception 2, Pilot 2, Psionics 3, Ranged 3, Science 5, Stealth 2, Survival 3
Talents: Jaded, Sabotage, Structural Weakness
Skill Focus: Science +2
Class Traits: *Piracy*
Psionic Powers: *Reading, Messaging*
Strength: 4 **Instinct**: 2 **Agility**: 3 **Fortitude:** 5
Intelligence: 4 **Willpower**: 4
Gear: Strife Dagger, Protoss Armor Suit (Plasma Shielding in Normal Socket), Equipment Belt, Backpack, Protoss Repair Kit x2, Light Orb
.
Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they lose a healing threshold and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

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

Tal'darim Vampire Description

A bane vampire is a tal'darim who has been overwhelmingly corrupted with void energies, so much they are barely protoss anymore. Bane vampires have grown addicted to stealing the essence of others. These depraved, feral individuals have a thick nexus of corrupted energy surrounding them and their very touch is pure evil and drains the life force from others.

Bane vampires are lonely creatures, that roam the wilderness of Slayn and other tal'darim worlds looking for prey. They spend much of their time in a pocket dimension, looking for psionic imprints of prey. Sometimes, vampires will gather in small packs that join and hunt down prey like wolves.

While they seem feral and mindless, bane vampires are dangerous, instinctual predators that still possess formidable psionic power. Being touched by a bane vampire's psionic energies makes one feel their soul is being ripped from their body.

Tactics

It is a rare time that a bane vampire does not ambush their prey. They spend most of their time in their pocket dimension, using a full-round action to manifest adjacent to their chosen foe. Once they manifest, they use their vampiric claw attack with power strike to hit hard but with significant accuracy. They use channeled aggression to get extra attacks if their prey is close to death.

Vampires use their psionic powers to attack groups of enemies or fleeing foes. Dark Matter Surge is their preferred power because of the damage and bleed that it deals. Life Drain is preferred when the vampire has plenty of damage. They use their siphon energy ability on other protoss when they are low on shields and energy.

Remember that vampires have a regeneration value of 5. Their regeneration is important because vampires have incredibly low damage resistance. They rely on their healing abilities to stay alive, because they quickly fall under hailfire attacks.

-*Vampire's Favored Psionic Powers*: Psi Level 5, +18 psionic manifestation bonus (+20 to manifest energy)

-Dark Matter Surge; DC 24 manifestation as a standard action; 8 energy fatigue; +13 attack versus defense in a Cone 6, struck targets suffers 55 damage with Rending 6 and 3 Bleed, targets that suffer a crippling wound suffer +6 bleed and 1 strength damage per wound point
-Life Drain; DC 22 manifestation as a standard action; 6 energy fatigue; +15 accuracy, targets an enemy within long range, deals 53 damage with Penetration (12) and 3 Bleed; deals 3 bleed; caster can spend a healing threshold to regain hit points equal to damage dealt

Vampire, Tal'darim

Level 19 Tal'darim Protoss Heroic Character (Fanatic 7, Magus 7, Bane Vampire 5), High Threat

Skill Purchases: 29	**Talent Purchases:** 13	**Ability Score Purchases:** 8
Hit Points: 208	**Healing Threshold**: NA	**Damage Threshold:** 33
Defense: 32	**Toughness:** 28	**Resolve:** 19
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 4	**Psionic Resistance**: 29	**Energy Shields:** 50 (8 shield armor)
Regeneration: 5		

-Vampiric Claw 1d20+15 accuracy, 30 damage, +4 strikes maximum; *Special Traits*: Penetration 10, Bane, Psionic Infusion, recovers 4 shield points
-Vampiric Claw w/ Power Strike 1d20+10 accuracy, 45 damage, +4 strikes maximum; *Special Traits*: Penetration 10, Bane, Psionic Infusion, recovers 4 shield points
-Blood Orb 1d20+13 accuracy, 50 damage, 1 strikes maximum, 1 shot at short range; *Special Traits*: Burst 1

Skills: Acrobatics 5, Athletics 5, Defensive Training 9, Durability 9, Endurance 6, Melee 11, Mental Training 6, Perception 7, Psionics 11, Survival 9, Stealth 9
Talents: Defensive Fighting II, Dual-Weapon Skill, Emotionless, Hardened Survivalist, Jaded, Power Strike II, Psychic Discipline Focus (telekinesis, telepathy, energy II), Psi Level 3, Psi Level 4, Psi Level 5, Swift Strikes, Weapon Mastery (melee II)
Skill Focuses: Melee +2, Psionics +2, Defensive Training +2

Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Sorcerer Mastery III, Blood Orb, Levitation, Stolen Essence, Rapid Channeling, Vampiric Mastery III, Vampire Touch, Siphon Energy, Vampiric Metamorphosis, Feral, Weaken, Pocket Dimension*
Psionic Powers: *Reading, Messaging, Compulsion Life Drain, Dark Matter Surge*
Strength: 9 **Instinct**: 3 **Agility**: 7 **Fortitude:** 8
Intelligence: 2 **Willpower**: 7
Gear: Robe (Khaydarin Crystal in Wisdom Socket, Plasma Shielding in Immortality), Hood (Plasma Shielding in Dominance Socket), Bracer (Bloodshard Crystal in Vengeance Socket), Cloak (Uraj Fragment in Immortality Socket)

Special Ability (Vampiric Touch): The bane vampire eschews weapons for their claw attack, which is empowered by destructive void energies. Their claw attack gains bonus damage equal to 2xPL and the Bane (bleed 4) and Psionic Infusion weapon traits. In addition, any living target that suffers hit point damage from the vampire loses 1 healing threshold 1 morale level, while the vampire regains 10 hit points.

Special Ability (Siphon Energy): The bane vampire can try to drain psionic or electrical energy from a target and grant it to themselves. They chose a target within short range of them as a standard action. The target must be a construct, psychic, or possess energy shields. They make a +23 attack roll versus the target's toughness. If they hit a construct, it takes 20 EMP damage. If it hits a psychic, the target suffers 4 energy fatigue and the vampire loses that much energy fatigue. If it hits an energy shield, the shield loses 20 shield points, and the vampire's energy shield recovers half that many points. If the target falls under multiple categories of this power, such as a psionic protoss with an energy shield or a construct with an energy shield, they suffer multiple different effects upon being hit.

Special Ability (Adrenaline Rage): Every round, the vampire can weaken themselves for a great burst of power. They declare they want to use this ability at the start of their turn. When activated, the character can suffer 29 damage but gain advantage on all attack rolls, as well as strength or agility skill checks they make over the next round. In addition, they deal +2 damage with melee attacks for that turn. This only lasts until the start of their next turn, where they must suffer another 29 damage to maintain the effect.
.
Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they suffer 29 damage and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

Special Ability (Stolen Essence): The vampire drains psionic energy from nearby manifesters. The psionic powers of all psychics, friend or foe (excluding the vampire), within short range cost 2 additional energy fatigue. When another psychic manifests a power within this range, the vampire gains 2 energy fatigue.

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

~Tal'darim legion, guarding a Xel'naga ruin

Tal'darim Vanguard Description

This is a vanguard cybernetic walker, a destructive warrior machine for wounded tal'darim warriors to redeem their failures. This craft is piloted by a Tal'darim Blood Hunter.

Tactics

A vanguard has incredibly powerful scatter cannons capable of unleashing destruction over a wide area. Their method of attack depends on battlefield conditions. Saturation fire is used in tight confines, and a vanguard almost always uses saturation fire with dual-wielding for maximum damage. In large battlefields, the scatter cannot be used for an area burst to destroy a massive region with overwhelming fire. Focused bursts are most common against small elite groups like adventurers. Since they do not need to worry about ammunition, they always perform empowered focused bursts to gain advantage. That compensates for their low accuracy when they fire both scatter cannons.

A vanguard's purpose is to kill as many enemies as possible while holding the line. Therefore, they use tactics to bolster their accuracy while performing aim actions. They are generally unconcerned with the opportunity attacks provoked from aiming. Vanguards constantly reposition to make sure they are on the front lines and absorbing the blows for their comrades. They never retreat from battle and have no fear of death. Nothing would please a vanguard more than a glorious death atop mountains of enemy corpses.

Vanguard's Favored Psionic Powers: Psi Level 5, +15 psionic manifestation bonus (+16 manifestation with Temporal)

-Acceleration; DC 26 manifestation as a minor action; 6 energy fatigue +2 per round sustained; caster gains +5 bonus defense, +2 strikes and move speed, sustained as a minor action, user gains +4 fatigue points when effect ends
-Hallucination; DC 18 manifestation standard action; 7 energy cost; creates a hallucination within long range that last 15 rounds, hallucinations can be anything up to large size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

Vanguard, Tal'darim

Level 17 Tal'darim Protoss Heroic Character in Huge-sized Vehicle (Fanatic 7, Blood Hunter 5, Corrupter (Authoritarian) 5), Extreme Threat

Skill Purchases: 25	**Talent Purchases:** 8	**Ability Score Purchases:** 10
Hit Points: 545	**Healing Threshold**: NA	**Damage Threshold:** 49
Defense: 20	**Toughness:** 50	**Resolve:** 25
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 3 by 3 squares	**Reach:** 2 squares	**Initiative:** +5
Damage Resistance: 39	**Psionic Resistance**: 30	**Energy Shields:** 160 (6 shield armor)

-Bash 1d20+11 accuracy, 48 damage, +1 strike maximum; *Special Traits*: Penetration 4, Smashing
-Scatter Cannon w/ Saturation Fire 1d20+20 accuracy, 40 damage, fully automatic, unlimited shots at distant range; *Special Traits*: Penetration 20, Burst 3, Hailfire 2, Ground Fire, Cluster Blast, Fully Automatic
-Scatter Cannon w/ Focused Burst 1d20+10 accuracy with advantage, 40 damage, fully automatic, unlimited shots at distant range; *Special Traits*: Penetration 20, Burst 6, Hailfire 4, Ground Fire, Cluster Blast, Fully Automatic
-Scatter Cannon w/ Area Burst 1d20+10 accuracy, 40 damage, fully automatic, unlimited shots at distant range; *Special Traits*: Penetration 20, Burst 9, Hailfire 3, Ground Fire, Cluster Blast, Fully Automatic

Skills: Acrobatics 6, Athletics 6, Defensive Training 8, Durability 10, Endurance 2, Melee 10, Mental Training 8, Perception 4, Ranged 8, Psionics 8, Tactics 5
Talents: Cynic, Dual-Weapon Skill, Enduring Shields, Intimidating Presence, Jaded, Psi Level 3, Psi Level 4, Psi Level 5, Weapon Mastery (melee II, ranged II)
Skill Focuses: Melee +2, Durability +2
Class Traits: *Armored Defender II, Fanatic Mastery III, Adrenaline Rage, Gushing Wound, Psychic Champion Mastery III, Energizing Shields, Hunter in Shadows, Blood Haze, Omniscient Stance, Merciless Hunter, Authoritarian Mastery III, Wave of Fear*
Psionic Powers: *Reading, Messaging, Stop Organ, Hallucination, Acceleration*
Strength: 16 **Instinct**: 3* **Agility**: 5 **Fortitude:** 15
Intelligence: 2 **Willpower**: 7
Gear: Tier 2 Vanguard Exoskeleton (Plasma Shielding in Vengeance Socket, Ilhan Crystal in Vengeance Socket, Plasma Shielding in Immortality Socket, Khaydarin Crystal in Normal Socket)

Special Ability (Aura of Fear): The vanguard projects an aura of negative energy around them, which actively dampens and harms the morale of others. All characters, friend or foe, that start their turn within short range of the vanguard suffer a negative morale level at the start of their turn. Any targets within that area also suffer a -4 penalty to their resolve and morale bonus.

Special Ability (Adrenaline Rage): Every round, the vanguard can weaken themselves for a great burst of power. They declare they want to use this ability at the start of their turn. When activated, the character suffers 37 damage, but gains advantage on all attack rolls, as well as strength or agility skill checks they make over the next round. In addition, they deal +2 damage with melee attacks for that turn. This only lasts until the start of their next turn, where they must spend another healing threshold to continue the rage.

Special Ability (Blood Haze): When the vanguard is using the adrenaline rush ability, as a minor action they can suffer 37 damage to activate the Blood Haze ability against a target within long range. When using this ability, they make a psionics skill check (+15) against the target's toughness. If the check fails, then nothing happens and the damage was taken for nothing. If it succeeds, then the target is stunned for 1 round, +1 1 round for every 5 points they surpassed the targets toughness. This effects any target, including constructs. While effected by the blood haze, the target can perform no actions whatsoever, and even their senses all completely blacked out, therefore are unable to provide passive detection.
.

Special Ability (Channeled Aggression): Tal'darim can tax their body and essence for bursts of powerful activity. They can gain a free standard action at the end of any turn. If they do so, they suffer 37 damage and gain 5 energy fatigue. This standard action functions normally for a standard action, including able to be used as a move of minor action. However, this extra action cannot be used to manifest psionic powers.

Special Ability (Energizing Shields): Every round, the vanguard regenerates 2 shield points.

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

Who are the Firstborn?

The Firstborn are the Aiur protoss, so named because they were the original race of protoss from which all others originated. They are warriors bound by honor, driven by valor, and bound in unity.

Once, the Aiur Protoss were bound by the Khala, an instinctive telepathic link that shared their thoughts, feelings, and emotions with all protoss around them. They were connected to the Khala by their psionic nerve cords. The Khala bound and shaped their society. They felt lost and empty without it. This need for communion caused them to persecute those who did not use the Khala, the tribe known as the nerazim.

The firstborn learned the folly of relying on the Khala once it was possessed by Amon, the dark god and fallen xel'naga who sought to destroy all existence. Amon resided within the Khala and controlled every protoss that was connected to it. Thus, the unity that the firstborn celebrated became absolute when they were all slaves to Amon. Only by their race cutting their nerve cords could they free themselves from Amon.

After the fall of Amon, the firstborn learned to tap into alternate psionic power sources, most often the void, as they sought to regain control over their lives. Even after the fall and reclamation of Aiur, the possession caused by the Khala, and the weight of many wars, the Aiur protoss remain the most prevalent species of protoss in the StarCraft Universe, and it is they that form the backbone of the Daelaam Empire.

How do the Firstborn fit into the StarCraft Roleplaying Game?

The Firstborn are an honorable and lawful people but are not perfect. They are overwhelmed with pride, and the need to conform and seek acceptance with their kin. Players who make firstborn characters need to understand the strong drives for tradition, honor, and unification that drive all Aiur protoss, even after the Khala's loss. They believe highly in discipline and meditation and take an orderly approach at all tasks.

Parties are likely to combat the firstborn if their actions threaten the Daelaam's interests or security. Most firstborn follow Hierarch Artanis' belief in cooperation and non-aggression between races, but sometimes conflict is unavoidable. Many firstborn are particularly unwilling to forgive the zerg and will likely be instantly aggreesive towards infested terran and primal zerg heroes.

However, an additional possibility lies for the establishment of aiur protoss as villains in a campaign. In the wake of the End War, Artanis has allowed many new tribes to be formed amongst the new Daelaam. Many of those tribes may look out for traditional protoss views, including racial pride and viewing others as lesser races. These subsects of the protoss empire may be aggressive or outright hostile to non-protoss. In addition, governors of outer protoss worlds closer to terran and zerg space may aggressively defend their territory from the approach of other races, and not ask many questions before doing so.

Section Four: Part 3: Firstborn Threat Assessment

Alongside us, the nerazim, the firstborn serve as the core of the protoss Daelaam. Their culture has changed dramatically in a short time. The loss of the Khala, the end of the caste system, reuniting with the dark templar, expunging ancient prejudices, they are not the same people they were a decade ago. The greatest threat from the firstborn is differing view points amongst them.

Some have adjusted well with the cultural changes. Some have not. Many firstborn wish to reclaim the glory of the past instead of moving into the future. These protoss, mostly coming from the Ara and Shelak tribes, have adjusted poorly. They have interrupted the new 'golden age' of protoss development a rekindling of old customs and ideologies. Some of these backwards-thinking radicals, such as the Vindicators of Aiur, will need to be watched to see if they become a threat to our unity.

Templar Monk Description

The monks are a caste of templar that eschew armor and psi blades to focus their psionic energies into a powerful aura that channels through their body. These warrior mystics are rare and secretive of their arts, but incredibly effective. Rather than the aggressive and boisterous zealot, monks think before acting. They prefer to lay surgical pressure on their foes, to eliminate key obstacles with a flurry of well-timed hits.

The templar-monk order was almost obliterated during the fall of Aiur. The few remaining monks were, thankfully, instructors, who began to pass on their lessons to new novices, including those of other races. Since the conclusion of the End War, many new monks have appeared amongst the new warrior novices.

Initiate monks are junior amongst their order; novices that are still learning the art of combat. While still learning their skills, they are still dangerous combatants for one without weapons or armor. Warrior Monks are accomplished warriors who have completed their training and now fight on the battlefields along with zealots and adherents.

Tactics

Monks advance carefully in battle. They start by bobbing and weaving and using tactics to improve their defense. They then advance, utilizing cover, to approach the most vulnerable foe in the battlefield. Once they reach them, they try to quickly dispatch them with a fury of claw attacks. If their opposition is too intense, they withdrawal from battle while contemplating another strategy.

Warrior monks try to confuse their enemies by approaching with a *Hallucination*, a mirror duplicate of themselves. They use the duplicate to approach the front lines while they engage weak targets. By the time the illusion is dispelled, they will have reached their foe. Warrior monks have poor damage resistance, but high defense and energy shields, so they try to actively keep their defense high so those shields last as long as possible. If their shield does go down, they use *Toughness* to increase their survivability and/or fall back from combat.

Monk Initiate, Templar

Level 4 Aiur Protoss Heroic Character (Zealot [Monk] 4), High Threat

Skill Purchases: 7	**Talent Purchases:** 0	**Ability Score Purchases:** 4
Hit Points: 88	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 18	**Toughness:** 18	**Resolve:** 19
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 2	**Psionic Resistance**: 19	**Energy Shields:** 30 (5 shield armor)

-Protoss Claw 1d20+4 accuracy, 12 damage, +2 strikes maximum; *Special Traits*: Penetration 6, Focusing, Unarmed

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 4, Melee 4, Mental Training 4, Psionics 3, Tactics 3
Talents: NA
Class Traits: *Enlightened Strike, Counter, Zealot Mastery II, Art of Absorption*
Psionic Powers: *Reading, Messaging*
Strength: 4 **Instinct**: 2 **Agility**: 4 **Fortitude:** 4
Intelligence: 4 **Willpower**: 5
Gear: Robe (Plasma Shielding in Immortality Socket, Uraj Fragment in Normal Socket)

Special Ability (Counter): If an enemy misses the monk with a melee attack, the monk can instantly make an opportunity attack back at them.

Special Ability (Focusing Weapon): Whenever the monk makes a successful weapon attack with their claw, they remove 3 energy fatigue.

Special Ability (Protoss Psychic): The monk is a protoss psychic that can gain a Psi Level of up to 10 and can draw powers from the Telepathy or augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.
.
Special Ability (Mental Discipline): Monks never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

-Monk's Favored Psionic Powers: Psi Level 4, +12 psionic manifestation bonus

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +4 damage resistance and +2 threshold for 3 rounds
-Hallucination; DC 18 manifestation as standard action; 7 energy cost; creates a hallucination within medium range that last 12 rounds, hallucinations can be anything up to medium size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.

Warrior Monk, Templar

Level 12 Aiur Protoss Heroic Character (Zealot [Monk] 7, Champion [Monk] 5), High Threat

Skill Purchases: 12	**Talent Purchases:** 6	**Ability Score Purchases:** 9
Hit Points: 106	**Healing Threshold**: 7	**Damage Threshold:** 31
Defense: 34	**Toughness:** 24	**Resolve:** 23
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 7	**Psionic Resistance**: 25	**Energy Shields:** 90 (13 shield armor)

-Protoss Claw 1d20+8 accuracy, 26 damage, +3 strikes maximum; *Special Traits*: Penetration 11, Hailfire 1, Rending 2, Focusing, Unarmed

Skills: Acrobatics 4, Athletics 4, Defensive Training 8, Durability 6, Lore 4, Melee 6, Mental Training 6, Psionics 6, Tactics 4
Talents: Defensive Fighting, Disciplined Unarmed Training, Martial Arts Unarmed Training, Mountain Strike, Psi Level 3, Psi Level 4, Weapon Mastery (melee)
Skill Focuses: Defensive Training +2, Melee +2
Class Traits: *Enlightened Strike, Counter, Zealot Mastery III, Art of Absorption, Meditative Shield, Omniscient Stance, Monk Mastery III, Psionic Charge, Psychic Ward, Tactical Devotion, Overwhelming Fury*
Psionic Powers: *Reading, Messaging, Toughness, Hidden Sight, Hallucination*
Strength: 6 **Instinct**: 2 **Agility**: 6 **Fortitude:** 4
Intelligence: 4 **Willpower**: 6
Gear: Tier 2 Protoss Armor Suit (Khalis Fragment in Normal Socket), Robe (Plasma Shielding in Immortality Socket, Ilhan Crystal in Wisdom Socket, Uraj Fragment in Normal Socket)

Special Ability (Counter): If an enemy misses the monk with a melee attack, the monk can instantly make an opportunity attack back at them.

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

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

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

Special Ability (Protoss Psychic): The monk is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy or augmentation disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.
.
Special Ability (Mental Discipline): Monks never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Conclave High Guard Description

The Conclave High Guard are seasoned warriors chosen amongst the templar and judicator castes to act as the personal escorts of the protoss Conclave. The discipline and skill of these warriors is legendary. While most of the high guard fell with the conclave, some of their order survived in service to Artanis. Artanis continues to train and recruit additional high guard to protect himself, his friends, and his distinguished officers.

The high guard are paragons of discipline and duty. They believe their honor is dependent on the ability to protect their charges from harm. Any blood split by their charges must be answered in the spilling of their own blood. Some high guard are so fanatical to ritualistically cut themselves in shame, to match the pain dealt to those they protect.

Tactics

Unless instructed otherwise, high guard remain next to those they are protecting. As long as they are close, they can use Guardianship and Divert Shields to protect their master. If there is no master present, or they are ordered to attack, high guard charge into battle with the reckless fervor only a child of Aiur could muster.

High guard use tactics to increase their accuracy and damage resistance. They ensure that *Regeneration* is active when they enter combat. As they recover energy fatigue while fighting, they activate additional augmentations, usually in this order: *Acceleration, Toughness, Muscular Enhancement*. Most often, high guard will attack with their full strength, using Power Strike II, Heavy Strike combat behaviors, and Overwhelming Fury to do tremendous amounts of damage. If they are having trouble hitting, they use standard strikes for the accuracy. If they are not having trouble hitting but do not have a minor action to use heavy strike, they rely on standard power strikes.

High guard are not defenseless from a range and use *Mind Blast* to barrage distant or flying opponents. They also use readied actions to prepare attacks against enemies that fly passed them.

In the present of their charge, high guard fight to the death. However, they are not stupid. They will accept a retreat, even suggest one to their commander, if facing a foe that cannot be beaten in normal combat.

-High Guard's Favored Psionic Powers: Psi Level 6, +17 psionic manifestation bonus

-Acceleration; DC 26 manifestation as a minor action; 6 energy fatigue +2 per round sustained; caster gains +6 bonus to defense, +3 move speed and strikes
-Mind Blast; DC 20 manifestation as a standard action; 5 energy fatigue; +13 attack versus resolve at medium range, target takes 68 psionic damage; Penetration 10, Rending 3, Burst 1, +1 crippling wound point.
-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 4 minutes, caster gains +12 to athletics, acrobatics, endurance, and stealth checks, and +3 melee damage and penetration
-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes
-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +6 damage resistance and +3 threshold and psionic resistance for 8 rounds

Conclave High Guard

Level 21 Aiur Protoss Advanced Heroic Character (Zealot 7, Champion 5, Judicator 6, High Praetorian of Aiur 3), High Threat

Skill Purchases: 28	**Talent Purchases:** 16	**Ability Score Purchases:** 18
Hit Points: 285	**Healing Threshold**: 9	**Damage Threshold:** 44
Defense: 31	**Toughness:** 34	**Resolve:** 28
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +9
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 25	**Psionic Resistance**: 35	**Energy Shields:** 185 (Shield Armor 14)

-Focusing Psi Spear 1d20+13 accuracy, 44 damage, +3 strikes maximum; *Special Traits*: Penetration 20, Hailfire 1, Reach 1, Focusing

-Focusing Psi Spear w/ Power Strike 1d20+10 accuracy, 68 damage, +3 strikes maximum; *Special Traits*: Penetration 20, Hailfire 1, Reach 1, Focusing

-Focusing Psi Spear w/ Heavy Strike and Power Strike 1d20+13 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 20, Hailfire 1, Reach 1, Focusing

Skills: Acrobatics 7, Athletics 7, Defensive Training 10, Durability 10, Endurance 8, Leadership 5, Medicine 5, Melee 10, Mental Training 10, Perception 6, Pilot 6, Psionics 9, Ranged 7, Survival 4, Tactics 8

Talents: Blades of Justice, Defensive Fighting, Dual-Weapon Skill, Enduring Shields III, Hardened Survivalist, Intimidating Presence, Power Strike II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psionic Power, Psychic Discipline Focus (telepathy), Righteous Fury, Weapon Mastery (melee II)

Skill Focuses: Melee +2, Durability +2, Mental Training +2

Class Traits: *Armored Defender II, Zealot Mastery III, Art of Absorption, Psionic Charge, Psychic Champion III, Energizing Shields, Psychic Ward, Tactical Devotion, Omniscient Stance, Fateweaver Mastery III, Doomsayer, Proficient Mind, Judgement*

Psionic Powers: *Reading, Messaging, Toughness, Rush, Feedback, Mind Blast, Regeneration, Muscular Enhancement, Acceleration*

Strength: 12* **Instinct**: 2 **Agility**: 7 **Fortitude:** 8

Intelligence: 4 **Willpower**: 8

Gear: Tier 2 Psi Spear, Tier 2 Protoss Imperial Power Suit (Plasma Shield in Immortal Socket, Uraj Fragment in Immortal Socket, Uraj Fragment in Normal Socket), Bracer (Khalis Fragment in Vengeance Socket), Amulet (Khaydrarin Crystal in Wisdom Socket)

Special Ability (Focusing Weapon): Whenever the high guard makes a successful weapon attack with their psi spear, they remove 5 energy fatigue.

Special Ability (Psionic Charge): When the high guard charges, they gain +6 movement speed and deal +30 damage at the end of the charge.

Special Ability (Divert Shields): This high guard can divert their shields to protect nearby allies. When an adjacent ally suffers damage, the high praetorian can allow them to use their energy shield to protect against attacks. The high guard's energy shield applies before their ally's energy shield, if they have one. All hits against this character's shield while diverted reduce their shield pool as normal.

Special Ability (Guardianship): The high guard naturally defends allies adjacent to them and diverts attacks away from them. All attacks against an adjacent ally suffer a -5 accuracy penalty. This does not stack with a taunt action. A protoss with this trait cannot gain benefit from another ally with this trait. In addition, this character can never benefit from an ally taunting.

Special Ability (Judgement): The high guard's presence makes their enemies feel uneasy and judged. All enemies within 6 squares of the high guard drop a morale level at the start of the high guard's turn.

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

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

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

.

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

Who are the Purifiers?

The Purifiers are an unusual clad of protoss, in that they are machines designed to replicate protoss. The first purifiers were mechanical creations with the uploaded memories of noteworthy protoss warriors. These creations were over 99% accurate to the personality they were based upon.

Despite their similarity to the great protoss heroes they were based upon, purifiers were poorly treated by the Aiur protoss that created them. They were treated as slaves, a difficult treatment for any proud templar. Thus, the purifiers rebelled against the Conclave. This brutal uprising cost many protoss lives on each side. The firstborn were victorious and banished the purifiers in their fortress of Cybros, where they were put in stasis for all time.

Despite the failure of the project, the Khalai caste resumed the purifier project before the fall of Aiur. They created drone soldiers without copied personalities. In addition, they copied the personality of one of the greatest protoss warriors of all time, Praetor Fenix, and placed him within a customized body. This copy of Fenix was recovered during the End War, and he pushed to return the old purifiers back into the fold after reawakening them on Cybros.

This operation was a success. The purifiers relished the opportunity to rejoin the empire as equals to all other protoss. They continued to grow and expand their section of the protoss empire with additional constructs and soldiers to serve the Daelaam. Many great heroes of the empire were reborn amidst the purifier ranks. Since then, they have become a vital part for the growth of the Daelaam.

How do the Purifiers fit into the StarCraft Roleplaying Game?

When playing as a purifier protoss, you have one very important decision to make from the beginning. Were you created with the personality and mind of an existing protoss, or were you created as your very own being? This choice could shape your personality and outlook. For level 1 purifier characters, you were most likely created without a cloned personality and are free to develop yourself. Otherwise, it can go either way. Playing as a copied personality from another warrior does lead to interesting roleplaying possibilities, such as wanting to know more about the warrior you are copied from or what their fate was.

Like the firstborn and nerazim, purifiers are part of the Daelaam. They are a proud honorable race that shares intense similarities with the Aiur protoss. Like the other races, purifiers are most likely to be fought with the empire is threatened. Otherwise, purifiers can be a part of a side faction that possesses more militant or aggressive principles than forces more loyal to Artanis.

Section Four: Part 4: Purifier Threat Assessment

The robotic purifiers are now part of our culture again. In fact, they have joined our culture so quickly that we have begun cloning personalities of warriors all over again. Many heroes of the past decade now live again as purifiers. Is it too much too fast?

Admittedly, I have little knowledge or understanding of the purifier program. But we most be cautious of it. It takes very little time to fabricate a new robotic construct. It takes a century for a protoss to be fully developed. With the new revelations in 'mass produced personalities', how do we ensure the purifiers do not eclipse us in both population and power? What if they decide they now we are the servants, and they the masters? What if all protoss becomes purifiers?

Phase smiths had the same questions when the first robots went into service. They did not pose a threat: but can the same be said of the sentient purifiers?

Purifier Legionnaire Description

Legionnaire is the title given to a veteran purifier warrior. Most of them are cloned personalities of ancient templar warrior heroes. Legionnaires are valiant and powerful warriors that lack subtlety, even compared to the fanatical zealots that were copied from. Warriors of few words, legionnaires are fanatical in their protection of Cybros and the purifiers.

Many legionnaires have mixed feelings on the daelaam. On one hand, most legionnaires fought the templar and judicators after being treated like slaves. Oppression is hard thing to forget. One the other hand, legionnaires still have memories of being templar, and the unified society helps them feel like they are still living once again.

Tactics

Legionnaires start combat by using tactics to improve their accuracy and damage resistance, *Muscular Enhancement* to improve their strength, and then moving towards their enemy. They prefer to engage foes like themselves: powerful, brawny, and tough. Legionnaires delight in proving their strength over another powerful opponent, and prefer such enemies fight them instead of their allies.

If they are fighting defensively, legionnaires use their self-sacrifice ability to provide a defensive bubble for their allies. They can absorb as many hits as needed, but they prefer their allies are not harmed. If they are taking considerable damage, they will deactivate Self-Sacrifice and use the *Toughness* psionic power.

-***Legionnaire's Favored Psionic Powers***: Psi Level 4, +12 psionic manifestation bonus

-Toughness; DC 14 manifestation as a minor action; 8 energy fatigue; +4 damage resistance and +2 threshold for 3 rounds
-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; for 4 minutes, caster gains +8 to athletics, acrobatics, endurance, and stealth checks, and +2 melee damage and penetration

Legionnaire, Purifier

Level 17 Purifier Protoss Heroic Character (Sentinel 7, Praetorian 5, Purifier Praetor 5), High Threat

Skill Purchases: 18	**Talent Purchases:** 5	**Ability Score Purchases:** 13
Hit Points: 268	**Healing Threshold**: NA	**Damage Threshold:** 39
Defense: 26	**Toughness:** 31	**Resolve:** 22
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 29	**Psionic Resistance**: 25	**Energy Shields:** 140 (Shield Armor 7)
Regeneration: 11		

-Purity Psi Blade 1d20+12 accuracy, 35 damage, +3 strikes maximum; *Special Traits*: Penetration 6, Defensive, Flames (20 damage when burning)
-Purity Psi Blade w/ Dual-Wielding 1d20+7 accuracy, 35 damage, +3 strikes maximum x2; *Special Traits*: Penetration 6, Defensive, Flames (20 damage when burning)

Skills: Athletics 2, Computers 2, Defensive Training 8, Durability 10, Influence 2, Lore 2, Melee 10, Mental Training 6, Perception 4, Pilot 6, Psionics 6, Ranged 6, Science 4, Tactics 4
Talents: Dual-Weapon Skill, Psi Level 3, Psi Level 4, Resilience, Weapon Mastery (melee II)
Skill Focuses: Defensive Training +2, Durability +2, Melee +2
Class Traits: *Armored Defender II, Sentinel Mastery III, Reassemble, Psychic ChampionI II, Energizing Shields, Tactical Devotion, Self-Sacrifice, Tactical Devotion, Omniscient Stance, Protoss Commander Mastery III, Praetor Mastery II, Structure Update, Bulwark of Faith, Resilience of the Firstborn*
Psionic Powers: *Toughness, Rush, Muscular Enhancement*
Strength: 11* **Instinct**: 3 **Agility**: 6* **Fortitude:** 7
Intelligence: 4 **Willpower**: 6
Gear: Tier 2 Purity Psi Blade x2, Tier 2 Protoss Heavy Power Suit (Plasma Shield in Immortality Socket, Uraj Fragment in Vengeance Socket, Solarite Shard in Normal Socket), Ring (Khalis Fragment in Normal Socket), Bracer (Khalis Fragment in Vengeance Socket)

Special Ability (Self-Sacrifice): When the legionnaire performs a bob and weave action, instead of protecting themselves they can try to shield nearby allies. The purifier gains a -2 penalty to defense instead of the normal benefits for bobbing and weaving, but all allies within 2 squares of the legionnaire gain +2 defense while the character is bobbing and weaving. If the legionnaire chooses, they can bob and weave normally. This effect is not cumulative while multiple entities are using self-

sacrifice, and a character cannot benefit from another's self-sacrifice while they are using this ability. In addition, once per turn, the legionnaire can rush to the side of a protected ally that is hit by an attack. The damage the ally would have taken is instead applied against the purifier.

Special Ability (Reassemble): Once per day, when the legionnaire is reduced to 0 hit points, it can activate an automatic reconstruction cycle. The nanomachines and psychic technology of the purifier slowly pieces them back together over the period of 5 round. Once the cycle is complete, the legionnaire returns with no crippling wounds, and 85 hit points. This effect can be cancelled by doing 85 damage to the reassembling body.

Special Ability (Protoss Psychic): The legionnaire is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Augmentation disciplines. Purity is their psionic power source.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.

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

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

Legion-of-One Description

The Legion-of-One is a powerful purifier protoss that builds swarms of nanobots and fights with a host of combat servitors. They are lethal foes able to react to numerous threats simultaneously, essentially a single protoss army. Facing a Legion-of-One is often quite overwhelming, as they bombard foes with an onslaught of different attacks.

While any purifier can become a Legion-of-One, this example was originally a single noteworthy purifier named Thalavax. Thalavax was a purifier copy of a Khalai engineer, who began to upgrade himself and learn of warfare when the Purifiers first rebelled against the judicators. Thalavax was entombed with the rest of the purifiers on Cybros but expanded his power when fighting the forces of Amon in the End War. After the conflict, Thalavax offered to have his personality copied and planted into alternate shells that mirrored his own abilities. Those, the template for the Legion-of-One was created. Such powerful constructs take time to program and create, even with Thalavax's replicated personality and body. Once born, a Legion-of-One chooses its own name and identity, but retains the cleverness, ingenuity, and loyalty that Thalavax was known for.

A Legion-of-One is most likely to be encountered at the core of sizable purifier outposts. At their core, a Legion-of-One is a prodigious engineer, and they spend their time overseeing the purifier memory banks, reactor corps, and fabrication matrixes. Once threatened, a Legion-of-One will act as a final line of defense to protect the vital manufacturing facility from being harmed by the enemy.

Tactics

A Legion-of-One starts combat by using *Telekinetic Grasp* on a vulnerable foe. Once they are grabbed, they sustain the power as they crush them. Manifesting the power is a standard action, so they get to attack with their utility servitors as well, each wielding electro rods. They use the electro rods for powerful burst attacks to keep the other enemies on the defensive. They use their minor actions to activate their offense and destroyer servitors, to further keep foes off-balance.

If the Legion-of-One is facing overwhelming numbers, or their *Telekinetic Grasp* is not damaging fast enough, they switch to using their nanobots and combat engineering. They blast clustered enemies with their plasma grenades or cut off enemies' line of fire with Force Field Projectors. They use their nanobots to provide cover from grenades and missiles. They use Nanobot Shred once they are surrounded in melee and nanobot onslaught to finish off wounded enemies or when a line forms.

Legion-of-Ones rarely really on their melee attack. Their plasma rod, in conjunction with utility servitors, is their most common basic attack. In the meantime, any actions that are not used for attacking, manifesting powers, or moving are used to activate their many servitors. Offense servitors are the favored general-purpose companion, but destroyer servitors are their best against heavy armor. Restoration servitors are favored when the Legion-of-One has support, often in the form of sentinels, legionnaires, or sentinel drones. They will use an Auto Repair Rig, from their combat engineering ability, to heal valuable purifier allies that are taking damage. They activate *Regeneration* when they are taking considerable damage.

The Legion-of-One can reassemble once upon death. During the turns it is fitting itself back together, its nanobot swarm continues to recover 5 swarm value per turn. It loses its utility servitors, but the others will be ready to fight for him once he is back together.

Legion-of-One's Favored Psionic Powers: Psi Level 6, +18 psionic manifestation bonus (+20 with telekinesis)

-Move Object; DC 18 manifestation as a standard action; 2 energy fatigue +1 per round sustained; caster can grab up to 3 huge size or smaller objects within long range and move them 6 squares per round, objects can instead be hurled up to 18 squares dealing damage as the type of object they are, +14 accuracy with thrown objects
-Regeneration; DC 18 manifestation as a minor action; 8 energy fatigue; caster gains regeneration 6 for 3 minutes
-Telekinetic Grasp; DC 24 manifestation as a standard action; 8 energy fatigue, +5 per round sustained; +29 attack versus toughness at medium range, target must be large-sized or smaller, target takes 52 damage per round, is Stunned and Immobilized sustained, can attempt to escape with a DC 21 strength at end of turn, caster sustains as a standard action

Legion-of-One

Level 24 Purifier Protoss Advanced Heroic Character (Data Architect [Combat Engineer] 7, Master of Relics [Combat Engineer] 5, Sentinel 7, Legion-of-One 5), High Threat

Skill Purchases: 21	**Talent Purchases:** 19	**Ability Score Purchases:** 22
Hit Points: 235	**Healing Threshold**: NA	**Damage Threshold:** 39
Defense: 24	**Toughness:** 31	**Resolve:** 28
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 26	**Psionic Resistance**: 35	**Energy Shields:** 192 (10 shield armor)
Regeneration: 13		

-Purity Psi Blade 1d20+11 accuracy, 31 damage, +1 strike maximum; *Special Traits*: Penetration 6, Defensive, Flames (30 damage when burning)
-Plasma Rod 1d20+11 accuracy, 59 damage, 1 strikes maximum,7 shots at medium range; *Special Traits*: Penetration 10, Implement, Energy Damage
-Utility Servitor Electro Rod 1d20+11 accuracy, 30 damage, 1 strikes maximum x2, 140 shots at medium range; *Special Traits*: Penetration 12, Implement, Energy Damage, Full Auto, Rending (10 vs Constructs)
-Offense Servitors 1d20+14 accuracy, 26 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 8, Energy Damage, Hailfire 1
-Destroyer Servitor 1d20+11 accuracy, 35 damage, 1 strikes maximum, short range; *Special Traits*: Piercing, Energy Damage

Skills: Computers 12, Defensive Training 12, Durability 12, Influence 2, Lore8, Melee 8, Mental Training 10, Perception 10, Pilot 10, Psionics 10, Ranged 10, Science 13, Tactics 10
Talents: Calm Engineer, Dual-Weapon Skill, Enduring Shields II, Implement Focus II, Psi Level 3, Psi Level 4, Psi Level 5, Psi Level 6, Psychic Power, Resilience II, Sabotage III, Structural Weakness III, Weapon Mastery (melee II, ranged II)
Skill Focuses: Computer +2, Defensive Training +2, Durability +2, Science +3
Psionic Powers: *Toughness, Regeneration Manipulate, Move Object, Levitation, Telekinetic Push, Telekinetic Impact, Telekinetic Grasp*
Strength: 9* **Instinct**: 9* **Agility**: 2 **Fortitude:** 9
Intelligence: 9 **Willpower**: 8
Gear: Tier 2 Protoss Commodore Flight Power Suit (Uraj Fragment in Immortality Socket, Khaydarin Crystal in Dominance Socket, Solarite Shard in Normal Socket), Tier 3 Purity Psi Blade, Tier 2 Plasma Rod, Cloak (Plasma Shielding in Immortality Socket), Amulet (Solarite Shard in Wisdom Socket), Tier 2 Laser Cutter, Tier 2 Backpack, Tier 2 Equipment Belt x2, Tier 2 Crystal Charging Cell x2, Tier 3 Protoss Repair Kit x2

Special Ability (Combat Engineering): The legion-of-one carries 9 devices that they can modify at will to produce different effects. They can use these devices as a standard action, to produce the following effects:

-**Auto Repair Rig:** Apply a rig to a construct that gives it Regeneration 10 for 10 turns

-**Force Field Projector:** Deploys a force field that blocks attacks and movement for 5 minutes, destroyed with DC 30 strength test, 3 can be deployed as a standard action

-**Interference Drone:** Deploy a drone within 6 squares, giving all missile, rocket, and grenade attacks in the area -10 accuracy and no damage on a missed attack

-Plasma Grenade: Throws a plasma grenade, with +9 accuracy, 70 energy damage, penetration 10, and Burst 4

Special Ability (Nanobot Swarm): The legionnaire is accompanied by a vast swarm of nanobots that surround the character in a thick cloud. This swarm conceals, protects, and aids the protoss in their actions. The swarm has a density of 120 and regains 5 nanobot points per round, up to the normal maximum. These points can be expended to perform special actions, as follows:

-Nanobot Shield: Upon being attacked, the Legion-of-One can sacrifice 5 swarm value to gain cover from an attack, or 10 swarm value to gain improved cover from an attack

-Nanobot Shred: The Legion-of-One can send their nanobots to attack targets within their melee reach as a standard action. They chose how much nanobot value they are sacrificing, up to 50. Every target within reach suffers 2 damage per sacrificed nanobot with Penetration (15) and Rending (5).

-Nanobot Restore: As a standard action, the Legion-of One can sacrifice a number of nanobots to recover their hit points. They recover 2 hit points for every nanobot value they sacrifice.

-Nanobot Onslaught: As a standard action, the Legion-of-One marks a target within medium range and makes a ranged attack +10 against that target and every target within line between the Legion-of-One and the primary target. This attack ignores cover and concealment. They chose how much nanobot value they are sacrificing, to a maximum of 50. Every target within the area suffers 2 damage per sacrificed nanobot with Penetration (15) and Rending (5). If the primary target of the power is killed, the Legion-of-One recovers 20 nanobots

Special Ability (Servitors): The legion-of-one is accompanied by an array of servitor drones that float around them and act at the behest of their creator. Together, they are accompanied by 2 utility servitors, 2 combat servitors, a destroyer servitor, and a restoration servitor.

-Utility Servitor: The utility servitor gives the purifier a +4 bonus to computers, medicine, perception, science, and tactics skill check. Both servitors have a tractor beam that allows them to manipulate objects within 5 squares as if they had a strength of four. Each servitor is equipped with a Tier 2 Electro Rod. They both fire independently whenever the legion-of-one spends a standard action to attack or manifest a power. Utility servitors are destroyed the first time the legion-of-one is reduced to 0 hit points.

-Offense Servitors: As a minor action, the Legion-of-One can fire both offense servitors towards a single target. Offense servitors have 120 hit points, 18 damage resistance, and 20 defense. They can only be harmed by area attacks if they are the primary target. They can be rebuilt by spending 50 of the nanobot swarm.

-Destroyer Servitors: As a minor action, the Legion-of-One can fire its destroyer servitor towards a single target. The destroyer servitor has 120 hit points, 18 damage resistance, and 20 defense. It can only be harmed by area attacks if it is the primary target. It can be rebuilt by spending 50 of the nanobot swarm.

-Restoration Servitors: As a minor action, the Legion-of-One can order its restoration servitor to heal an ally within 3 squares, other than the Legion-of-One. If it is a biological ally, they heal 1d20+14 hit points or 1d20+27 hit points to a machine. The destroyer servitor has 120 hit points, 18 damage resistance, and 20 defense. It can only be harmed by area attacks if it is the primary target. It can be rebuilt by spending 50 of the nanobot swarm.

Special Ability (Combat Mechanic): The legion-of-one can make a repair check to restore a vehicle or construct's hit points as a standard action once per minute per construct. If the construct has a vehicle locomotion, its current speed must be 0 to use this ability. In addition, if it is a protoss construct, it also recovers an amount of its energy shield pool equal to the hit points healed, up to its normal maximum.

Special Ability (Protoss Psychic): The Legion-of-One is a protoss psychic that can gain a Psi Level of up to 8 and can draw powers from the Telekinesis and Augmentation disciplines. Purity is their psionic power source.

Special Ability (Coordinated Date Link): All allied protoss robots within 30 squares of the character gain +4 attack accuracy and defense.

Special Ability (Reassemble): Once per day, when the legion-of-one is reduced to 0 hit points, it can activate an automatic reconstruction cycle. The nanomachines and psychic technology of the purifier slowly pieces them back together over the period of 5 round. Once the cycle is complete, the sentinel returns with no crippling wounds, and 120 hit points. This effect can be cancelled by doing 120 damage to the reassembling body.

Special Ability (Warrior Robot): Purifiers are constructs rather than living creatures. Therefore, they do not have healing thresholds and cannot have life restored through using medicine checks. Instead, they must be repaired through the science skill instead. They cannot be poisoned, diseased, infested, or use chemicals. They do not hunger, and do not need sustenance. They do not gain fatigue. Despite being constructs, they can be affected by combat influence and leadership effects as normal, and have morale. They can be affected by telepathic abilities. They ignore all concealment due to darkness. Their data link connects them with all purifiers within 10 miles, and functions identically as an Instinctive Telepathic Link.

Purifier Sentinel Drone Description

Purifier drones are mimicries of protoss warriors originally created on the restart of the purifier programs. They are not true purifiers; instead they are automatons designed to replicate purifier warriors. These non-sentient constructs follow a basic AI that has preprogrammed responses and virtually no personality. Compared to true protoss warriors, sentinel drones have the advantage of being relatively easy to create, especially aboard Cybros.

Sentinel drones are often deployed in large numbers in post-End War conflict. They can be replicated quickly and are easy for data smiths to control. While they are not as skilled as a trained protoss, their raw strength and resilience makes them noteworthy. Sentinel drones can reconstruct themselves repeatedly and require anti-armor weapons to quickly destroy. They are a serious threat to the average soldier and seasoned adventurer alike.

Tactics

Sentinel drones use very little tactics. They simple move up to the nearest foe and attack with their psi blades. They use dual-wielding if they can still land hits. Their energy shields and regeneration are weak compared to a true purifier, but their reconstruction ability allows them to get back up and fight again and again. They can be truly daunting foes for low level heroes.

Purifier Sentinel Drone

Level 5 Medium-sized Construct (Heroic Robot), High Threat

Skill Purchases: 10	**Talent Purchases:** 4	**Ability Score Purchases:** 9
Hit Points: 124	**Healing Threshold**: NA	**Damage Threshold:** 28
Defense: 16	**Toughness:** 19	**Resolve:** NA
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 21	**Psionic Resistance**: NA	
Regeneration: 3	**Shield Pool:** 25	

-Purity Psi Blade 1d20+5 accuracy, 21 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Defensive, Flames (10 damage when burning)
-Purity Psi Blade w/ Dual-Wielding 1d20+0 accuracy, 21 damage, +2 strikes maximum x2; *Special Traits*: Penetration 2, Defensive, Flames (10 damage when burning)

Skills: Athletics 4, Computers 3, Defensive Training 4, Durability 6, Melee 4, Perception 4, Tactics 4
Skill Focuses: Ranged +2, Durability +2
Talents: Awesome Attributes (intelligence), Dual-Weapon Skill, Power Strike II, Weapon Mastery (melee)
Creature Abilities: Energy Shields, Effective Psi Level*, Reconstruction*, Regeneration*
Strength: 6 **Instinct**: 3 **Agility**: 4 **Fortitude:** 6
Intelligence: 2 **Willpower**: NA
Gear: Purity Psi Blade x2, Reinforced Hull

Special Ability (Effective Psi Level): The sentinel drone has an effective psi level of 2 for using psionic weapons. They count as having the Purity power source. They cannot manifest psionic powers. However, they have a Data Link with other purifier protoss and sentinel drones within 10 miles. The data link counts as an Instinctive Telepathic Link, except it is technological, not psionic, in origin.

Special Ability (Reconstruction): When the sentinel is reduced to 0 hit points, roll a d20. On a 10+, the sentinel begins to self-repair. For a full-turn, it becomes invulnerable while it rapidly reconstructs its body. It counts as stunned and helpless on its next turn. The turn afterwards, its repaired with 60 hit points and can take its full turn as if it never went down. Every time the sentinel is reduced to 0 hit points, roll this check but give a -5 penalty for every time it made the check within the last hour. If the sentinel ever fails the check, it is destroyed and cannot reanimate.

Special Ability (Regeneration): The sentinel drone's robotic body constantly performs repairs on itself. It heals 3 hit points at the start of each of its turns.

Special Ability (Energy Shield): The sentinel drone has a protective energy shield, with a shield pool of 25. These energy shields automatically recover while outside combat, at a rate of 5 shield points per minute.

Chapter 5: New Terran NPCs

This chapter introduces new terran NPCs for game masters to introduce in their campaigns. They are organized by their faction and focused around many of the options detailed in this resource.

What is the Umojan Protectorate?

The Umojan Protectorate is one of the three reigning terran governments in the Koprulu Sector, alongside the Dominion and the Kel-Morian Combine. Of the three, the Umojan Protectorate is the smallest, but also the most technologically advanced. Umoja is also the only terran government that has always had a democratic society, where their culture is ruled by an elected ruling council. The people of Umoja enjoy a high quality of life and a society filled with robots and automation.

The protectorate is spread across several worlds, centered on their primary colony of Umoja. Umoja was one of the worlds the super carriers for Earth crashed upon and their culture evolved over the next few centuries. There world is fertile and rich, and possesses many strange lifeforms aboard it, and was an ideal founding location for their society.

Umoja is generally far from the front lines of conflict in the sector, but that does not mean they are not present. Umoja is constantly defending its interest with the shadowguard, elite covert agents that spy on their rivals and keep a close eye on dangerous activities. The shadowguard are also known to aid rebel groups or anyone that is opposed to tyranny. They provided aid for multiple factions against both the Confederacy and Emperor Arcturus Mengsk.

In addition to their shadowguard, the Umojan military is made up of some of the best equipped soldiers in the sector. While these warriors do not have the field experience as the Dominion marines, they make up for it by having the best gear, training, and being the most disciplined fighting force amongst the terran military.

How does the Protectorate fit into the StarCraft Roleplaying Game?

In the Core Rulebook for StarCraft, being a citizen of the Umojan Protectorate is one of the base playable options for a terran character. Many adventurers start as Umojan citizens before gaining a sense of wanderlust and desire to explore the sector further. Many Umojan adventurers are driven by a need for adventure, heroism, and to intervene in a dark universe outside their safe corner of the galaxy.

Despite leaving home, most Umojan adventurers maintain tight connections with their homeland. They exchange information with their friends back home, so the Protectorate always has updated information about the happenings of the outside universe. This exchange also keeps the adventurer updated on the latest happenings back home or the overall flow of galactic events. The Protectorate prides itself of intelligence and charisma and its citizens have special training in psychology to manipulate others and get them to reveal their secrets.

For StarCraft adventurers who are not Umojan, the Protectorate can be a great ally for benevolent characters. They often rely on such individuals to handle local problems, such as encroaching zerg or rampaging pirates and mercenaries. The Protectorate even has made overtures of alliance with the Daelaam, and protoss heroes are welcome within their society. They are likely to be pay protoss characters with commodities and artifacts that they can return to their society for honor currency. The Umojans are very welcoming to mixed terran and protoss parties, more so than other cultures.

If the players find themselves against Umoja, they will find them facing a deadly enemy. While the Umojans do not rely on sheer numbers and weapons of war like the Dominion, they have more intelligent, cunning agents. They also deploy large numbers of robots, and their marines are the best equipped in the sector. The Umojans rarely participate in wide, sweeping battles, and instead try to best their foes with precision actions involving highly skilled operatives.

Section Four: Part 5: Umojan Protectorate Threat Assessment

Amongst all the terrans, the umojans are most like us. Inquisitive, insightful, and wise. They have actively sought us out for an alliance, and we may well benefit from such a union. But will they benefit too much from such an alliance? If we seek a trade pact with the Umojans, will too much of our technology show up in the hands of terrans who would use it against us?

Umojan NPCs

This section covers many example umojan NPCs that players are likely to encounter in their adventures in or around the Protectorate and its territories.

Umojan Commando Description

The umojan military is not nearly as large as the Dominion Marine Corps. They make up for this deficiency by having the best trained and equipped soldiers amongst all the terran civilizations. Umojan commandos are equipped with advanced Umojan powered combat armor and drilled in every combat situation through digital simulations and war games. This has resulted in a fighting force that is professional, tactical, and disciplined.

Three levels of umojan soldiers are displayed here. The commando is the standard, rank and file military expert of the Protectorate. The veteran commando is an elite soldier, usually tasked with guarding the most secure government bases or serving as backup for the shadowguard. The special forces commandos are the best of the best and are tasked with sabotage or strike missions when no one else is good enough.

Tactics

Umojan commandos fight like any other marine, by wading into combat with their heavy gauss rifles. However, commandos have several tactical circumstances to keep in mind. First, their weapons and armor are all networked with laser guidance systems and protection chips. This allows their attacks to veer to avoid hitting their allies. Therefore, they can use their burst fire and ultrasonic grenades with allies within their area and still not result in any friendly fire.

Their ultrasonic grenades are very effective as they deal psionic damage and they will not harm allies who wear umojan armor. Commandos have very high damage resistance for their level and rely on that damage resistance to mitigate suffered damage. These soldiers use tactics to increase accuracy or damage resistance rather than defense.

Veteran and special forces commandos always keep a magazine of interference spikes loading in their weapons. These spikes deal EMP damage, ignoring the damage resistance of constructs and shield armor of energy shields. However, they do not deal any damage to biological targets. They are used to deal crippling amounts of damage to vehicles, which are incredibly vulnerable to the interference of large volleys of these weapons.

Commandos are trained to function without sergeants or squadron leaders by working as a single cohesive unit. Commandos advance in staggered ranks, using cover when possible, and two members of their squadrons will try to outflank the enemy when possible. When they are forced to retreat, one or two soldiers will provide suppressing fire while the rest of the commandos fall back to the next defensive position.

Umojan Commando

Level 6 Terran Non-heroic Character (Umojan Protectorate/ Soldier/ Guardian), High Threat

Skill Purchases: 8	**Talent Purchases:** 1	**Ability Score Purchases:** 4
Hit Points: 68	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 14	**Toughness:** 24	**Resolve:** 17
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 17	**Psionic Resistance**: 11	

-Heavy Gauss Rifle 1d20+7 accuracy, 22 damage, fully automatic, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic, Umojan Laser Guidance System
-Gauss Pistol 1d20+7 accuracy, 14 damage, +1 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4
-Ultrasonic Grenade 1d20+4 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits*: Burst 3, Ultrasonic, Grenade, Delay
-Rifle Bayonet 1d20+2 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Computers 2, Defensive Training 6, Durability 4, Endurance 4, Influence 2, Lore 2, Medicine 2, Melee 2, Mental Training 4, Perception 2, Pilot 2, Ranged 6, Tactics 2
Skill Focuses: Defensive Training +3, Ranged +2
Talents: Weapon Mastery (ranged)
Strength: 8* **Instinct**: 7* **Agility**: 2 **Fortitude:** 4

Intelligence: 4 **Willpower**: 3
Gear: Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System with 3 magazines, Protectorate Powered Infantry Armor with Umojan Protectorate Chip, Gauss Pistol with 2 magazines, Ultrasonic Grenade, 2 doses of Painkillers, 1 dose of Anti-toxin, Medipack

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

Special Ability (Knowledge of the Alien): The commando gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): The commando gains advantage on Influence checks against Terrans that are not Umojan.

Special Ability (Advanced Training): The commando gains +1 power rating of damage with all ranged weapons.

Umojan Veteran Commando

Level 12 Terran Non-heroic Character (Umojan Protectorate/ Soldier/ Guardian/ Prime Specimen/ Electro-Magnetic Havoc/ Spartan), High Threat

Skill Purchases: 16	**Talent Purchases:** 3	**Ability Score Purchases:** 6
Hit Points: 131	**Healing Threshold**: 8	**Damage Threshold:** 31
Defense: 18	**Toughness:** 27	**Resolve:** 20
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 21	**Psionic Resistance**: 15	

-**Heavy Gauss Rifle w/ U-238 Spikes** 1d20+10 accuracy, 25 damage, fully automatic, 150 shots at distant range; *Special Traits*: Penetration 6, Rending 2, Full Automatic, Umojan Laser Guidance System
-**Heavy Gauss Rifle w/ Interference Spikes** 1d20+10 accuracy, 19 EMP damage, fully automatic, 150 shots at distant range; *Special Traits*: Energy Drain, Full Automatic, Umojan Laser Guidance System
-**Gauss Pistol** 1d20+7 accuracy, 16 damage, +1 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 6
-**Ultrasonic Grenade** 1d20+7 accuracy, 55 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-**Rifle Bayonet** 1d20+6 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 4

Skills: Acrobatics 2, Athletics 2, Computers 4, Defensive Training 8, Durability 8, Endurance 6, Influence 4, Lore 4, Medicine 6, Melee 6, Mental Training 6, Perception 4, Pilot 6, Ranged 8, Tactics 6
Skill Focuses: Defensive Training +4, Durability +2, Ranged +3
Talents: Natural Health, Penetration II, Weapon Mastery (ranged)
Strength: 9* **Instinct**: 8* **Agility**: 2 **Fortitude:** 5
Intelligence: 4 **Willpower**: 4
Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System and Expanded Capacity with 2 magazines of U-238 and 1 magazine of Interference Spikes, Protectorate Powered Infantry Armor with Umojan Protectorate Chip and Extra Reinforcement, Tier 2 Gauss Pistol with 2 magazines, Tier 2 Ultrasonic Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin, Tier 2 Medipack

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

Special Ability (EMP Focus): Whenever the commando uses a weapon that deals EMP Damage or has the Energy Drain trait, they deal +10 damage. In addition, when striking a target in powered armor with an EMP weapon, the target is staggered instead of slowed.

Special Ability (Knowledge of the Alien): The commando gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): The commando gains advantage on Influence checks against Terrans that are not Umojan.

Special Ability (Advanced Training): The commando gains +1 power rating of damage with all ranged weapons.

Special Ability (Prime Physique): The commando gains +2 maximum hit points per rank of durability (increasing their hit points per durability to 7+ fortitude). They also add +4 to Endurance tests against poison, disease, and infestation.

Umojan Special Forces Commando

Level 20 Terran Non-heroic Character (Umojan Protectorate/ Soldier/ Guardian/ Prime Specimen/ Electro-Magnetic Havoc/ Master of Arms (Heavy Machine Gun)/ Spartan/ Commando/ Patriot/ Special Forces), High Threat

Skill Purchases: 24	**Talent Purchases:** 8	**Ability Score Purchases:** 8
Hit Points: 188	**Healing Threshold**: 9	**Damage Threshold:** 34
Defense: 24	**Toughness:** 31	**Resolve:** 22
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +10
Damage Resistance: 27	**Psionic Resistance**: 16	

-**Heavy Gauss Rifle w/ U-238 Spikes** 1d20+14 accuracy, 42 damage, fully automatic, 150 shots at distant range; *Special Traits*: Penetration 11, Rending 2, Full Automatic, Umojan Laser Guidance System
-**Heavy Gauss Rifle w/ Interference Spikes** 1d20+14 accuracy, 36 EMP damage, fully automatic, 150 shots at distant range; *Special Traits*: Energy Drain, Full Automatic, Umojan Laser Guidance System
-**Gauss Pistol** 1d20+14 accuracy, 25 damage, +2 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 11
-**Ultrasonic Grenade** 1d20+11 accuracy, 65 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-**Shoulder Mounted Rocket Battery** 1d20+12 accuracy, 65 damage, 1 strike maximum, 4 shots at long range; *Special Traits*: Penetration 10, Burst 3
-**Rifle Bayonet** 1d20+9 accuracy, 39 damage, 1 strike maximum; *Special Traits*: Penetration 9

Skills: Acrobatics 4, Athletics 4, Computers 6, Defensive Training 12, Durability 10, Endurance 8, Influence 6, Lore 6, Medicine 8, Melee 8, Mental Training 8, Perception 6, Pilot 8, Ranged 12, Tactics 8, Survival 6
Skill Focuses: Defensive Training +4, Durability +2, Lore +2, Ranged +5, Tactics +2
Talents: Close Combat Shot, Hardened Survivalist, Natural Health, Penetration II, Resilience, Weapon Mastery (ranged III)
Strength: 9* **Instinct**: 10* **Agility**: 3 **Fortitude:** 6
Intelligence: 4 **Willpower**: 4
Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Umojan Laser Guidance System and Expanded Capacity and Improved Potency with 2 magazines of U-238 and 1 magazine of Interference Spikes, Tier 2 Shoulder Mounted Rocket Battery with 4 Rockets, Tier 2 Protectorate Powered Infantry Armor with Umojan Protectorate Chip and Extra Reinforcement, Tier 2 Gauss Pistol with 2 magazines, Tier 2 Ultrasonic Grenade x3, 3 doses of Painkillers, 2 doses of Anti-toxin, Tier 3 Medipack

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

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

Special Ability (Machine Gun Focus): When using the heavy gauss rifle, the commando gains +10 accuracy when performing suppressing fire, or +20 total accuracy bonus when doing saturation fire. In addition, they use half as much ammunition whenever they perform a focused burst, area burst, or suppressing fire attack.

Special Ability (EMP Focus): Whenever the commando uses a weapon that deals EMP Damage or has the Energy Drain trait, they deal +10 damage. In addition, when striking a target in powered armor with an EMP weapon, the target is staggered instead of slowed.

Special Ability (Ultimate Tactics): When the commando uses tactics to perform a combat augmentation, they gain the benefit of every tactics augmentation with a single dice roll. Therefore, whenever a character uses tactics, they gain the benefit of Precision Aim, Defensive Stance, Fast March, Long Shot, and Hardiness.

Special Ability (Knowledge of the Alien): The commando gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion & Information Feed): The commando gains advantage on Influence checks against Terrans that are not Umojan. They gain advantage on all lore checks as well.

Special Ability (Advanced Training): The commando gains +1 power rating of damage with all ranged weapons.

Umojan Civilians and Scientists Description

Like any stellar empire, most of the population of Umoja are its citizens. Umojan society is very advanced and most of their manual labor and grunt work is handled by automatons of various design. Therefore, the average citizen is smarter and more skilled than the average Dominion or Kel-Morian citizen but have less physical practice.

Because intelligence and science are so valued in their society, their culture has an above average population of researchers, scientists, and engineers. The exact field of study of these individuals varies. While some are top secret government workers, most are experts in automation and maintaining the technological contraptions that maintain their society.

Tactics

Umojan civilians flee from combat, having no taste for warfare. They usually sprint until they are safely away. Umojan scientists usually possess needle weapons for self-defense, but rarely have the spirit to use them. They usually flee from combat until allies have engaged their foes, then fire their weapons against light armored foes from behind cover. They will use their Targeted Advice ability to bolster their ally's performance or punish a troublesome enemy. The bravest scientists might rush forward in combat to perform first aid on the soldiers protecting them.

Civilian, Umojan

Level 1 Terran Non-heroic Character (Umojan Protectorate/ Academic), Low Threat

Skill Purchases: 4	**Talent Purchases:** 0	**Ability Score Purchases:** 1
Hit Points: 26	**Healing Threshold**: 6	**Damage Threshold:** 18
Defense: 12	**Toughness:** 12	**Resolve:** 15
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 1	**Psionic Resistance**: 10	

-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits*: Unarmed

Skills: Computers 2, Influence 2, Lore 2, Medicine 2, Mental Training 2, Perception 2, Pilot 2, Ranged 2, Science 2, Stealth 2
Skill Focuses: Lore +2, Influence +2
Talents: Smart Shot
Strength: 2 **Instinct**: 3 **Agility**: 2 **Fortitude:** 2
Intelligence: 5 **Willpower**: 3
Gear: Equipment Belt, Fone, Communicator, 5d20 credits

Special Ability (Knowledge of the Alien): The civilian gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): The civilian gains advantage on Influence checks against Terrans that are not Umojan.

Umojan Researcher

Level 6 Terran Non-heroic Character (Umojan Protectorate/ Academic/ Behavioral Scientist), Low Threat

Skill Purchases: 10	**Talent Purchases:** 0	**Ability Score Purchases:** 4
Hit Points: 47	**Healing Threshold**: 6	**Damage Threshold:** 21
Defense: 17	**Toughness:** 16	**Resolve:** 18
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 1	**Psionic Resistance**: 14	

-Needle Pistol 1d20+6 accuracy, 10 damage, +2 strikes maximum, 15 shots at medium range; *Special Traits*: Poison (DC 13 or 10 poison damage), Fast Reload, Silent
-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits*: Unarmed

Skills: Computers 4, Defensive Training 4, Durability 3, Influence 6, Lore 6, Medicine 4, Mental Training 4, Perception 4, Pilot 4, Ranged 4, Science 6, Stealth 4
Skill Focuses: Lore +2, Influence +2, Science +2
Talents: Great Speaker, Smart Shot

Strength: 2 **Instinct**: 4 **Agility**: 3 **Fortitude:** 2
Intelligence: 6 **Willpower**: 4
Gear: Needle Pistol with 2 magazines, Tier 2 Analysis Mask, Tier 2 Equipment Belt, Injector with 3 doses of Tranquilizer, Injector with 3 doses of Painkillers, Tier 2 Medipack x2, Tier 2 Fone, Tier 2 Communicator, 1d20x20 credits

Special Ability (Targeted Advice): As a minor action, the scientist can mark an ally or enemy with short range. Marking an enemy requires an influence test versus their resolve. When marking an enemy, the character spouts advice for their allies to overcome that foe. Therefore, allies that can hear the character gain +1 accuracy against that target and +2 to influence tests for combat influence. If the marked target is an ally, that ally gains +1 defense, toughness, and resolve. The mark lasts until the start of the scientist's next turn, but they can reply the mark as another minor action against the same or different target.

Special Ability (Knowledge of the Alien): The scientist gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): The scientist gains advantage on Influence checks against Terrans that are not Umojan.

Umojan Scientist

Level 12 Terran Non-heroic Character (Umojan Protectorate/ Academic/ Behavioral Scientist/ Medic/ Medical Officer/ Umojan Field Surgeon), Low Threat

Skill Purchases: 12	**Talent Purchases:** 8	**Ability Score Purchases:** 4
Hit Points: 61	**Healing Threshold**: 6	**Damage Threshold:** 23
Defense: 22	**Toughness:** 18	**Resolve:** 20
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 1	**Psionic Resistance**: 15	

-Needle Pistol 1d20+9 accuracy, 16 damage, +2 strikes maximum, 15 shots at medium range; *Special Traits*: Poison (DC 16 or 16 poison damage), Fast Reload, Silent
-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits*: Unarmed

Skills: Computers 6, Defensive Training 6, Durability 5, Influence 6, Lore 8, Medicine 8, Mental Training 6, Perception 6, Pilot 6, Ranged 6, Science 8, Stealth 4
Skill Focuses: Lore +2, Medicine +3, Influence +2, Science +3
Talents: Close Combat Shot, Defensive Fighting, Field Medic, Inspiring Presence, Great Speaker, Smart Shot, Surgical Precision III, Universal Knowledge, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 2 **Instinct**: 4 **Agility**: 3 **Fortitude:** 2
Intelligence: 8 **Willpower**: 4
Gear: Tier 2 Needle Pistol with 2 magazines, Tier 2 Analysis Mask, Tier 2 Equipment Belt, Tier 2 Backpack, Injector with 3 doses of Tranquilizer, Injector with 3 doses of Painkillers, Tier 3 Medipack x2, Tier 3 Fone, Trauma Kit, Tier 2 PDA, 1d20x50 credits

Special Ability (Targeted Advice): As a minor action, the scientist can mark an ally or enemy with short range. Marking an enemy requires an influence test versus their resolve. When marking an enemy, the character spouts advice for their allies to overcome that foe. Therefore, allies that can hear the character gain +1 accuracy against that target and +2 to influence tests for combat influence. If the marked target is an ally, that ally gains +1 defense, toughness, and resolve. The mark lasts until the start of the scientist's next turn, but they can reply the mark as another minor action against the same or different target.

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

Special Ability (Rallying Treatment): When the scientist performs first aid on an ally, the medical officer can spend a morale level to rally their patient. The target of the heal heals additional hit points equal to the scientist's morale bonus and gains a morale point.

Special Ability (Field Surgery): The scientist can heal a crippling wound as a full-round action, rather than taking the full minute to cure a wound. In addition, when healing a crippling wound, the target of the medicine heals hit points equal to twice the surgeon's level.

Special Ability (Knowledge of the Alien): The scientist gains advantage on science, lore, computers, and medicine skill checks regarding aliens, such as Protoss, Zerg, or other non-Terran races.

Special Ability (Subversion): The scientist gains advantage on Influence checks against Terrans that are not Umojan.

Umojan Shadowguard Description

The Umojan Shadowguard is the greatest espionage agency in the Koprulu Sector. Where the Dominion ghosts function primarily as assassins and special forces soldiers, the shadowguard focus on spying on their enemies (and sometimes allies). The shadowguard's primary focus is the analyze potential threats to the Protectorate, but they have been known to provide subtle aid to those who impose tyranny. The shadowguard aided the Kel-Morians during the Guild War, the Sons of Korhal against the Confederacy, and later turned on Mengsk to provide support for Raynor's Raiders against the Dominion.

One reason the shadowguard is likened to the ghost program as it is a covert unit filled with psionic individuals. However, it is not well known that only about half the shadowguard are psychics. The rest of are spies and soldiers who round out the guard's ranks.

Shadowguard are not direct combatants usually, and instead work on infiltration. Players might work with the shadowguard to uncover sinister secrets by a major player in the sector. Alternately, they might be against the shadowguard trying to protect those secrets.

Tactics

Shadowguard are not direct combatants and do not try to win battles with raw strength or numbers. Unless they are in a squad with support, they usually deploy stealth tactics and try to flee. When forced in battle, they constantly seek to hide and ambush foes, using Demand Surrender and Take Down to eliminate foes.

The shadowguard spy will try to demoralize their foes every turn to keep their morale low enough that they can force surrender. When in battle with combat worthy allies, they use Manipulation to assign taunts to their allies, so they can use stealth. From stealth, they will barrage foes with their silenced hand cannons, or sneak up on them and punch or grapple foes with their formidable unarmed skills.

Shadowguard Infiltrators focus more on stealth and elimination, and less on influence. They use their infiltration skills and *Cloaking* power to sneak into enemy ranks and drop ultrasonic grenades in enemy clusters. They sneak to the back-line enemies, such as a heavy weapons teams or snipers, and tear them apart with their psionically charged combat knives. They always try to preserve at least 1 energy fatigue so they can have keep the psionic charge on their melee attacks.

Shadowguard Team Leaders are experts on manipulation and stealth. They lead groups of spies, infiltrators, and operatives. Their skill is such that they can quickly overpower armored foes from stealth with a single motion. They organize their forces, leading groups of shadowguard and commandos with leadership and rally actions. They prefer efficiency leadership to aid their shadowguard's skill checks. In the meantime, team leaders are deadly unarmed combatants who soften their foes up with ultrasonic grenades and then batter them with their power gloves. If leadership is not necessary, then they will stealth around the battlefield arena and try to do 'take downs' on their foes.

While team leaders organize shadowguard operations, operatives are the great agents available to the shadowguard. These psionic spies are even better than a ghost at infiltration, and almost as dangerous of fighters. They yield powerful shock blades in combat, that can be set to either anti-infantry or anti-vehicle combat modes. They can maintain their *Cloaking* benefit for the long term, so foes will have to adapt for a cloaking foe. This is more difficult, because operatives constantly use their Subversive Telepathy to distract their foes, making it impossible to make spotter or detector actions. Worse, they are known to use telepathy to take control of their most powerful enemies and distract their foes with a dominated minion that use to be their ally.

Shadowguard Spy

Level 8 Terran Heroic Character (Umojan Shadowguard/ Infiltrator/ Spy/ Personality), Medium Threat

Skill Purchases: 12	**Talent Purchases:** 6	**Ability Score Purchases:** 7
Hit Points: 81	**Healing Threshold**: 6	**Damage Threshold:** 23
Defense: 25	**Toughness:** 18	**Resolve:** 23
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 4	**Psionic Resistance**: 10	

-Heavy Revolver 1d20+7 accuracy, 32 damage, +1 striks maximum, 6 shots at long range; *Special Traits*: Rending 5, Silent
-Ultrasonic Grenade 1d20+4 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-Power Glove 1d20+6 accuracy, 20 damage, +3 strike maximum; *Special Traits*: Penetration 4, Rending 4, Unarmed

Skills: Acrobatics 5, Athletics 4, Computers 3, Defensive Training 5, Durability 5, Influence 8, Lore 4, Medicine 2, Melee 5, Mental Training 5, Perception 5, Pilot 4, Ranged 5, Science 2, Stealth 6, Tactics 4
Skill Focuses: Acrobatics +2, Influence +3, Stealth +2
Talents: Defensive Fighting, Disciplined Unarmed Training II, Dissuade, Martial Arts Unarmed Training, Shadowguard Field Training I (Infiltration Specialist), Sneak Attack, Weapon Mastery (ranged)
Strength: 3 **Instinct**: 4 **Agility**: 6* **Fortitude:** 2
Intelligence: 6 **Willpower**: 6
Gear: Tier 2 Power Knuckle (Reinforced Unarmed with Improved Potency, Piercing, and Jagged), Tier 2 Heavy Revolver with Suppressor and Improved Potency and Umojan Laser Guidance System with 12 hollow point rounds, Tier 2 Ultrasonic Grenade x2, Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Tier 2 Medipack x2, Quick Loader x2, Micro Scanner

Special Ability (Stunning Fist): If the shadowguard makes a heavy strike attack with their power glove, the target is stunned for 1 round if the attack roll surpasses defense and toughness.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 20 perception test.

Special Ability (Impressionable): When making a combat influence test, the shadowguard can affect 2 additional targets with the same type of influence.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 2 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard's Favored Psionic Powers: Psi Level 3, +12 psionic manifestation bonus

-Cloaking; Automatic manifestation as a minor action; 3 energy fatigue, sustained as free action for 3 energy fatigue per round; character is cloaked while effect is active

Shadowguard Infiltrator

Level 10 Psionic Terran Heroic Character (Basic Telepath/ Umojan Shadowguard/ Infiltrator/ Spy/ Psionic Bladesman/ Psionic Shadow), Medium Threat

Skill Purchases: 12	**Talent Purchases:** 5	**Ability Score Purchases:** 8
Hit Points: 81	**Healing Threshold**: 6	**Damage Threshold:** 23
Defense: 24	**Toughness:** 19	**Resolve:** 21
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 6	**Psionic Resistance**: 23	

-Needle Pistol 1d20+8 accuracy, 16 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits*: Poison (DC 16 or 16 poison damage), Fast Reload, Silent
-Ultrasonic Grenade 1d20+4 accuracy, 45 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-Combat Knife 1d20+7 accuracy, 24 damage, +3 strike maximum; *Special Traits*: Penetration 7, Rending 4, Throwing

Skills: Acrobatics 6, Athletics 5, Computers 4, Defensive Training 5, Durability 5, Influence 6, Lore 5, Melee 5, Mental Training 5, Perception 5, Pilot 5, Psionics 6, Ranged 5, Stealth 6, Tactics 5
Skill Focuses: Acrobatics +2, Influence +2, Psionics +2, Stealth +3
Talents: Defensive Fighting, Psi Level 2, Psi Level 3, Psychic Discipline Focus (cloaking), Shadowguard Field Training I (Infiltration Specialist), Sneak Attack, Weapon Mastery (melee)
Psionic Powers: *Reading, Cloaking*
Strength: 4 **Instinct**: 4 **Agility**: 6* **Fortitude:** 2
Intelligence: 6 **Willpower**: 6
Gear: Tier 2 Combat Knife with Improved Potency, Piercing, and Jagged, Tier 2 Needle Pistol with Improved Potency and 2 magazines, Tier 2 Ultrasonic Grenade x2, Tier 2 Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Psi Weave, Micro Scanner

Special Ability (Charge Strikes): As long as the shadowguard has at least 1 point of energy fatigue, their melee attacks gain +3 damage and penetration (included in statistics above).

Special Ability (Shadow Step): The shadowguard does not need to make a manifestation check to manifest the *Cloaking* psionic power and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the character can teleport 5 squares. The location they are teleporting to must be within line of sight. They must be under a cloaking effect to teleport.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 20 perception test.

Special Trait (Basic Telepath): The shadowguard can gain a Psi Level of up to 4, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection. They are a controlled psychic.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 2 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard Team Leader

Level 16 Terran Heroic Character (Umojan Shadowguard/ Infiltrator/ Spy/ Personality/ Leader/ Skirmisher/ Insurgent/ Operative), Medium Threat

Skill Purchases: 22	**Talent Purchases:** 11	**Ability Score Purchases:** 11
Hit Points: 124	**Healing Threshold**: 7	**Damage Threshold:** 28
Defense: 34	**Toughness:** 22	**Resolve:** 27
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +7
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 9	**Psionic Resistance**: 25	

-**Repeating Gauss Pistol** 1d20+10 accuracy, 14 damage, +3 strikes maximum, 30 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Silent, Automatic
-**Ultrasonic Grenade** 1d20+7 accuracy, 55 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-**Power Glove** 1d20+10 accuracy, 30 damage, +3 strike maximum; *Special Traits*: Penetration 11, Rending 6, Unarmed

Skills: Acrobatics 9, Athletics 9, Computers 6, Defensive Training 8, Durability 8, Influence 12, Leadership 8, Lore 8, Medicine 8, Melee 8, Mental Training 8, Perception 8, Pilot 6, Ranged 8, Science 5, Stealth 10, Tactics 8
Skill Focuses: Athletics +2, Acrobatics +3, Influence +3, Mental Training +2, Stealth +3
Talents: Defensive Fighting II, Disciplined Unarmed Training II, Dissuade, Dodge, Inspirational Presence, Martial Arts Unarmed Training II, Shadowguard Field Training IV (Espionage Training, Infiltration Specialist, Precision Martial Arts, Take Down), Sneak Attack, Weapon Mastery (ranged)
Strength: 4 **Instinct**: 4 **Agility**: 8* **Fortitude:** 4
Intelligence: 6 **Willpower**: 7
Gear: Tier 3 Power Knuckle (Reinforced Unarmed with Improved Potency, Piercing, and Jagged), Tier 2 Repeating Gauss Pistol with Suppressor and Improved Potency and Umojan Laser Guidance System with 2 magazines of U-238, Tier 2 Ultrasonic Grenade with Improved Potency x2, Tier 2 Shadowguard Field Armor with Extra Reinforcement, Tier 3 Equipment Belt x3, Tier 3 Backpack, Tier 3 Medipack x2, Tier 2 Micro Scanner

Special Ability (Unarmed Combat Proficiency): If the shadowguard makes a heavy strike attack with their power glove, the target is stunned for 1 round if the attack roll surpasses defense and toughness. If the shadowguard is not using a heavy strike and the attack surpasses defense and toughness, the target is Slowed for 1 round. Regardless of whether they are using a heavy strike or not, they can follow their unarmed attack with a free disarm, push, or knockdown action.

Special Ability (Take Down): While cloaked or sneaking, the shadowguard can choose to knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a DC 30 perception to break the character's sneak. The shadowguard gains a +14 bonus on the opposed strength check. If the check is failed, the target is aware of them and no damage is done. Targets in powered armor can be knocked out, but the shadowguard only gains a +9 bonus against them.

Special Ability (Ambush Master): The shadowguard can make a stealth test to hide automatically at the beginning of every encounter. In addition, the character can take two full-round actions during a surprise round, instead of a single standard action. Finally, the character gains the Hailfire (1) weapon trait with all weapon attacks against targets that are unaware of him.

Special Ability (Rapid Reaction): The shadowguard gains a bonus to accuracy or defense equal to one half the number of squares they move on their turn. This bonus to either accuracy or defense begins after they take a move action to move or shift and lasts until the start of their next turn. The shadowguard can only have one of these two bonuses at a time.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Rallying Boost): Whenever the shadowguard uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 8 temporary hit points.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 24 perception test.

Special Ability (Impressionable): When making a combat influence test, the shadowguard can affect 2 additional targets with the same type of influence.

Special Ability (Moving Cover): If the shadowguard has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 3 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space.

Shadowguard's Favored Psionic Powers: Psi Level 5, +18 psionic manifestation bonus, recovers 2 energy fatigue per turn

-Cloaking; Automatic manifestation as a free action; 1 energy fatigue, sustained as free action for 1 energy fatigue per round; character is cloaked while effect is active
-Hallucination; DC 18 manifestation as standard action; 6 energy cost; creates 2 hallucinations within long range that last 15 rounds, hallucinations can be anything up to large size, hallucinations deal no damage but are indistinguishable from ordinary objects, can be revealed as fake through detector action.
-Command; DC 20 manifestation as standard action; 9 energy cost; +16 attack versus resolve of a target at long range, struck target is commander by the caster, who must follow the caster's basic telepathic instructions, commanded target cannot use psionic powers, combat augmentations, or make intelligence or willpower based check, power lasts until the target succeeds a DC 20 willpower test at the end of every turn
-Subversive Distraction: DC 16 manifestation as a move action; 3 energy cost; strikes all enemies within a Burst 10 centered on caster, +16 versus resolve, struck enemies cannot make spotter or detector actions, suffer -10 to perception, and do not count as seeing enemies for negating their ability to hide
-Subversive Despair: DC 16 manifestation as a move action; 3 energy cost; strikes all enemies within a Burst 10 centered on caster, +16 versus resolve, struck enemies lose 1 morale level

Shadowguard Operative

Level 20 Psionic Terran Heroic Character (Basic Telepath/ Umojan Shadowguard/ Infiltrator/ Spy/ Psionic Bladesman/ Skirmisher/ Paranoid/ Psionic Shadow/ Slicer/ Psionic Shadowguard/ Metapsychic), Medium Threat

Skill Purchases: 20	**Talent Purchases:** 5	**Ability Score Purchases:** 12
Hit Points: 113	**Healing Threshold**: 7	**Damage Threshold:** 29
Defense: 34	**Toughness:** 27	**Resolve:** 28
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 9	**Psionic Resistance**: 33	

-Needle Rifle 1d20+12 accuracy, 18 damage, +2 strikes maximum, 10 shots at long range; *Special Traits*: Poison (DC 21 or 26 poison damage), Scope, Silent
-Ultrasonic Grenade 1d20+7 accuracy, 50 psionic damage, 1 strike maximum; *Special Traits*: Burst 4, Ultrasonic, Grenade, Delay
-Shock Blade w/ Shocking 1d20+13 accuracy, 44 damage, +3 strikes maximum; *Special Traits*: Penetration 15, Stun, Defensive, Energy Damage
-Shock Blade w/ Phasing 1d20+13 accuracy, 44 EMP damage, +3 strikes maximum; *Special Traits*: Energy Drain, Defensive

Skills: Acrobatics 8, Athletics 8, Computers 10, Defensive Training 11, Durability 9, Influence 11, Lore 8, Melee 11, Mental Training 8, Perception 8, Pilot 7, Psionics 10, Ranged 8, Science 1, Stealth 10, Tactics 8
Skill Focuses: Acrobatics +2, Athletics +2, Defensive Training +2, Influence +2, Melee +2, Psionics +3, Stealth +3
Talents: Cynic, Defensive Fighting, Devastating Cripple (melee), Dodge, Endless Energy II, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psychic Discipline Focus (cloaking II), Psychic Powers, Shadowguard Field Training III (Espionage Training, Infiltration Specialist, Take Down), Sneak Attack, Weapon Mastery (melee II)
Psionic Powers: *Reading, Messaging, Cloaking, Compulsion, Stop Organ, Hallucination, Command*
Strength: 4 **Instinct**: 5 **Agility**: 8* **Fortitude:** 4
Intelligence: 6 **Willpower**: 8
Gear: Tier 2 Shock Blade with Improved Potency, Tier 2 Needle Rifle with Improved Potency and 2 magazines, Tier 2 Ultrasonic Grenade with Improved Potency x2, Tier 3 Shadowguard Field Armor, Tier 2 Equipment Belt x3, Tier 2 Backpack, Tier 2 Medipack x2, Tier 2 Psi Weave, Tier 2 Micro Scanner x2

Special Ability (Charge Strikes): As long as the shadowguard has at least 1 point of energy fatigue, their melee attacks gain +5 damage and penetration (included in statistics above).

Special Ability (Shadow Step): The shadowguard does not need to make a manifestation check to manifest the *Cloaking* psionic power and counts their Psi Level as 2 higher when manifesting *Cloaking*. In addition, once every other round, the character can teleport 7 squares. The location they are teleporting to must be within line of sight. They must be under a cloaking effect to teleport.

Special Ability (Take Down): While cloaked or sneaking, the shadowguard can choose to knock an unaware target unconscious. If they can succeed an opposed strength test with the target, they can perform a silent takedown and render the target unconscious without creating noise, although any enemies within 6 squares can make a DC 30 perception to break the character's sneak. The shadowguard gains a +5 bonus on the opposed strength check. If the check is failed, the target is aware of them and no damage is done. Targets in powered armor can be knocked out, but the shadowguard gains no bonus to the check.

Special Ability (Manipulation): The shadowguard is very efficient at goading their foes. They can taunt without spending negative morale and can taunt enemies regardless of their morale level. An enemy also only requires 3 negative morale for the spy to use Terrorize or Demand Surrender against them. In addition, when the shadowguard taunts an enemy, they can give the taunt benefit to an ally within medium range instead. The ally counts as the one who was taunting.

Special Ability (Expert Infiltrator): The shadowguard can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, spotter and detector actions only reveal the character if they succeed a DC 24 perception test.

Special Ability (Moving Cover): If a skirmisher has cover at any time during a move, he retains cover until the start of his next turn. Total cover is retained as improved cover.

Special Trait (Basic Telepath): The shadowguard can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection. They are a controlled psychic and cannot overcharge powers through poor dice rolls, no matter their morale level, and all of their powers cost 1 less energy fatigue to use or sustain.

Special Ability (Revitalize): Whenever the shadowguard manifests a psionic power, they gain 12 temporary hit points. In addition, the shadowguard can remove energy fatigue as a move action.

Special Ability (False Identities): As part of their espionage role, a shadowguard spy has 4 false identities with complete background and historical records. These identities require a DC 40 computers check to reveal as false.

Special Ability (Contacts): The shadowguard gains a +10 bonus on Influence tests to gather information in terran space

What is the United Earth Directorate?

The United Earth Directorate is a military expedition force from Earth, the distant home world of humanity. For years, they have been watching the progress and growth of the fledgling terran colonists. When two powerful alien species came to power in the Koprulu Sector, the forces of Earth could wait idly no longer. They sent a massive invasion fleet with the purpose of conquering all the forces of the sector, including the terran nations.

While the expedition fleet almost succeeded in its mission, overthrowing the Dominion and enslaving the zerg, their mission ultimately failed due to the Queen of Blades. Their fleet was scattered and thrown into disarray and was forced to make a desperate escape back to Earth. The Queen of Blades pursued them and destroyed every ship. Not a single member of the fleet returned to their home world.

Despite this, many members of the directorate did survive. They chose to settle into the Koprulu Sector, living amongst the terrans as if they had always been there. As most of them had a military background, many survivors joined formal militaries or started mercenary outfits. Many scientists were adopted into the Dominion or Umojan science branches. Others dropped off the radar entirely, settling on foreign worlds or starting regular lives amongst the core planets.

How does the UED fit into the StarCraft Roleplaying Game?

In the Core Rulebook for StarCraft, being a member of the United Earth Directorate is a playable background for a terran character. The UED background is for members of the directorate that survived the fall of their fleet and have settled into the sector.

The expedition fleet was made up of exceptional individuals with a willingness to embrace danger and skills that placed themselves above the bulk of humanity. Therefore, while their expedition has failed, these individuals are very qualified for the life of a freelance adventurer. Many survivors found their place amongst terran heroes, using their trained skills in the Directorate to continue in a life of adventure and danger.

If you are playing in a campaign that takes place during the Brood War, the UED forces will likely play a major part in that campaign. They were on a widespread campaign to conquer the sector. Their soldiers were deployed in vast armies, supported by battlecruisers, artillery, and air support. They conquered their enemies, conscripting their civilians and executed their leaders.

In the later part of the Brood War, the UED fought alongside large numbers of enslaved zerg. This was because of their control over the second overmind, that slaved the swarm to their will. In campaigns taking place in that era, it could result in interesting encounters that involve mixed terran and zerg forces that fight together for increased lethality.

For post-Brood War campaigns, the UED are likely only seen in force in paramilitary groups that have banded together in the loss of their fleet. A famous example is Spartan Company, a group of mechanized mercenaries that still adhere to the UED chain of command. They are professional soldiers who do not shed their old discipline just because they are now working freelance.

Section Four: Part 6: United Earth Directorate

The terran forces of earth tried to conquer the sector. They failed. Now, what remains of their fleet lies scattered across the sector. They do their best to adjust to their lives stranded far from home. They are no real threat to us.

Being said, we should not underestimate the powers of distant Earth. They came here before with a will to conquer, and very nearly succeeded. Their expedition fleet devastated the sector before it was destroyed. Since then, the Koprulu Sector has been ravaged by two separate wars. Terran, protoss, and zerg alike were ravaged while Earth has had a chance to rebuild their meager losses and grow stronger.

Will they return? Most terrans think so. The question is will we be ready when they return?

UED NPCs

This section covers many example United Earth Directorate NPCs that players are likely to encounter in their adventures relating to the UED or the paramilitary operations that sprung up since they departed.

Directorate Marines Description

The directorate military was very regimented, with disciplined forces beyond that deployed by the terran Dominion or Confederacy. UED Marines are very precise and use strategic tactics in combat. Moreover, they know better than to disobey a direct order.

Three example directorate soldiers are described here. The private is the mainline gunman of the expedition, a well-trained warrior that has proven themselves worthy of the expedition, but not promotion. Privates make up the bulk of directorate squads, and during the Brood War could be found in massive battalions battling the zerg or in small squads fortifying bunkers. Most directorate squads are led by a sergeant, a veteran who makes sure discipline is upheld and orders are understood.

Most platoons are commanded by a colonel; a decorated official with many years of experience and formal officer's training. Colonels have noticeable marks of ranks on their armor and have a communications array that broadcasts UED inspirational quotes and propaganda to their soldiers. These are skilled leaders whose guidance makes their troops a hundredfold more dangerous than if they were fighting in a disorganized mob.

Tactics

Directorate privates are similar in threat to a Dominion marine but tend to be more organized. Privates fight like marines, except they are more likely to use cover and tactics, and less reliant on drugs. They also possess an underslung rocket launcher capable of dealing with heavy armor. They usually save their rocket when enemy vehicles are on the field, or for breaking bunkers.

Directorate sergeants are more experienced privates, with a few extra tricks. They use leadership to set up a defensive formation with their troops. Sergeants are equipped with flash grenades for disabling their clumped enemies, allowing their units to gang up and surround blinded troops. Finally, they have access to their field tactics, where they can use tactics checks to gain additional bonuses. Their favorite is to use Supporting Fire to make opportunity attacks at foes they aimed at should they attack an ally.

Colonels are veteran combatants, but even greater leaders. Their primary goal in combat is to set up leadership and bolster their followers. They can set up as many as 20 soldiers with a Defensive Formation or Efficiency leadership, then give out plentiful morale points to their followers. These morale points come with temporary hit points and their leadership gives extra movement speed for inspired allies. Otherwise, a colonel remains behind their soldiers in combat, providing tactical guidance from afar. They will still fight if engaged in battle, bombarding foes with aimed focused bursts. They rely heavily on their field tactics for opportunity attacks and extra survivability.

Directorate Private

Level 5 Terran Non-heroic Character (UEDE/ Soldier/ Pilot), Medium Threat

Skill Purchases: 8	**Talent Purchases:** 1	**Ability Score Purchases:** 0
Hit Points: 54	**Healing Threshold**: 6	**Damage Threshold:** 22
Defense: 13	**Toughness:** 23	**Resolve:** 16
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 13	**Psionic Resistance**: 8	

-Heavy Gauss Rifle 1d20+6 accuracy, 19 damage, 1 strike maximum, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic
-Rocket Launcher 1d20+6 accuracy, 45 damage, 1 strike maximum, 1 shots at long range; *Special Traits*: Penetration 5, Burst 2
-Flak Pistol 1d20+5 accuracy, 16 damage, 1 strike maximum, 15 shots at short range; *Special Traits*: Rending 3, Spread, Recoil
-Frag Grenade 1d20+3 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 2, Grenade, Delay
-Rifle Bayonet 1d20+3 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 2, Defensive Training 4, Durability 4, Endurance 1, Melee 3, Mental Training 4, Perception 1, Pilot 4, Ranged 5, Tactics 4
Skill Focuses: Ranged +2, Pilot +2, Tactics +2
Talents: Powered Armor Training
Strength: 9* **Instinct**: 6 **Agility**: 2 **Fortitude:** 2
Intelligence: 2 **Willpower**: 2
Gear: Heavy Gauss Rifle with Rifle Bayonet and Attached Rocket Launcher with 2 magazines, CMC-300 Powered Armor, Flak Pistol with 3 magazines, Fragmentation Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The marine gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Directorate Sergeant

Level 12 Terran Non-heroic Character (UEDE/ Soldier/ Pilot/ Warrior/ Directorate Field Operative/ Veteran), Medium Threat

Skill Purchases: 13	**Talent Purchases:** 3	**Ability Score Purchases:** 3
Hit Points: 95	**Healing Threshold**: 8	**Damage Threshold:** 27
Defense: 16	**Toughness:** 25	**Resolve:** 19
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 17	**Psionic Resistance**: 12	

-Heavy Gauss Rifle 1d20+9 accuracy, 25 damage, 1 strike maximum, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic
-Rocket Launcher 1d20+9 accuracy, 55 damage, 1 strike maximum, 1 shots at long range; *Special Traits*: Penetration 5, Burst 3
-Flak Pistol 1d20+8 accuracy, 20 damage, 1 strike maximum, 15 shots at short range; *Special Traits*: Rending 3, Spread, Recoil
-Frag Grenade 1d20+6 accuracy, 55 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 3, Grenade, Delay
-Flash Grenade 1d20+5 accuracy, no damage, 1 strike maximum; *Special Traits*: Burst 2, Flash, Grenade, Delay
-Rifle Bayonet 1d20+5 accuracy, 31 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 2, Defensive Training 6, Durability 6, Endurance 2, Influence 2, Leadership 4, Melee 4, Mental Training 6, Perception 2, Pilot 5, Ranged 7, Tactics 6
Skill Focuses: Defensive Training +2, Endurance +2, Leadership +2, Ranged +2, Pilot +2, Tactics +2, Prowess +1
Talents: Close Combat Shot, Critical Execution, Powered Armor Training, Weapon Mastery (ranged)
Strength: 9* **Instinct**: 8* **Agility**: 2 **Fortitude:** 5
Intelligence: 2 **Willpower**: 3
Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet and Attached Rocket Launcher with 2 magazines, Tier 2 CMC-300 Powered Armor, Tier 2 Flak Pistol with 3 magazines, Tier 2 Fragmentation Grenade x2, Flash Grenade x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Hated Enemy: Terran): The marine gains +2 accuracy and +2 rending when attacking another terran.

Special Ability (Tactical Stunt): The marine gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 8 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

-Focused Suppress (DC 15): When making an opportunity attack, the marine can make a tactics test to reduce the effect to a Burst (2) area, but with +10 accuracy and hailfire 1.
-Supporting Fire (DC 20): If the marine aimed at a foe during their turn and that foes attacks an ally, the marine can make a tactics test to make a ranged opportunity attack against that enemy.

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The marine gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Directorate Colonel

Level 20 Terran Non-heroic Character (UEDE/ Soldier/ Pilot/ Warrior/ Directorate Field Operative/ Leader/ Veteran/ Military Commander/ Destroyer/ Icon of Mankind), Medium Threat

Skill Purchases: 19	**Talent Purchases:** 6	**Ability Score Purchases:** 6
Hit Points: 125	**Healing Threshold**: 8	**Damage Threshold:** 30
Defense: 20	**Toughness:** 29	**Resolve:** 26
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 1 square	**Reach:** 1 square	**Initiative:** +10
Damage Resistance: 21	**Psionic Resistance**: 23	

-Heavy Gauss Rifle 1d20+11 accuracy, 31 damage, 1 strike maximum, 150 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Digital Scope, Full Automatic
-Rocket Launcher 1d20+11 accuracy, 75 damage, 1 strike maximum, 1 shots at long range; *Special Traits*: Penetration 5, Burst 3, Digital Scope
-Repeating Gauss Pistol 1d20+11 accuracy, 18 damage, +1 strike maximum, 50 shots at medium range; *Special Traits*: Penetration 12, Automatic
-Frag Grenade 1d20+8 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 6, Burst 3, Grenade, Delay
-Rifle Bayonet 1d20+9 accuracy, 34 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Athletics 4, Defensive Training 10, Durability 9, Endurance 6, Influence 6, Leadership 10, Melee 8, Mental Training 10, Perception 6, Pilot 7, Ranged 9, Tactics 10
Skill Focuses: Defensive Training +2, Endurance +3, Leadership +3, Mental Training +2, Ranged +2, Pilot +2, Tactics +2, Prowess +1
Talents: Close Combat Shot, Critical Execution, Inspirational Presence, Grand Leader, Hardened Survivalist, Master Tactician, Powered Armor Training, Weapon Mastery (ranged II)
Strength: 9* **Instinct**: 9* **Agility**: 2 **Fortitude:** 5
Intelligence: 4 **Willpower**: 6
Gear: Tier 2 Heavy Gauss Rifle with Rifle Bayonet, Improved Potency, Digital Scope, and Attached Rocket Launcher with 3 magazines of U-238, Tier 2 CMC-300 Powered Armor with Extra Reinforcement, Propaganda Broadcast Array, and Officer's Upgrades, Tier 2 Repeating Gauss Pistol with Improved Potency and 2 magazines of Adamantine Spikes, Tier 2 Fragmentation Grenade with Improved Potency x2, 3 doses of Painkillers, 2 doses of Anti-toxin

Special Ability (Tactical Stunt): The colonel gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 9 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

-Focused Suppress (DC 15): When making an opportunity attack, the marine can make a tactics test to reduce the effect to a Burst (2) area, but with +10 accuracy and hailfire 1.
-Withdraw (DC 15): When the colonel makes a move action, they can make a tactics test to avoid any opportunity attacks from the move. However, the move must end outside the reach of all enemies
-Supporting Fire (DC 20): If the marine aimed at a foe during their turn and that foes attacks an ally, the marine can make a tactics test to make a ranged opportunity attack against that enemy.
-Covering Fire (DC 20): When an enemy makes an opportunity attack against an ally, the colonel can make a tactics check to activate this stunt. On a success, they get to make an instant opportunity attack against the target making an opportunity attack. This is before the enemy makes their opportunity attack. If the attack surpasses the target's resolve, then the enemy's attack is cancelled.

Special Ability (Hated Enemy: Terran): The colonel gains +2 accuracy and +2 rending when attacking another terran.

Special Ability (Chain of Command): The colonel gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The colonel gains +1 power rating of damage with all ranged weapons. All vehicle's they pilot gain +3 defense.

Special Ability (Icon of Mankind): The directorate colonel is an expert commander and gains numerous benefits as relates to leadership
-Leadership combat augmentations do not cap at DC 15
-Allies granted a morale point from the colonel's rallying gain 10 temporary hit points
-The colonel generates twice as many morale points when rallying and give up to two morale points to a single ally
-Allies under the effect of the colonel's leadership gain bonus movement speed equal to their positive morale level
-All allies within 6 squares gain a +1 bonus to attacks and skill checks, and the colonel gains +5 on leadership on allies within 6 squares
-All allies under the effect of a colonel's leadership gain +5 toughness and resolve, can make a bonus opportunity attack each round, and cannot be flanked or flat-footed
-All allies under the colonel's leadership can use his morale bonus instead of their own
-As long as they are using leadership on UED allies that possess communicators, the colonel's leadership combat augmentations have an unlimited duration and effect up to 20 allies.

Directorate Medic Description

The UED brought many of the most esteemed and established personnel with them to the Koprulu sector. The UED medics were the first to use healing nanites and medical 'sprays'. Since their invasion, their technology has been copied by every military group in the sector. The UED medic is a designated military personnel assigned to the wellbeing of their squad. Most are career military that received special training in triage and nanite usage to serve as a medic.

Tactics

UED medics are medical personnel only equipped with defensive weaponry. They work to keep their allies up and alive through the heat of combat. They spend most of their time using their MDS to heal frontline combatants through the heat of combat. When an ally is critically wounded, the medic has them pulled away from the frontlines. There, the medic can use medipacks and trauma kits to get them back in the fight.

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

Directorate Medic

Level 5 Terran Non-heroic Character (UEDE/ Medic/ Directorate Medic), Medium Threat

Skill Purchases: 5	**Talent Purchases:** 1	**Ability Score Purchases:** 2
Hit Points: 61	**Healing Threshold**: 6	**Damage Threshold:** 23
Defense: 16	**Toughness:** 20	**Resolve:** 16
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 12	**Psionic Resistance**: 10	

-Gauss Pistol 1d20+5 accuracy, 10 damage, +1 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4
-Grenade Launcher w/ Flash Grenades 1d20+4 accuracy, no damage, 1 strike maximum, 1 shot at medium range; *Special Traits*: Burst 2, Flash, Gradual Reload, Ground Fire
-Pistol Whip 1d20+1 accuracy, 11 damage, 1 strike maximum; *Special Traits*: NA

Skills: Computers 1, Defensive Training 4, Durability 4, Influence 2, Lore 2, Medicine 5, Melee 2, Mental Training 3, Pilot 2, Ranged 4, Science 3, Tactics 3
Skill Focuses: Medicine +2, Science +2
Talents: Close Combat Shot, Field Medic, Powered Armor Training
Strength: 6* **Instinct**: 5* **Agility**: 2 **Fortitude:** 3
Intelligence: 6 **Willpower**: 3
Gear: CMC-405 Light Powered Armor with Medical Delivery System (10 units of nanites) and attached Heavy Weapon Upgrade (grenade launcher with flash grenade), Tier Gauss Pistol with 2 magazines, Ballistic Combat Shield, Flash Launcher Grenade x2, First Aid Kit x2, Tier 2 First Aid Kit, Injector with 2 doses of Anti-toxin, Trauma Kit

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

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

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

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Directorate Psi-Operative Description

Psi-Operatives are the UED equivalents of ghosts. Earth operatives undergo similar conditioning and training to Dominion ghosts but possess very different fighting styles. Psi-Operatives function less as stealth assassins and more as elite soldiers. Psi Operatives are deployed as psionic support for UED special forces teams.

Psi Operatives used the UED background instead of the ghost background, and thus are unqualified for Ghost Combat Training talents. They are still controlled casters because of their Mentalist advanced specialization.

Tactics

Operatives are usually encountered with squads of directorate privates, sergeants, and medics. They fight with their gauss assault rifles, using aim actions and focused bursts to take down light armored foes. They use their grenade launchers to punish grouped enemies and EMP grenades to take down vital targets, such as enemy artillery. They always go into battle with *Muscular Enhancement* activated and use *Cloaking* in short bursts to force their enemies to lose their location or slip past defenses unnoticed. Operatives save their *Mind Blasts* as a finishing move to kill weakened enemies or punish a foe that hides behind substantial armor.

When they can't activate *Cloaking*, operatives use the Withdraw tactic stunt to fall back, of push through enemy ranks. They always aim at the most threatening target in order to make extra opportunity attacks with Supporting Fire stunts.

Operative's Favored Psionic Powers: Psi Level 5, +15 psionic manifestation bonus

-Cloaking; Automatic manifestation as a minor action; 4 energy fatigue, sustained as free action for 4 energy fatigue per round; character is cloaked while effect is active
-Muscular Enhancement; DC 12 manifestation as a minor action; 4 energy fatigue; gains +10 to athletics, acrobatics, endurance, and stealth tests, +2 melee damage and penetration, lasts 50 minutes
-Mind Blast; DC 20 manifestation as a standard action; 4 energy fatigue; +12 attack versus resolve at medium range, target takes 60 psionic damage

Directorate Psi-Operative

Level 15 Terran Advanced Heroic Character (UEDE/ Advanced Telepath/ Soldier/ Directorate Field Operative/ Warrior/ Psionic Marksman/ Mentalist/ Weapon's Expert), Medium Threat

Skill Purchases: 19	**Talent Purchases:** 12	**Ability Score Purchases:** 11
Hit Points: 115	**Healing Threshold**: 7	**Damage Threshold:** 27
Defense: 26	**Toughness:** 24	**Resolve:** 23
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 12	**Psionic Resistance**: 29	

-Gauss Assault Rifle 1d20+13 accuracy, 27 damage, +2 strikes maximum, 50 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Digital Scope, Automatic
-Gauss Assault Rifle w/ Grenade Launcher 1d20+11 accuracy, 65 damage, 1 strike maximum, 1 shots at medium range; *Special Traits*: Penetration 5, Burst 3, Ground Fire, Gradual Reload, Digital Scope
-EMP Grenade 1d20+8 accuracy, 65 EMP damage, 1 strike maximum; *Special Traits*: Burst 3, Energy Drain, Grenade, Delay
-Psi Blade 1d20+8 accuracy, 26 damage, 1 strike maximum; *Special Traits*: Penetration 5, Defensive

Skills: Acrobatics 5, Athletics 5, Computers 6, Defensive Training 8, Durability 6, Endurance 4, Lore 4, Medicine 4, Melee 6, Mental Training 6, Perception 5, Pilot 5, Psionics 8, Ranged 10, Stealth 6, Tactics 7
Skill Focuses: Defensive Training +2, Psionics +2, Ranged +4, Tactics +2, Prowess +1
Talents: Close Combat Shot, Critical Execution, Defensive Fighting II, Far Shot, Military Unarmed Training, Jaded, Psi Level 2, Psi Level 3, Psi Level 4, Psi Level 5, Psionic Power, Weapon Mastery (ranged II)
Psionic Powers: *Reading, Messaging, Compulsion, Stop Organ, Mind Blast, Cloaking, Acute Senses, Muscular Enhancement*
Strength: 6* **Instinct**: 7 **Agility**: 5* **Fortitude:** 5
Intelligence: 4 **Willpower**: 7
Gear: Tier 2 Gauss Assault Rifle with Improved Potency and Digital Scope with 3 magazines of U-238 rounds and 2 launcher grenades, Tier 2 Hostile Environment Suit, Tier 2 Psi Blade, EMP Grenade x2, Tier 2 Medipack, Equipment Belt x3, Tier 2 Backpack

Special Ability (Tactical Stunt): The colonel gains a selection of various tactical tricks they can deploy in combat. They can attempt up to 9 tactical stunts every encounter. When they chose to use a tactical stunt, they make a tactics skill check. If the check is successful and the conditions are right, they pull off the tactical stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the tactics DC to pull them off.

-Withdraw (DC 15): When the operative makes a move action, they can make a tactics test to avoid any opportunity attacks from the move. However, the move must end outside the reach of all enemies
-Supporting Fire (DC 20): If the operative aimed at a foe during their turn and that foes attacks an ally, the operative can make a tactics test to make a ranged opportunity attack against that enemy.

Special Ability (Chain of Command): The operative gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The operative gains +1 power rating of damage with all ranged weapons.

Special Ability (Guided Shots): The operative can use subtle telekinetic influences to guide their shots, even if they do not normally have telekinetic potential. When making a ranged attack while aiming, the character gains +5 rending and their attacks ignore cover. Improved cover instead counts as regular cover. Total cover still blocks the attack. This ability cannot be used when the operative's manifestation bonus is +0 or lower.

Special Trait (Advanced Telepath): The operative can gain a Psi Level of up to 6, and can draw powers from the Telepathy, Cloaking, and Augmentation disciplines. The character also possesses Psionic Detection and Natural Mind Reading. The operative is a controlled psychic.

Directorate Scientist

The expedition contained many of Earth's greatest minds. Willing or no, these academics accompanied the expedition to the Koprulu Sector. They used their expertise to build and upgrade equipment for the expedition force. However, their primary goal was the invention of technology to enslave the zerg Overmind and control the broods. For this reason, many of the UED scientists had at least a passing interest in biology, artificial intelligence, or neurology.

Scientists are usually far from the front lines but are often caught up in the back and forth struggles between the forces of the UED and the Queen of Blades. The Queen's zerg often targeted UED scientist because of their control over the enslaved zerg. However, this control usually allowed the directorate scientist to have zerg followers who protected them in battle.

In a more modern era, many directorate scientists eventually worked in Dominion or Umojan research branches. Many ended up in the Moebius Corp, putting their understand of zerg biology to work in creating the hybrid.

Tactics

Scientists are poor fighters. However, they possess technical tricks they can use to sabotage their opponents and help allies whittle down their attackers. One of their first actions in combat is to flee a safe distance away and set up their Gauss Cannon turret. They then hide and have their cannon fight for them. If enemies continue to push forward, they use their gadgets to sabotage them. Laser Trigger mines are used very area denial and thwart advancing foes. Dispersion Fields are counters for ghosts and dark templar, creating a null-cloaking field that exposes foes. Finally, they can create an EMP cannon that provides a one-time blast of EMP that can fry vehicles, robots, and energy shields. Scientists generally only have 5 tech components to work with at any one time, so they try to save them for when they need them.

Directorate Scientist

Level 15 Terran Non-heroic Character (UEDE/ Directorate Technician/ Academic/ Engineer/ Heuristics Programmer/ Battlefield Engineer/ Scientist), Low Threat

Skill Purchases: 12	**Talent Purchases:** 17	**Ability Score Purchases:** 6
Hit Points: 69	**Healing Threshold**: 6	**Damage Threshold:** 24
Defense: 19	**Toughness:** 18	**Resolve:** 22
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 6	**Psionic Resistance**: 21	

-Flak Pistol 1d20+7 accuracy, 18 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Rending 3, Spread, Recoil
-Pistol Whip 1d20+3 accuracy, 9 damage, 1 strike maximum; *Special Traits*: NA
-Gauss Cannon Turret 1d20+7 accuracy, 24 damage, 1 strike maximum, infinite shots at long range; *Special Traits*: Penetration 4, Hailfire 1
-Rocket Launcher Turret 1d20+8 accuracy, 45 damage, 1 strike maximum, 4 shots at long range; *Special Traits*: Penetration 25, Burst 1, Rocket

Skills: Computers 10, Defensive Training 6, Durability 5, Influence 7, Leadership 4, Lore 8, Medicine 7, Melee 4, Mental Training 6, Perception 7, Pilot 2, Ranged 6, Science 12
Skill Focuses: Computers +3, Lore +2, Science +6
Talents: Close Combat Shot, Defensive Fighting, Engineer Foreman, Makeshift Repairs, Professional Hacker, Penetration V, Sabotage III, Structural Weakness III, Upgraded Turret II, Weapon Mastery (ranged)
Strength: 2 **Instinct**: 4 **Agility**: 3 **Fortitude:** 3
Intelligence: 8 **Willpower**: 6
Gear: Tier 2 Flak Pistol with Improved Potency with 2 magazines, Tier 2 Environmental Suit, Tier 3 Equipment Belt, Tier 3 Backpack, Tier 2 Data Disk x2, Tier 3 Binoculars, Tier 2 Flashlight, Tier 2 Geiger Counter, Tier 2 Navigation Unit, Tier 3 PDA, Tier 2 Communicator, 5 Tech Components

Special Ability (Tech Components): The scientist has 5 tech components that they can spend for various technological effects. The following are the scientists favorite technological gadgets,
-Dispersion Field: Spends 2 components as a standard action to set up a dispersion field within 6 squares. The field negates cloaking effects within 3 squares of it for 8 rounds.
-EMP Cannon: Spends 1 component to make a +14 ranged attack at a target within 6 squares. If the attack hits, the target takes 50 EMP damage.

-Laser Trigger Mine: Spends 1 component as a standard action to set up a mine within 6 squares. When an enemy steps within 3 squares of the mine, it goes off. The mine has a Burst (4) area, +14 accuracy, and deals 60 damage with 16 penetration.

Special Ability (Fast Turret): The scientist has created a portable turret that he can quickly set up and control in combat. Setting up the turret is a full-round action, and it can be place in any square adjacent to them. The turret can also be taken down as a full-round action. The engineer can fire the turret as a minor action and can do so from remote up to 15 squares away. The turret counts as being fired by the character for the purpose of attack bonus, damage, and all other combat values. The turret counts as a gauss cannon, using the scientists' ranged skill, but can instead fire an armor piercing rocket up to 4 times per day. When being attacked, the turret has 150 hit points, 16 damage resistance, and a defense of 10. If the turret is destroyed or takes any damage, the damage is repaired or the turret is replaced when the scientist takes an 8 hour rest.

Special Ability (Chain of Command): The marine gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Machine Empathy): The scientist can perform influence actions against robots and artificial intelligences, targeting their toughness instead of resolve. Their total bonus on influence checks versus AI is +18

Directorate Navy Officer Description

The directorate was a fleet-based organization and supported many officers to manage the ships. These officers were trained in warfare, tactics, and military discipline, but were not front-line fighters. Instead, they organized operations from afar and commanded ships and battle stations.

The naval lieutenant was a common mid-rank officer. They coordinated with squadrons, served as deck officers, and organized crew upon the battle cruisers. Other lieutenants took command of the directorate's military vehicles. These lieutenants are the most common encountered, and are significantly deadlier when piloting a wraith, goliath, or siege tank.

Captains were the esteemed officers of the directorate fleet, most with plenty of command experience and formal officer training from a military academy. Captains commanded the most esteemed vessels of the directorate fleet, including battle cruisers and valkyrie gunships. They were also solid leaders, able to inspire their men in the gravest circumstances.

Tactics

Neither lieutenants or captains are outstanding combatants on their own. They wear light armor and possess only basic side arms. Both tend to hang back and let the directorate marines fight for them. Both will try to use leadership to bolster their allies. Only captains are very good at it, but they can provide impressive bonuses with their rally actions. Even then, they lead field guidance to colonels if they are present.

Directorate Naval Lieutenant

Level 10 Terran Non-heroic Character (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Ace Pilot), Low Threat

Skill Purchases: 10	**Talent Purchases:** 3	**Ability Score Purchases:** 3
Hit Points: 54	**Healing Threshold**: 6	**Damage Threshold:** 22
Defense: 18	**Toughness:** 16	**Resolve:** 18
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 7	**Psionic Resistance**: 11	

-Gauss Pistol 1d20+10 accuracy, 14 damage, +2 strikes maximum, 50 shots at long range; *Special Traits*: Penetration 4
-Reinforced Unarmed 1d20+5 accuracy, 17 damage, +2 strikes maximum; *Special Traits*: Unarmed, Concealed Weapon

Skills: Computers 3, Defensive Training 4, Durability 4, Influence 2, Leadership 1, Lore 3, Melee 3, Mental Training 5, Perception 3, Pilot 8, Ranged 8, Science 2, Tactics 4
Skill Focuses: Pilot +3, Ranged +3, Tactics +2
Talents: Bombardment, Close Combat Shot, Goliath Mastery, Weapon Mastery (ranged)
Strength: 2 **Instinct**: 7* **Agility**: 5 **Fortitude:** 2
Intelligence: 4 **Willpower**: 3
Gear: Tier 2 Gauss Pistol, Tier 2 Reinforced Unarmed with Improved Potency and Improved Precision, Tier 2 Flight Suit, Equipment Belt x3, Backpack

Special Ability (Expert Pilot): The naval lieutenant is an expert pilot and gains the following benefits when piloting a vehicle.
-Vehicle's gains +3 defense
-All vehicle attacks deal +2 power ratings of damage, gain +5 penetration, and +1 range increment
-The acceleration rating of all vehicles increases by 50%
-When firing a vehicle weapon but not piloting, gains +4 accuracy with missiles and +4 damage with all vehicle weapons
-When piloting a goliath, the pilot gains an additional +2 defense and accuracy and can apply target locks against gargantuan or larger targets as a minor action. Goliath target locks give missiles an additional +2 accuracy

Special Ability (Chain of Command): The lieuteneant gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Directorate Naval Captain

Level 20 Terran Non-heroic Character (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Soldier/ Leader/ Ace Pilot/ Master Navigator/ Gunner/ Commodore), Low Threat

Skill Purchases: 17	**Talent Purchases:** 10	**Ability Score Purchases:** 3
Hit Points: 85	**Healing Threshold**: 6	**Damage Threshold:** 26
Defense: 23	**Toughness:** 21	**Resolve:** 22
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 9	**Psionic Resistance**: 16	

-Gauss Pistol 1d20+14 accuracy, 22 damage, +3 strikes maximum, 15 shots at medium range; *Special Traits*: Penetration 12
-Reinforced Unarmed 1d20+9 accuracy, 21 damage, +3 strikes maximum; *Special Traits*: Penetration 6, Unarmed, Concealed Weapon

Skills: Computers 4, Defensive Training 7, Durability 7, Influence 5, Leadership 6, Lore 4, Melee 6, Mental Training 8, Perception 5, Pilot 12, Ranged 12, Science 3, Tactics 6
Skill Focuses: Leadership +2, Pilot +5, Ranged +5, Tactics +2
Talents: Aeronautics Training, Bombardment, Close Combat Shot, Devastating Cripple (ranged), Dog Fighter, Goliath Mastery, Inspirational Presence, Officer's Training, Valkyrie Mastery, Weapon Mastery (ranged III)
Strength: 4 **Instinct**: 8* **Agility**: 6 **Fortitude:** 3
Intelligence: 4 **Willpower**: 4
Gear: Tier 2 Gauss Pistol with Improved Potency and 2 magazines of Adamantine Spike, Tier 3 Reinforced Unarmed with Improved Potency, Improved Precision, and Piercing, Tier 2 Commander's Battle Regalia, Tier 2 Digital Uplink, Air Tank x2, Equipment Belt x3, Backpack

Special Ability (Expert Pilot): The naval lieutenant is an expert pilot and gains the following benefits when piloting a vehicle.
-Vehicle's gains +3 defense and temporary hit points at the start of every turn equal to the vehicle's fortitude
-All vehicle attacks deal +2 power ratings of damage, +6 damage, gain +11 penetration, and +1 range increment
-The acceleration rating of all vehicles increases by 50%
-When firing a vehicle weapon but not piloting, gains +4 accuracy with missiles and +4 damage with all vehicle weapons.
-When piloting a goliath, the pilot gains an additional +2 defense and accuracy and can apply target locks against gargantuan or larger targets as a minor action. Goliath target locks give missiles an additional +2 accuracy
-Gargantuan-sized or smaller vessels do not need to pay attention to maneuverability rules outside combat speed, and can freely move and face whatever direction hey want.
-Pilot gains +2 instinct and agility when piloting an aerial vehicle

Special Ability (Barrage): When performing an automatic burst or focused burst attack, the attack gains +1 hailfire for every 3 points of attack overage they gain on the attack.

Special Ability (Maximum Firepower): Once per round, when the captain is hit by an enemy attack, they gain an opportunity attack to attack them back as long as they know where the target is. They can use this ability inside a vehicle and counter attack with vehicle weapons.

Special Ability (Rallying Boost): Whenever the captain uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 6 temporary hit points. The captain generates 1 extra morale point when rallying. Finally, upon using leadership on an ally, they can instantly make a tactics check to set up a combat augmentation.

Special Ability (Chain of Command): The captain gains advantage on influence and leadership tests against targets or allies that are a lower level than them. However, they suffer disadvantage leadership and influence tests on those that are higher level than them.

Special Ability (Advanced Training): The character is considered to have +1 power rating of damage with all melee or ranged weapons, chosen when this specialization is taken.

Goliath Conqueror Description

This conqueror goliath is piloted by a directorate naval lieutenant.

Goliath Tactics

The primary purpose of a goliath is take down aerial threat. Conqueror goliaths prefer large ships above smaller vessels, as their destroyer missiles have the range, damage, and penetration to take on larger aircraft. focus on a single ranged target above all others, and reliably assault it with their missile battery. They establish target locks, and fire missiles the next round. Against gargantuan or larger targets, they use the 3 missiles variant from their missile barrage ability and can assign target locks as minor action.

Goliath's will generally refocus their efforts towards ground opponents when they are being overwhelmed. They prefer to use their gatling cannons against any smaller foe, including smaller aircraft. They save their missiles for enemy capital ships and similar sized threats. Directorate goliaths try to screen themselves with numerous directorate privates who provide close support, as they are less effective in melee.

UED Conqueror Goliath

Level 13 Terran Non-heroic Character in Huge-sized Vehicle (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Ace Pilot), Extreme Threat

Skill Purchases: 10	**Talent Purchases:** 3	**Ability Score Purchases:** 3
Hit Points: 370	**Healing Threshold**: NA	**Damage Threshold:** 49
Defense: 21	**Toughness:** 43	**Resolve:** 18
Speed: 10	**Shift Speed:** 2	**Morale Bonus:** +3
Space: 3 by 3 squares	**Reach:** 3 squares	**Initiative:** +7
Damage Resistance: 37	**Psionic Resistance**: NA	

-Destroyer Missile Battery 1d20+16 accuracy, 100 damage, 1 strikes maximum, 24 shots at strategic range +100; *Special Traits*: Penetration 45, Burst 3, Missile
-Gatling Cannon 1d20+11 accuracy, 33 damage, 1 strike maximum, 4,000 shots at distant range; *Special Traits*: Penetration 15, Hailfire 1, Twin-linked, Kickback, Full Auto
-Infernal Flamethrower 1d20+9 accuracy, 46 damage, +2 strikes maximum, 60 shots at special range; *Special Traits*: Hailfire 1, Line 21, Flames, Energy Damage
-Bash 1d20+11 accuracy, 53 damage, +1 strike maximum; *Special Traits*: Penetration 6, Smashing
-Bash w/ Heavy Strike and Focused Strike 1d20+13 accuracy, 73 damage, 1 strike maximum; *Special Traits*: Penetration 6, Smashing

Skills: Computers 3, Defensive Training 4, Durability 4, Influence 2, Leadership 1, Lore 3, Melee 3, Mental Training 5, Perception 3, Pilot 8, Ranged 8, Science 2, Tactics 4
Skill Focuses: Pilot +3, Ranged +3, Tactics +2
Talents: Bombardment, Close Combat Shot, Goliath Mastery, Weapon Mastery (ranged)
Strength: 18 **Instinct**: 7* **Agility**: 5 **Fortitude:** 18
Intelligence: 4 **Willpower**: 3

Special Ability (Target Lock): The pilot can issue a target lock as a standard action, making a pilot skill check against the target's defense. If the target lock is successful, a pilot then expend the lock freely with the battery attack made on a future turn. A weapon attack with a target lock either gains a +12 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +6 accuracy bonus with both rockets this way. Finally, if the target is gargantuan-sized or larger, the goliath can make a target lock as a minor action and has the option to fire 3 missiles at the target with only a +2 bonus.

Special Trait (Flamethrower Turret): The goliath can fire its flamethrower as a minor action without penalties for dual-wielding.

Special Ability (Cumbersome): The goliath suffers a -2 penalty to athletics, acrobatics, and stealth checks.

Special Ability (Reinforcement): The reinforcement value from the goliath's plated hull reduces all crippling wound points it suffers by 1.

Valkyrie Description

The valkyrie is piloted by a Directorate Naval Captain.

Valkyrie Tactics

The valkyrie is a universal anti-air combatant, but it excels in battles against enemy squadrons and swarms. The valkyrie is capable of unleashing massive amounts of cluster rockets over an area with very good accuracy. Every round, the valkyrie co-pilot uses a target lock, while the primary pilot uses aim actions and fires two missiles with the +4 bonus. Because of the nature of the weapon, each 'missile' is actually a twin-linked automatic focused burst of missiles that can do untold devastation. Their added effectiveness against squadron and swarms means that Valkyries can almost instantly destroy those groups of enemies in a few volleys of fire.

In addition to their offense, Valkyries are a strong, defensive craft. They possess heavy armor that is immune to small arms and light ordinance, and still possess enough speed to maneuver quickly in space combat.

UED Valkyrie pilots are trained to also use their vessel for a saturation bombardment against ground targets. The saturation bombardment allows them to obliterate a massive area with precision accuracy, while still dealing solid damage. They usually do this in major military battles to wipe out advancing platoons or zerg hosts.

UED Valkyrie

Level 22 Terran Non-heroic Character in Colossal-sized Vehicle (UEDE/ Pilot/ Mobile Gunner/ Directorate Pilot/ Soldier/ Leader/ Ace Pilot/ Master Navigator/ Gunner/ Commodore), Formidable Threat

Skill Purchases: 17	**Talent Purchases:** 10	**Ability Score Purchases:** 3
Hit Points: 1,062	**Healing Threshold**: NA	**Damage Threshold:** 82
Defense: 17	**Toughness:** 76	**Resolve:** 22
Acceleration Rating: 75	**Max Speed**: 800	**Morale Bonus:** +6
Space: 10 by 20 squares	**Reach:** NA	**Initiative:** +10
Damage Resistance: 52	**Psionic Resistance**: NA	

-Cluster Missile Battery 1d20+16 accuracy, 63 damage, +3 strikes maximum, 600 shots at strategic range; *Special Traits*: Penetration 31, Burst 4, Missile, Twin-linked, Cluster Blast, Automatic
-Cluster Missile Battery w/ Saturation Bombardment 1d20+36 accuracy, 63 damage, 1 strike maximum, 600 shots at strategic range; *Special Traits*: Penetration 31, Burst 20, Missile, Twin-linked

Skills: Computers 4, Defensive Training 7, Durability 7, Influence 5, Leadership 6, Lore 4, Melee 6, Mental Training 8, Perception 5, Pilot 12, Ranged 12, Science 3, Tactics 6
Skill Focuses: Leadership +2, Pilot +5, Ranged +5, Tactics +2
Talents: Aeronautics Training, Bombardment, Close Combat Shot, Devastating Cripple (ranged), Dog Fighter, Goliath Mastery, Inspirational Presence, Officer's Training, Valkyrie Mastery, Weapon Mastery (ranged III)
Strength: 24 **Instinct**: 10* **Agility**: 8* **Fortitude:** 24
Intelligence: 4 **Willpower**: 4

Special Ability (Target Lock): The pilot can issue a target lock as a standard action, making a pilot skill check against the target's defense. If the target lock is successful, the crew aboard the ship can then expend the lock freely with the battery attack made on that turn or a future turn. A weapon attack with a target lock either gains a +10 accuracy bonus OR the character can fire a second missile against the target, making an entirely second attack roll versus the same enemy, gaining a +4 accuracy bonus with both missiles this way.

Special Ability (Co-Pilot): The vehicle supports a co-pilot which provides numerous of benefits to the vessel. The co-pilot can be controlling the vehicle even if the pilot has lost control, apply a second pilot skill combat augmentation to the vessel in addition to the first, fire the main weapon, aim the weapon, or make assisted pilot checks that the primary pilot makes.

Special Ability (Barrage): When performing an automatic burst or focused burst attack, the attack gains +1 hailfire for every 3 points of attack overage they gain on the attack.

Special Trait (Guided Halo Rockets): The valkyrie can still make use of their missile batteries' twin-linked trait when they aim. In addition, the valkyrie's weapons gain +5 accuracy instead of +2 when aiming, as long as they are performing a standard attack or focused burst.

Special Trait (Commodore Training): The Valkyrie gains 24 temporary hit points at the start of each turn.

Special Trait (Focused Firepower): When the Valkyrie is attacking an enemy squadron in space combat, do not divide the damage between each enemy vessel. Instead, each vessel takes full damage. In addition, the Valkyrie gains Hailfire (+2) against swarms.

Special Ability (Maximum Firepower): Once per round, when the valkyrie is hit by an enemy attack, they gain an opportunity attack to attack them back as long as they know where the target is.

Special Ability (Saturation Bombardment): The valkyrie can perform a saturation bombardment against ground targets. This functions as a normal burst attack, with the following exceptions: the attack must be targeted at the ground, the burst area increases to Burst (20), the attack has no hailifre, and gains +20 accuracy.

Special Ability (Reinforcement): The reinforcement value from the valkyrie's plated hull reduces all crippling wound points it suffers by 2.

What is the Kel-Morian Combine?

The Kel-Morian Combine is one of the three reigning terran governments in the Koprulu Sector, alongside the Dominion and the Umojan Protectorate. The Kel-Morian Combine is part commercial entity, part political body. It was created by a union of mining and manufacturing guilds that rallied together to resist absorption by the Confederacy. This clash between the Kel-Morians and the Confederacy became known as the Guild War. It was the first major conflict between terrans in the Koprulu Sector and was followed shortly by the alien invasion into terran space.

While the Guild War was officially a stalemate, the Confederacy turned out better in the war and the Kel-Morian's military might was diminished. The KMs stayed out of most of the major battles during the Great War and Brood War, only forced to fight when the Queen of Blades invaded their home world of Moria. Even after that strike, Kel-Morians tend to abandon their colonies in the wake of zerg aggression rather than fight for what they have.

The Kel-Morian Combine is consistent of many 'guilds' or corporations that have politically aligned themselves for greater strength in the sector. They have mining outposts and operations on many fringe planets throughout the sector. They are known for their tyrannical greed. They work their laborers hard, giving them little pay or benefits, while the guild masters profit greatly from their labors, living rich lives off selling minerals or the goods processed from them. Many Kel-Morian guilds also resort to piracy, possessing fleets dedicated to banditry to improve their profits.

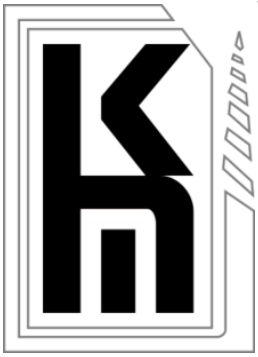
How does the Combine fit into the StarCraft Roleplaying Game?

In the Core Rulebook for StarCraft, the Kel-Morian Combine is a playable background for terran characters. Many Kel-Morian heroes are disgruntled workers that grew tired of their bleak lives. No strangers to hard work, these individuals are frequently attracted to mercenary work, freelance heroism, or adventuring. Most are glad to have broken free of the Kel-Morian whip and can plot their own course in life.

Many Kel-Morians have little patriotism to their political body. However, there is a close comradery to fellow members of one's own guild. It is the equivalent to sharing a home town or home world. Meeting a fellow member of your own guild while traveling the sector is always exciting, and a good way to keep updated on what has been happening back home. Most Kel-Morians are born as part of one guild, essential corporate citizens, and they are often curious on the happenings of their inherent institution. Meeting a fellow guild member might be an exciting way to keep updated on the guild's progress and how that relates to one's family still indentured to the guild.

For StarCraft adventurers who are not part of the Combine, the Kel-Morians can be either friend or foe. Guild masters can be generous patrons for mercenary heroes. They often seek to hire mercenaries or adventurers to solve their problems rather than deploy large battle forces. A guild master might hire heroes for any number of reasons: fight off zerg approaching a mining camp; perform corporate espionage against a rival guild or company; prospect new mining locations for future endeavors; subdue riots of angry workers; or raid rival encampments to help steal their location.

Kel-Morians also function as enemies. Their culture is run by greed. The players might deal with Kel-Morian pirates terrorizing trade routes or saboteurs trying to take control of the resources in a region. They also might aid oppressed laborers standing up against oppression by their rich masters. To many heroic individuals, the Combine exists as a group of parasites that feed of the underbelly of the sector, trying to take whatever they can regardless of the needs of others.



Section Four: Part 7: United Earth Directorate

The Kel-Morian Combine is the epitome of terran avarice. They seek wealth and power and are shockingly clumsy at wielding the later. Their society is so torn by internal strife, they have made little forward progress in the last five years, despite being spared the conflicts that wracked the Dominion in the same time period.

Will we come into conflict with the Kel-Morian Combine? Most certainly. We seek to rebuild our empire. They seek worlds to pillage for resources. I have heard reports of the 'KMC' already mounting military expeditions into protoss space, to claim our own lost worlds before we can reclaim them.

I say let them try. If a collection of greedy miners and merchants think they can steal from the Daelaam, they will be shown the might of the protoss!

Kel-Morian NPCs

This section covers many example Kel-Morian NPCs that players are likely to encounter in their adventures. Kel-Morians are a diverse and widespread group. They may be encountered as members of their faction, within legal or illegal groups, or even mixed in with members of other backgrounds and populations.

Kel-Morian Personnel Description

The Kel-Morians have some of the toughest civilians in the sector. Most are hardworking, accustomed to back breaking labors in service to the guilds. While there are still many civilians working in the business or economics, the ones most commonly encountered by adventurers are the leagues of manual laborers and miners. While still not combat veterans, the pure toughness of these workers can make them dangerous to cross.

Foremans help run the mines. They are usually senior miners who have worked up position in their respective guilds. They continue the back-breaking work of their peers, but also act as low-level managers and instruct the miners on how to proceed with dangerous operations. Many foremans, but not all, let the power go to their heads.

Taskmasters are mid-level guild officials that guide Kel-Morian operations. They are disciplinarians to the miners, administrators to the bureaucrat, and lieutenants to KM soldiers. These experienced individuals lead every aspect of Kel-Morian operations, answering only to their superiors in the major cities on Moria.

Tactics

Depending on the threat, Kel-Morian civilians might fight or flee given the circumstance. As powerful, bold individuals, they are much better fighters than most individuals. However, they are not equipped for combat and are easily torn apart by gauss fire or zerg claws. Against such resistance, they only stand and fight if they have numbers. Foremans are much the same. They occasionally organize civilians in a dedicated defensive line against threats, then blast their enemies with shotguns and demolition charges before engaging them in a mob of shovels, hammers, and pickaxes.

Taskmasters are equipped with some military hardware, but their expertise is leadership and influence, not soldiery. They try to rally KM soldiers and foreman under their command, using Ruthless Overseer to give them free morale levels at the cost of morale bonus. Against intelligent foes, they use their impressive combat influence abilities to demoralize and dissuade numerous foes. They prefer to get enemies to surrender and use their Intimidating Shot on foes low on morale. If negotiation fails or is ongoing, they used aimed shots with their shotgun to take down enemies threatening Kel-Morian interests. They possess an underslung flamethrower and grenades for the toughest fights.

Civilian, Kel-Morian

Level 2 Terran Non-heroic Character (Kel-Morian Combine/ Miner Heritage), Low Threat

Skill Purchases: 6	**Talent Purchases:** 2	**Ability Score Purchases:** 0
Hit Points: 59	**Healing Threshold**: 7	**Damage Threshold:** 23
Defense: 14	**Toughness:** 16	**Resolve:** 14
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 6	**Psionic Resistance**: 7	

-Heavy Tool 1d20+3 accuracy, 23 damage, 1 strike maximum; *Special Traits*: Penetration 3, Smashing
-Heavy Tool w/ Power Strike 1d20+2 accuracy, 27 damage, 1 strike maximum; *Special Traits*: Penetration 3, Smashing

Skills: Computers 1, Defensive Training 2, Durability 3, Endurance 4, Influence 1, Lore 1, Melee 2, Mental Training 2, Perception 2, Pilot 2, Ranged 1, Science 1, Survival 2
Skill Focuses: Athletics +2, Endurance +2
Talents: Deep Drilling, Power Strike
Strength: 4 **Instinct**: 2 **Agility**: 2 **Fortitude:** 4
Intelligence: 2 **Willpower**: 2
Gear: Heavy Tool, Padded Jacket, Equipment Belt, Backpack, Communicator, 2d20 credits

Special Ability (Hard Life): The civilian gains advantage on all Endurance checks to avoid gaining fatigue.

Special Ability (Guild Camaraderie): The civilian gains advantage on dice checks when interacting with fellow members of their mining guild.

Foreman, Kel-Morian

Level 9 Terran Non-heroic Character (Kel-Morian Combine/ Miner Heritage/ Slugger/ Demolitionist), Low Threat

Skill Purchases: 14	**Talent Purchases:** 2	**Ability Score Purchases:** 3
Hit Points: 85	**Healing Threshold**: 7	**Damage Threshold:** 26
Defense: 16	**Toughness:** 25	**Resolve:** 17
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 12	**Psionic Resistance**: 8	

-Heavy Tool 1d20+9 accuracy, 35 damage, 1 strike maximum; *Special Traits*: Penetration 7, Smashing
-Heavy Tool w/ Power Strike 1d20+7 accuracy, 43 damage, 1 strike maximum; *Special Traits*: Penetration 7, Smashing
-Shotgun 1d20+6 accuracy, 16 damage, 1 strike maximum, 2 shots at short range; *Special Traits*: Spread, Twin-linked, Gradual Reload, Close Quarter
-Rifle Butt 1d20+9 accuracy, 20 damage, 1 strike maximum; *Special Traits*: Penetration 3
-Demolition Charge 1d20+3 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 5, Unstable Explosive, Destructible

Skills: Computers 2, Defensive Training 5, Durability 5, Endurance 7, Influence 3, Lore 2, Melee 7, Mental Training 5, Perception 5, Pilot 5, Ranged 5, Science 2, Survival 3
Skill Focuses: Acrobatics +2, Athletics +2, Endurance +2, Melee +2
Talents: Bulwark, Deep Drilling, Grenade Catcher, Power Strike, Shotgun Spread, Weapon Mastery (melee)
Strength: 6 **Instinct**: 3 **Agility**: 3 **Fortitude:** 5
Intelligence: 2 **Willpower**: 2
Gear: Tier 2 Heavy Tool, Tier 2 Shotgun with 8 shells, Demolition Charge, Breaching Charge x2, Flak Armor, Equipment Belt x3, Backpack, Communicator, 2d20x5 credits

Special Ability (Hard Life): The foreman gains advantage on all Endurance checks to avoid gaining fatigue.

Special Ability (Guild Camaraderie): The foreman gains advantage on dice checks when interacting with fellow members of their mining guild.

Taskmaster, Kel-Morian

Level 15 Terran Non-heroic Character (Kel-Morian Combine/ Personality/ Taskmaster/ Miner's Heritage/ Enforcer/ Prime Specimen/ Orator), Low Threat

Skill Purchases: 20	**Talent Purchases:** 1	**Ability Score Purchases:** 11
Hit Points: 142	**Healing Threshold**: 9	**Damage Threshold:** 32
Defense: 19	**Toughness:** 22	**Resolve:** 20
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 14	**Psionic Resistance**: 15	

-Light Tool 1d20+9 accuracy, 22 damage, +2 strikes maximum; *Special Traits*: Penetration 6, Smashing
-Military Shotgun 1d20+6 accuracy, 19 damage, +1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters
-Flamethrower 1d20+6 accuracy, 28 damage, +2 strikes maximum, 3 shots at special range; *Special Traits*: Cone 6, Hailfire 1, Energy Damage, Flames, Long Reload, Close Quarters
-Rifle Butt 1d20+6 accuracy, 20 damage, 1 strike maximum; *Special Traits*: NA
-Fragmentation Grenade 1d20+5 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Penetration 5, Burst 3, Grenade, Delay

Skills: Acrobatics 5, Athletics 3, Computers 5, Defensive Training 6, Durability 8, Endurance 8, Influence 8, Leadership 6, Lore 5, Melee 7, Mental Training 6, Perception 6, Pilot 6, Ranged 6, Science 6, Survival 5, Tactics 4
Skill Focuses: Durability +3, Endurance +2, Influence +3, Ranged +2
Talents: Dissuade, Intimidating Presence, Natural Health, Weapon Mastery (melee)
Strength: 6 **Instinct**: 4 **Agility**: 4 **Fortitude:** 6

Intelligence: 4 **Willpower**: 4
Gear: Tier 2 Light Tool with Piercing, Military Shotgun with Improved Potency and Attached Flamethrower with 20 Adamantine Shells, Tier 2 Fragmentation Grenade, Tier 2 Flak Armor, Equipment Belt x3, Tier 2 Backpack, Tier 2 Communicator, Tier 2 Motion Detector, Tier 2 Flashlight, Tier 2 PDA, 4d20x10 credits

Special Ability (Impressionable): When making a combat influence test, the taskmaster can target two separate enemies, and effect all targets within a burst 1 of each target with their combat influence. In addition, they can apply two separate combat influence abilities as part of the same action.

Special Ability (Intimidating Shot): When the taskmaster makes a successful ranged attack with a pistol or rifle, they can choose to automatically miss the attack to make a Demand Surrender test with a bonus to the test equal to the amount they surpassed the target's defense. Furthermore, on any successfully damaging pistol or rifle attack, the character can reduce the final damage dealt by half, to gain a bonus to all combat influence tests made against the target equal to the damage dealt by the attack until the end of the turn.

Special Ability (Ruthless Overseer): This character is an efficient but ruthless party leader. Any ally under the effect of this character's leadership gains a free morale point every round, but their morale bonus is only half what it normally is.

Special Ability (Enduring): The taskmaster gains advantage on all Endurance checks to avoid gaining fatigue. They also gain +5 to their endurance skill for tests against poison, disease, and infestation

Special Ability (Guild Camaraderie): The taskmaster gains advantage on dice checks when interacting with fellow members of their mining guild.

Kel-Morian Operatives Description

The Kel-Morians do not have a strong, dedicated military anymore. Instead, their armed forces are largely consistent of corporate security and skilled operatives. These operatives cover many of the positions of the marine corps, except they perform with subtlety, finesse, and calculated force. These subtlety operations allow the Kel-Morians to make up for their deficit in numbers compared to the Dominion or zerg.

Scouts are the least of Kel-Morian operatives. They are strictly reconnaissance agents trained to scour an area for an enemy's presence. They plan entrances, evaluate defenses, and even plan ambushes against lightly armored convoys. More experienced operatives include saboteurs and snipers. These individuals specialize in surprise attacks against unwary victims. Saboteurs plant mines to sabotage enemy workers and patrols. They also sneak up to the enemy's fortifications and place charges to breach perimeter walls and bunkers, allowing Kel-Morian rippers to enter the breach and do their deadly deed. Snipers find advantageous positioning and use long ranged rifles to assassinate key personnel, such as a magistrate or lieutenant. With their own stealth skill, they are frequently gone before they are discovered by the enemy.

Operatives usually work in groups of 4-8. They are also found amongst the ranks of Kel-Morian pirates, who use them in a very similar manner. Their concerns are less political and more designed for looting.

Tactics

Kel-Morian operatives do not engage in sustained fire fights. If they are attacked or provoked, they attempt to hide in the undergrowth or ruins and make their escape. They are skilled at hiding, and all operatives can vanish from sight even while being observed. If they cannot, they make fighting retreats, often by using explosives to distract their enemy while they formulate a new plan.

Operatives are much more dangerous when fighting on their own terms. They set up explosives along the battlefield, laid by a saboteur's expert hands. Afterwards, they wait in hiding places for their enemies to trigger the explosives or arrive at the location of their trap. Once the triggered, they emerge from hiding and make aimed attacks at their foes. Scouts use their Stealth Combat Stunts with Surprise Attack, so they do not reveal their location when attacking. If they are revealed, they make hide checks and reengage from a different location.

Saboteurs will use the Forward Deployment combat stunt to lay cluster mines near the enemy's feet. They will then use Follow Up for free attacks or to escape notice. Snipers stay further back than the rest of the operatives, in a remote position where they target vulnerable and crucial individuals. Their rounds are designed for damage, not penetration, so they prefer lightly armed targets. If they find a foe easy to hit, they will use called shots instead of aiming to target the critical location.

Scout, Kel-Morian

Level 4 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator), Low Threat

Skill Purchases: 6	**Talent Purchases:** 2	**Ability Score Purchases:** 2
Hit Points: 50	**Healing Threshold**: 7	**Damage Threshold:** 22
Defense: 16	**Toughness:** 14	**Resolve:** 13
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 8	**Psionic Resistance**: 6	

-Combat Knife 1d20+2 accuracy, 11 damage, +3 strikes maximum; *Special Traits*: Throwing
-Long Rifle 1d20+4 accuracy, 22 damage, +1 strike maximum, 5 shots at medium range; *Special Traits*: Rending 5, Scope
-Rifle Butt 1d20-1 accuracy, 14 damage, 1 strike maximum; *Special Traits*: NA
-Flash Grenade 1d20+1 accuracy, no damage, 1 strike maximum; *Special Traits*: Burst 2, Flash, Grenade, Delay

Skills: Acrobatics 2, Athletics 2, Defensive Training 2, Durability 2, Endurance 1, Melee 1, Mental Training 1, Perception 2, Pilot 2, Ranged 3, Stealth 3, Survival 2, Tactics 1
Skill Focuses: Acrobatics +2, Ranged +2, Stealth +2
Talents: Sneak Attack, Stalker
Strength: 2 **Instinct**: 3 **Agility**: 6 **Fortitude:** 4
Intelligence: 2 **Willpower**: 2
Gear: Long Rifle with 2 magazines of hollow points, Combat Knife, Camouflage Field Armor, Equipment Belt x2, Backpack, Medipack, Flashlight, Motion Detector, Binoculars

Special Ability (Hide in Plain Sight): The scout can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the scout must succeed a DC 16 perception check.

Special Ability (Stealth Combat Stunt): The scout gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 3 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Ambush (DC 20): When gaining the hidden condition on your turn by hiding, you can use this stunt to perform an instant ranged attack that does not break the stealth condition
-Surprise Attack (DC 15): The scout can use this stunt when making a non-suppressed ranged attack. If they succeed, the attack counts as suppressed and does not break the Hidden condition.

Special Ability (Guild Camaraderie): The scout gains advantage on dice checks when interacting with fellow members of their mining guild.

Saboteur, Kel-Morian

Level 10 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator/ Demolitionist/ Insurgent), Low Threat

Skill Purchases: 13	**Talent Purchases:** 3	**Ability Score Purchases:** 5
Hit Points: 68	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 19	**Toughness:** 18	**Resolve:** 16
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 11	**Psionic Resistance**: 10	

-Fusion Rod w/ Shocking 1d20+3 accuracy, 15 damage, +3 strikes maximum; *Special Traits*: Penetration 11, Smashing, Energy Damage, Stun
-Fusion Rod w/ Phasing 1d20+3 accuracy, 15 EMP damage, +3 strikes maximum; *Special Traits*: Penetration 1, Smashing, Energy Drain
-Gauss Pistol 1d20+8 accuracy, 14 damage, +3 strikes maximum, 15 shots at long range; *Special Traits*: Penetration 4, Grip Extension
-Fragmentation Grenade 1d20+5 accuracy, 45 damage, 1 strike maximum, short range; *Special Traits*: Burst 3, Penetration 5, Grenade, Delay
-Demolition Charge 1d20+5 accuracy, 80 damage, 1 strike maximum, short range; *Special Traits*: Burst 5, Penetration 10, Destructible, Unstable Explosive, Timed Explosive
-Cluster Mine 1d20+8 accuracy, 45 damage, 1 strike maximum; *Special Traits*: Burst 5, Penetration 5, Hailfire 1, Cluster Land Mine, Planted Explosive, Destructible, Hidden

Skills: Acrobatics 4, Athletics 4, Defensive Training 4, Durability 4, Endurance 3, Melee 3, Mental Training 3, Perception 4, Pilot 4, Ranged 7, Stealth 5, Survival 4, Tactics 3
Skill Focuses: Acrobatics +3, Ranged +3, Stealth +2
Talents: Grenade Catcher, Sneak Attack, Stalker, Weapon Mastery (ranged)
Strength: 4 **Instinct**: 4 **Agility**: 6 **Fortitude:** 4
Intelligence: 2 **Willpower**: 3
Gear: Gauss Pistol with Suppressor and Improved Potency, Fusion Rod with Improved Potency, Fragmentation Grenade x2, Land Mine x2, Cluster Mine x2, Demolition Charge x2, Tier 2 Camouflage Field Armor, Equipment Belt x3, Backpack, Medipack, Trauma Kit, Flashlight, Motion Detector, Communicator

Special Ability (Rapid Reaction): The saboteur gains +2 accuracy as long as they move at least 1 square on their turn. In addition, they can make a bob and weave action as a free action in any turn that they action move.

Special Ability (Hide in Plain Sight): The saboteur can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the saboteur must succeed a DC 23 perception check.

Special Ability (Stealth Combat Stunt): The saboteur gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 3 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Forward Mine (DC 15): When planting a mine, the saboteur can make a stealth check to deploy the mine within 6 squares of them and remain hidden while doing so.
-Follow Up (DC 20): When an enemy steps on the saboteur's mine, they can make a stealth check to perform one of two actions: make a standard attack against a target hit by the mine or attempt to hide from sight.

Special Ability (Guild Camaraderie): The saboteur gains advantage on dice checks when interacting with fellow members of their mining guild.

Sniper, Kel-Morian

Level 10 Terran Non-heroic Character (Kel-Morian Combine/ Guerilla Fighter/ Infiltrator/ Sniper/ Sharpshooter), Low Threat

Skill Purchases: 14	**Talent Purchases:** 4	**Ability Score Purchases:** 4
Hit Points: 68	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 21	**Toughness:** 18	**Resolve:** 15
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 8	**Psionic Resistance**: 7	

-Combat Knife 1d20+4 accuracy, 11 damage, +3 strikes maximum; *Special Traits*: Throwing
-Sniper Rifle 1d20+11 accuracy, 38 damage, 1 strike maximum, 5 shots at long range; *Special Traits*: Penetration 2, Rending 9, Digital Scope
-Rifle Butt 1d20+1 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 4, Endurance 3, Melee 3, Mental Training 3, Perception 4, Pilot 4, Ranged 8, Stealth 5, Survival 5, Tactics 3
Skill Focuses: Acrobatics +2, Ranged +4, Stealth +2
Talents: Devastating Cripple (ranged), Precision Shot, Sneak Attack, Stalker, Weapon Mastery (ranged)
Strength: 2 **Instinct**: 6 **Agility**: 6 **Fortitude:** 4
Intelligence: 2 **Willpower**: 2
Gear: Tier 2 Sniper Rifle with Digital Scope and Improved Potency and 3 magazines of hollow points, Combat Knife, Tier 2 Camouflage Field Armor, Equipment Belt x2, Backpack, Communicator

Special Ability (Terror of the Range): When the sniper damages an opponent at medium range or further with a scoped rifle, the target of the attack and all their allies within 6 squares take a negative morale point.

Special Ability (Kill Shot): When killing an opponent at with a scoped rifle firing a single shot, the sniper can instantly make an attack at another target within short range of the target. However, they will not receive aiming bonuses on this attack. This attack cannot in turn allows other attacks.

Special Ability (Hide in Plain Sight): The sniper can make stealth checks to hide in combat, even while inside an enemy's line of sight. In addition, enemies trying to use spotter actions to find the sniper must succeed a DC 23 perception check.

Special Ability (Stealth Combat Stunt): The sniper gains a selection of various stealth tricks they can deploy in combat. They can attempt up to 6 combat stunts every encounter. When they chose to use a stealth stunt, they make a stealth skill check. If the check is successful and the conditions are right, they pull off the stealth stunt. Refer to the following table for the stunts they can perform, when they can perform then, and the stealth DC to pull them off.

-Ambush (DC 20): When gaining the hidden condition on your turn by hiding, you can use this stunt to perform an instant ranged attack that does not break the stealth condition
-Surprise Attack (DC 15): The scout can use this stunt when making a non-suppressed ranged attack. If they succeed, the attack counts as suppressed and does not break the Hidden condition.

Special Ability (Guild Camaraderie): The sniper gains advantage on dice checks when interacting with fellow members of their mining guild.

Kel-Morian Soldiers Description

The Kel-Morian Combine is as much, if not more, of a corporate entity than a true government. They occasionally deploy large contingents of soldiers to protect their interests. These soldiers are very mercenary; undisciplined, unruly, brawlers out for their next paycheck. Kel-Morian soldiers rarely fight in the major political battles of the sector, nor do they combat alien threats. Largely, they are enforcers who dispatch rebellions.

During the Guild Wars, Kel-Morian soldiers were known as Rippers. They were soldiers who used stolen confederate powered armor, painted black, with numerous modifications. Now, rippers are elite soldiers amongst the KM's guilds. Many are Guild War veterans; others joined their ranks after significant experience. Rippers fight in the largest battles in the Combine, or any struggle that is worthy of the guilds' elite troops.

Breachers are the best of the Kel-Morian forces. They are a separate clad of insurgent warriors that rose from the ranks of rebellious miners, who were then bought out to serve the guilds once more. Breachers are siege operatives that tunnel into enemy bases and clear them, room from room, of any opposition. They are known equally for their effectiveness and brutality. They rarely show up in pitched battles, instead acting as special forces, siege troops, and infiltrators.

Tactics

Compared to the marines of other nations, Kel-Morian soldiers rely on speed and close combat weaponry to fight their battles. Their repurposed combat armor gives them extra speed, and they often use tactics to further increase their speed. The main armament for KM soldiers is a shotgun rather than a heavy gauss rifle, so their effectiveness relies on them getting close. Most KM squads do have at least one soldier armed with a gauss rifle. These warriors provide covering firing for the quickly advancing shotgun gunners.

The close range Kel-Morian troops prefer to bob and weave to increase their defense and use tactics to increase their accuracy or damage resistance. Also, unlike Dominion or Umojan troops, Kel-Morian soldiers excel at close combat. They use powered hammers and axes to rip their opponents apart with mighty blows. They use these weapons to engage foes that rely on melee or when their shotguns have an empty magazine. Grenades are often thrown around corners or over walls to surprise their foes with an explosive onslaught, scattering their ranks before engaging them close.

Kel-Morian soldiers will sometimes have an explosive's expert with them. These experts prepare battles ahead of time and try to lure enemies into ranks of cluster grenades. They also use demolition charges to destroy key pieces of terrain, such as a wall, bridge, or critical fortification. This may be part of an ongoing siege, or to limit enemy fields of advancement.

Breachers excel at close-quarters combat. They use their shotguns to kill one target after another, using their bloodlust ability to gain extra attacks on a kill. They use flamethrowers to vaporize everyone within a room or hallway. Their powered mining tools are designed to destroy obstacles, including fortified walls, but a breacher will gladly use them against enemies who get too close for comfort. These weapons are deadly and kill enemy terrans in a brutal spray of gore. Breachers prefer to Bob and Weave and use tactics to increase accuracy.

Guild Breacher, Kel-Morian

Level 20 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier/ Brute/ Gunner/ Miner Heritage/ Cannoneer/ Prime Specimen/ Slicer), Medium Threat

Skill Purchases: 16	**Talent Purchases:** 9	**Ability Score Purchases:** 10
Hit Points: 194	**Healing Threshold**: 10	**Damage Threshold:** 36
Defense: 21	**Toughness:** 34	**Resolve:** 16
Speed: 8	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 24	**Psionic Resistance**: 6	

-Military Shotgun; 1d20+11 accuracy, 31 damage, +1 strike maximum, 10 shots at medium range; *Special Traits*: Penetration 6, Rending 4, Spread, Gradual Reload, Close Quarters
-Flamethrower 1d20+11 accuracy, 45 damage, +2 strikes maximum, 3 shots at special range; *Special Traits*: Penetration 4, Cone 7, Hailfire 1, Energy Damage, Flames, Long Reload, Close Quarters
-Rifle Bayonet 1d20+14 accuracy, 49 damage, +1 strike maximum; *Special Traits*: Penetration 5
-Powered Mining Tool 1d20+11 accuracy, 60 damage, +1 strike maximum; *Special Traits*: Penetration 11, Rending 8, Hailfire 2
-Powered Mining Tool w/ Heavy Strike 1d20+13 accuracy, 65 damage, 1 strike maximum; *Special Traits*: Penetration 11, Rending 8, Cleaving 1, Hailfire 2
-Fragmentation Grenade 1d20+9 accuracy, 60 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 10, Burst 3, Grenade, Delay

Skills: Athletics 5, Acrobatics 5, Defensive Training 8, Durability 10, Endurance 9, Medicine 4, Melee 10, Mental Training 4, Pilot 5, Ranged 10, Survival 4, Tactics 6
Skill Focuses: Athletics +2, Durability +3, Endurance +2, Melee +4, Ranged +4
Talents: Devastating Cripple (melee), Military Unarmed Training II, Natural Health, Powered Armor Training, Power Strike II, Weapon Mastery (ranged II, melee II), Wrestling Combatant
Strength: 16* **Instinct**: 2 **Agility**: 4 **Fortitude:** 8
Intelligence: 4 **Willpower**: 2
Gear: Tier 2 Military Shotgun with Improved Potency, Attached Flamethrower, Improved Precision, Rifle Bayonet and 3 magazines of adamantine shells, Tier 2 Ripper Repurposed Combat Armor with Extra Reinforcement with Empowered Servos, Tier 2 Powered Mining Tool with Jagged and Piercing, Tier 2 Fragmentation Grenade with Shredding x3, 1 doses of Combat Stimulants, 2 doses of Rage, 2 doses of Painkillers

Special Ability (Focused Adrenaline): When the breacher hits an enemy with a melee attack, they gain 10 temporary hit points. These temporary hit points are not cumulative with future attacks.

Special Ability (Bloodlust): Once per round, upon killing an enemy, the breacher can make an immediate, extra standard action that can be used for whatever they want.

Special Ability (Enduring): The breacher gains advantage on all Endurance checks to avoid gaining fatigue.

Special Ability (Mighty Swing): When the breacher makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Advanced Training): The breacher gains +1 power rating of damage with all ranged weapons.

Special Ability (Guild Camaraderie): The breacher gains advantage on dice checks when interacting with fellow members of their mining guild.

Ripper, Kel-Morian

Level 11 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier/ Brute/ Gunner), Medium Threat

Skill Purchases: 14	**Talent Purchases:** 4	**Ability Score Purchases:** 5
Hit Points: 115	**Healing Threshold**: 8	**Damage Threshold:** 29
Defense: 18	**Toughness:** 21	**Resolve:** 12
Speed: 8	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 17	**Psionic Resistance**: 6	

-Military Shotgun; 1d20+8 accuracy, 25 damage, +1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 2, Rending 4, Spread, Gradual Reload, Close Quarters
-Rifle Bayonet 1d20+9 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 5
-Heavy Tool 1d20+10 accuracy, 39 damage, +1 strike maximum; *Special Traits*: Penetration 6, Rending 4, Smashing
-Heavy Tool w/ Heavy Strike 1d20+912accuracy, 44 damage, 1 strike maximum; *Special Traits*: Penetration 6, Rending 4, Smashing, Cleaving 1
-Fragmentation Grenade 1d20+7 accuracy, 55 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 3, Grenade, Delay

Skills: Athletics 4, Acrobatics 4, Defensive Training 6, Durability 7, Endurance 6, Medicine 1, Melee 7, Pilot 5, Ranged 8, Survival 4, Tactics 4
Skill Focuses: Durability +2, Endurance +2, Melee +2, Ranged +3
Talents: Military Unarmed Training, Powered Armor Training, Power Strike, Weapon Mastery (ranged, melee), Wrestling Combatant
Strength: 9* **Instinct**: 2 **Agility**: 4 **Fortitude:** 6
Intelligence: 2 **Willpower**: 2
Gear: Military Shotgun with Improved Potency and Rifle Bayonet and 2 magazines of adamantine shells, Ripper Repurposed Combat Armor with Extra Reinforcement, Tier 2 Heavy Tool with Improved Potency, Jagged, and Piercing, Tier 2 Fragmentation Grenade x2, 1 doses of Combat Stimulants, 2 doses of Rage, 2 doses of Painkillers

Special Ability (Barrage): When performing an automatic burst or focused burst attack, the attack gains +1 hailfire for every 3 points of attack overage the ripper gains on the attack.

Special Ability (Mighty Swing): When the ripper makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Advanced Training): The soldier gains +1 power rating of damage with all ranged weapons.

Special Ability (Guild Camaraderie): The soldier gains advantage on dice checks when interacting with fellow members of their mining guild.

Ripper Gunner Equipment Package: Heavy Gauss Rifle with Improved Potency and Rifle Bayonet with 2 magazines of U-238 (replaces military shotgun)

-Heavy Gauss Rifle 1d20+9 accuracy, 25 damage, fully automatic, 150 shots at distant range; *Special Traits*: Penetration 4, Rending 2, Full Automatic

Ripper Tank Hunter Package: Rocket Launcher with Improved Potency and Digital Scope and 6 Anti-Armor Rockets (replaces military shotgun)

-Rocket Launcher; 1d20+9 accuracy, 55 damage, 1 strike maximum, 3 shots at long range; *Special Traits*: Penetration 20, Burst 1, Long Reload, Rocket, Digital Scope

Soldier, Kel-Morian

Level 5 Terran Non-heroic Character (Kel-Morian Combine/ Slugger/ Soldier), Medium Threat

Skill Purchases: 9	**Talent Purchases:** 2	**Ability Score Purchases:** 2
Hit Points: 68	**Healing Threshold**: 7	**Damage Threshold:** 24
Defense: 14	**Toughness:** 21	**Resolve:** 12
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 12	**Psionic Resistance**: 6	

-Military Shotgun; 1d20+6 accuracy, 22 damage, 1 strike maximum, 10 shots at short range; *Special Traits*: Penetration 4, Rending 4, Spread, Gradual Reload, Close Quarters
-Heavy Tool 1d20+5 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 5
-Fragmentation Grenade 1d20+4 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 2, Grenade, Delay

Skills: Athletics 2, Acrobatics 2, Defensive Training 3, Durability 4, Endurance 4, Medicine 1, Melee 6, Pilot 2, Ranged 6, Survival 4, Tactics 2
Skill Focuses: Endurance +2, Melee +2, Ranged +2
Talents: Powered Armor Training, Weapon Mastery (ranged, melee)
Strength: 8* **Instinct**: 2 **Agility**: 3 **Fortitude:** 4
Intelligence: 2 **Willpower**: 2
Gear: Military Shotgun with 2 magazines of adamantine shells, Ripper Repurposed Combat Armor, Heavy Tool with Improved Potency and Piercing, Fragmentation Grenade, 3 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Advanced Training): The soldier gains +1 power rating of damage with all ranged weapons.

Special Ability (Guild Camaraderie): The soldier gains advantage on dice checks when interacting with fellow members of their mining guild.

Commando Equipment Package: Heavy Gauss Rifle with 2 magazines (replaces military shotgun)

-Heavy Gauss Rifle 1d20+7 accuracy, 22 damage, fully automatic, 150 shots at long range; *Special Traits*: Penetration 4, Full Automatic

Explosive's Expert Equipment Package: Demolition Charge x2, Cluster Mines x2, Flak Pistol (replaces military shotgun)

-Flak Pistol; 1d20+6 accuracy, 18 damage, 1 strike maximum, 12 shots at short range; *Special Traits*: Rending 3, Spread
-Demolition Charge 1d20+4 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 10, Burst 4, Unstable Explosion, Destructible

Universal Terran NPCs

This section covers NPCs that can be found with any faction in the sector, from the Dominion, to mercenaries, to the private sector, or one of the smaller goverments.

HERC Commando Description

HERC commandos are experts in using the Hostile Environment Repair Chassis. Most of them began their career as engineers, asteroid miners, or prospectors. After training in the use of HERC armor, they also filled the roll of battlefield engineers. They use their equipment to quickly traverse difficult environments and maintain repairs, as well as crafting defenses and fortifications to use against enemy attackers. When the fighting begins, the HERCs do not sit aside. Their armor is amongst the most resilient personal protection made by terrans.

While the armor was originally created by the Umojans, HERC Commandos are found amongst all major factions of the Koprulu Sector following the Second Great War. Many commandos also fight as mercenaries or are loyal to private corporations. Some HERCs gained extensive combat experience fighting in the End War. These are known as veterans, who capitalize on the unyielding nature of their armor to absorb powerful attacks without suffering harm.

Tactics

HERCs generally fight on the defensive, rather than offensive. They use their Battlefield Crafting ahead of time to modify the landscape to set up cover from them and their allies. Once the battle begins, they stand on the front line of engagements, defending their allies from harm. When a foe approaches, they use their grappling cannons to strategically pull small enemies towards them and into their allies' field of fire. Once enemies are close, they use their flesh welders to disintegrate foes in a devastating shotgun spread.

They also use their grappling cannons to pull themselves towards powerful enemies, such as artillery or large monsters they wish to block. Need be, their grappling cannons can also be used to scale cliffs and sheer surfaces.

If a HERC is not needed in combat, they will spend their actions performing structural repair on nearby constructs, including turrets and bunkers. They naturally try to absorb blows for their allies, using their Shield Ally ability whenever possible.

Veteran Commandos are similar, but far tougher. They are fierce defenders of their allies, using Defiant Stance amongst clusters of fellow fighters to ensure they absorb all incoming fire. They are not frugal with their Second Wind ability, and regularly sacrifice healing thresholds to keep their hit points up.

HERC Commando

Level 10 Terran Non-heroic Character (Fringe World/ Scavenger/ Slugger/ Guardian/ Battlefield Engineer), High Threat

Skill Purchases: 12	**Talent Purchases:** 2	**Ability Score Purchases:** 5
Hit Points: 137	**Healing Threshold**: 8	**Damage Threshold:** 31
Defense: 12	**Toughness:** 28	**Resolve:** 18
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 2 by 2 squares	**Reach:** 2 square	**Initiative:** +2
Damage Resistance: 19	**Psionic Resistance**: 9	

-Flash Welder 1d20+5 accuracy, 16 damage, 1 strike maximum, 200 shots as special range; *Special Traits*: Penetration 4, Cone 3, Spread, Close Quarters
-Rifle Butt 1d20+4 accuracy, 31 damage, 1 strike maximum; *Special Traits*: Penetration 3
-Grapple Cannon 1d20+11 accuracy, 35 damage, 1 strike maximum, 15 squares; *Special Traits*: Penetration 5, Grapple

Skills: Athletics 5, Computers 3, Defensive Training 6, Durability 8, Endurance 6, Lore 2, Medicine 2, Melee 6, Mental Training 6, Perception 2, Ranged 6, Science 6, Tactics 2
Skill Focuses: Durability +2, Endurance +2, Science +2, Melee +2, Science +2
Talents: Dual-Weapon Skill, Powered Armor Training, Structural Weakness, Weapon Mastery (melee, ranged)
Strength: 12* **Instinct**: 2 **Agility**: 2 **Fortitude:** 7
Intelligence: 5 **Willpower**: 2
Gear: Hostile Environment Repair Chassis, 2 doses of Antitoxin, 2 doses of Painkillers, 1 dose of Mental Stimulants

Special Ability (Grapple Cannon): The grapple cannon possesses 15 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Special Ability (Structural Repair): The HERC can used the flash welder as a full-round action to repair a construct or object from the outside. This requires 1 shot of ammunition, but the target recovers 17 hit points.

Special Ability (Battlefield Crafting): The HERC can use his expertise of battlefield science to modify battlefield terrain or equipment to be more efficient. The following actions are performable with this ability.
-Augment Machine: This affects a Terran turret or robot. This power either increases all of its damage resistances by 2, or increases the power rating of all weapons by 1. This benefit lasts until the machine is destroyed and takes 15 minutes to implement.
-Craft Terrain: This modifies walls and structures, equal to one square worth per 2 points of Intelligence. The character can increase the cover size, or shape it to whatever form desired, such as making an opening in a wall for firing holes. This ability takes 1-5 minutes per square, depending on how in-depth the changes are (GM's discretion).

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

Special Trait (Extra Resistance): This armor is treated to resist corrosion and acidic compounds. The armor gains +10 damage resistance against any attack that deals Acid Damage. It also gains +10 damage resistance against any area attack where the wearer is not the primary target. Therefore, it gains +20 damage resistance against an area, acid attack where the user is not the primary target.

HERC Commando, Veteran

Level 20 Terran Non-heroic Character (Fringe World/ Scavenger/ Slugger/ Guardian/ Battlefield Engineer/ Goader/ Heavy Armor Operator/ Survivalist/ Protector/ Immortal), High Threat

Skill Purchases: 17	**Talent Purchases:** 2	**Ability Score Purchases:** 10
Hit Points: 207	**Healing Threshold**: 9	**Damage Threshold:** 42
Defense: 17	**Toughness:** 43	**Resolve:** 22
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 2 by 2 squares	**Reach:** 2 square	**Initiative:** +2
Damage Resistance: 33	**Psionic Resistance**: 20	

-Flash Welder 1d20+9 accuracy, 20 damage, 1 strike maximum, 200 shots as special range; *Special Traits*: Penetration 4, Cone 4, Spread, Close Quarters
-Rifle Butt 1d20+8 accuracy, 35 damage, 1 strike maximum; *Special Traits*: Penetration 3
-Grapple Cannon 1d20+15 accuracy, 45 damage, 1 strike maximum, 20 squares; *Special Traits*: Penetration 5, Grapple

Skills: Acrobatics 4, Athletics 6, Computers 3, Defensive Training 10, Durability 10, Endurance 10, Influence 8, Lore 5, Medicine 4, Melee 9, Mental Training 8, Perception 6, Ranged 9, Science 8, Tactics 5
Skill Focuses: Defensive Training +4, Durability +2, Endurance +2, Influence +2, Endurance +2, Science +2, Melee +2, Science +2, Survival +2
Talents: Bulwark, Dissuade, Powered Armor Training, Hardened Survivalist, Never Give Up, Resilience, Resolute, Smart Shot, Structural Weakness, Weapon Mastery (melee, ranged II)
Strength: 15* **Instinct**: 2 **Agility**: 2 **Fortitude:** 9
Intelligence: 6 **Willpower**: 4
Gear: Tier 2 Hostile Environment Repair Chassis with Extra Reinforcement, 2 doses of Antitoxin, 2 doses of Painkillers, 1 dose of Mental Stimulants

Special Ability (Grapple Cannon): The grapple cannon possesses 20 squares of chain and can be used to hook onto surfaces or objects. The grapple cannon automatically hooks onto unattended objects or terrain surfaces without requiring a check. Furthermore, the wearer can then either pull the target towards them or pull themselves towards the target. They can pull the target towards them if they are a medium-sized or smaller. If the target is large-sized or larger, they instead pull themselves

towards the target. Either way, there must not be any cover between the combatants for them to pull towards each other, and there must be an open square within the path of both targets for the moved character to land in. When pulling yourself or an enemy, you can choose for the moved character not to be transported the full distance, dropping them or yourself at any point in a straight line between both targets.

Special Ability (Structural Repair): The HERC can used the flash welder as a full-round action to repair a construct or object from the outside. This requires 1 shot of ammunition, but the target recovers 42 hit points.

Special Ability (Battlefield Crafting): The HERC can use his expertise of battlefield science to modify battlefield terrain or equipment to be more efficient. The following actions are performable with this ability.
-Augment Machine: This affects a Terran turret or robot. This power either increases all of its damage resistances by 2, or increases the power rating of all weapons by 1. This benefit lasts until the machine is destroyed and takes 15 minutes to implement.
-Craft Terrain: This modifies walls and structures, equal to one square worth per 2 points of Intelligence. The character can increase the cover size, or shape it to whatever form desired, such as making an opening in a wall for firing holes. This ability takes 1-5 minutes per square, depending on how in-depth the changes are (GM's discretion).

Special Ability (Defiant Stance): The HERC attracts all nearby enemies into attacking him rather than his allies. All enemies cannot attack the character's allies within 3 squares if the HERC can be attacked instead. This affects all enemies, including constructs and non-intelligent foes. Enemies can make a DC 28 willpower test once per day to try and defy this effect.

Special Ability (Second Wind): The character takes a moment to recover their own strength and lost health at the cost of a healing threshold. Performing this second wind requires spending a move action. Once they do, they heal 45 hit points and 2 points of fatigue.

Special Trait (Superior Resistance): This armor is treated to resist corrosion and acidic compounds. The armor gains +15 damage resistance against any attack that deals Acid Damage. It also gains +15 damage resistance against any area attack where the wearer is not the primary target. Therefore, it gains +30 damage resistance against an area, acid attack where the user is not the primary target.

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

Special Ability (Toxin Resistance): The HERC gains advantage on all endurance tests. If they suffer poison damage from a failed endurance check, the poison deals half as much damage.

Chapter 6: Infested Terrans

This section contains new character customization options for Infested Terran characters. Four new directives are presented, each giving an entirely new approach at playing an agent of the swarm. As per the new rules for Infested Terran characters, a directive is chosen for an infested terran character at levels 1, 10, 20, and 30.

Section Five: The Status of the Zerg

As my last task, you requested I do an assessment of the state of the zerg in the sector. You asked me if they were still a threat. After all, the Queen of Blades is gone and Overqueen Zagara has stated she wants peace. The short answer is yes, the zerg are still a very grave threat.

It is important to understand how widespread the zerg presence is now. I have encountered countless breeding worlds occupied by feral zerg. Most of these worlds are lawless, following the last instructions they were given. Others are led by advanced strains of overlords that evolved to take command.

In addition, we not have a strong presence of primal zerg across our space. Brought here by the Queen of Blades, the primal zerg have adapted well to their new home. They have found ways to move from planet to planet and are not bound by any treaties or pacts set upon them by the Overqueen.

Perhaps the most relevant threat is rampant zerg viruses. These viruses may have no effect on us protoss but are lethal to terrans. Worse, if given enough time to gestate through a colony, they can autonomously create new zerg nests led by infestation specialists such as infestors, enslavers, encroachers, or blightbringers.

The zerg are still a threat, simply because they are too numerous for the Overqueen to control. Many worlds possess powerful zerg known as eco-destroyers, named for their ability to poison and overwhelm worlds while functioning utterly autonomously. Infested agents also prowl the stars on their own, seeking to claim their own domains in the stars, left unchecked by reigning powers.

The zerg will also be a threat. They are the monsters of Koprulu, and are not going anywhere anytime soon, no matter the intentions of their queen.

Bulbous Bile-Bringer

Ability Score: +2 fortitude
Skill Focuses: Durability OR Endurance OR Ranged
Special Ability (Pustules): Your body is ridden with acidic pustules. Your frame supports a maximum number of pustules at once equal to ½ their level +1. These pustules can be used on the offensively or defensively to harm enemies. When a pustule bursts, it deals damage equal to 10 +3x the infested's level, and requires a ranged skill attack roll, gaining a bonus to accuracy based on ½ instinct. They have the Acid Damage, Corrosion, and Stun weapon traits. When used offensively, they can be thrown like a grenade up to short range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.
Special Ability (Master of Pestilence): As a bile bringer, you are a living conduit of vile chemicals and disease. Upon taking this evolution discipline, you gain access to Basic Pestilence evolution discipline and one pestilence powers. Furthermore, you are very skilled at using such powers, and they cost one less biomass for you to manifest and all ranged powers have one larger range increment.
Description: The bulbous bile bringer is a form of infestation that was designed to create explosive soldiers as used in the first war, but with more sustainability. To undertake this purpose, Abathur designed a strain of infestation that creates many small pockets of acid that grow across the body. These pockets can be detonated defensively or removed and thrown as grotesque hand grenades. To round out their suite of abilities, bile-bringers are filled with various chemicals and fluids that allow them to replicate various pestilence powers.

Hand of the Swarm

Ability Score: +2 strength
Skill Focuses: Athletics OR Melee
Special Ability (Mutated Arm): You have a colossal, mutated arm that can be used be used offensively. This arm replaces one of the character's arms, and no mutations can be placed on that limb. The arm can be used to make melee attacks. Its base damage is equal to 15 +2x the user's strength, with a +1 accuracy bonus, and a power rating of +5. The arm has a slow attack speed and cannot gain additional strikes from any source. The arm has a penetration value equal to 2+ the character's strength. The arm be grown at will and has +2 squares of reach (normally reach 3 of medium sized infested). This arm scales in tier like any other natural weapon through the Enhanced Natural Attributes evolution.
Special Ability (Lurking Arm): You can enter a special assault mode as a full-round action. In this phase, you stick your arm deep underground, and have it burst through the ground to attack enemies. While in this phase, you cannot move or perform any actions other than lurking arm attacks. You perform a free detector action at the start of your turn against every target that is in contact with the ground within 30 squares. You can attack any target that is on the ground within long range, even outside line of sight. Even if this attack is outside line of sight, it suffers no penalties from concealment or cover. This attack is identical to a standard mutated arm attack, except it is only a single strike and the target is denied their agility bonus to defense. The attack gains +10 damage and Stun weapon traits. Any target of the attack must be along the surface of the ground. While the you are in the Lurking Arm stance, you do not gain their agility bonus to defense. Any round you no longer wish to maintain the stance, you can retract their arm from the ground end it as a full-round action.
Description: The Hand of the Swarm focuses around a massive, mutated arm that has the exceptional ability to grow and strike at foes with incredible force. Oddly enough, this directive can to be from accident rather than intent, but it is proving its worth to the swarm. Hands of the Swarm are front line combatants, ambushers, and siege breakers for the zerg swarm.

Living Plague

Ability Score: +1 strength, +1 fortitude
Skill Focuses: Endurance OR Medicine OR Ranged
Special Ability (Disease Aura): A living plague exudes an aura of disease and contamination. At the start of every one of your turns, every living enemy within 2 squares of you must make an Endurance check. The DC of this check is equal to 10 +1/2 damage your level. If they fail the check, they suffer 2x your level in poison damage. In addition, each time they fail the check, they gain a stack of the Weakened Immunity condition. Enemies suffering from Weakened Immunity suffer -1 to endurance checks for every stack that they have been inflicted with. Every time they succeed an Endurance check from the disease aura, they lose 1 stack of Weakened Immunity. Otherwise, one stack of weakened immunity is lost every 10 minutes.
Special Ability (Infestation Node): As a living plague, you actively emit the zerg hyper-evolutionary virus. Upon taking this evolution discipline, you gain access to Basic Infestation evolution discipline and one infestation powers. Furthermore, because of your virulence, you add your 1/2 willpower to the DCs against your infestation power.
Description: A living plague grows several organic chimneys out of their spine that constantly vents clouds of microorganisms in an area around them. These organisms are predatory creatures that seek out and infect healthy non-zerg tissue. Living plagues are deployed against an enemy much like a chemical bomb, sent to weaken, kill, and dishearten an enemy force before the larger zerg swarm sends an invasion. Living plagues are commonly created by powerful infestors to act as agents to help them infest other terrans, as well as protecting them in close combat.

Manhunter

Ability Score: +1 agility, +1 intelligence
Bonus Talents: Stalker, Leap
Skill Focuses: Athletics OR Melee OR Stealth
Special Ability (Shadow Hunter): Manhunters are stalkers amongst the shadows. You always gain the benefit of sneaking at the start of your turn if you are within an area of dim light, darkness, or concealment. In addition, you can attempt to hide while being observed by making a DC 20 stealth test as a move action. In addition, when performing a melee attack against a target that is flat-footed against your attacks, you inflict bleed damage equal to 1 +1/3 your level.
Special Ability (Spider Grasp): Manhunters can climb sheer surfaces, including ceilings, without having to make an athletics check.
Special Ability (Vicious Pounce): When a manhunter uses the Leap talent, he can use agility instead of strength for the distance that he travels. In addition, his leap attack gains +10 damage and Cleaving (1).
Description: The manhunt is a sinuous, long limbed aberration that prizes itself on mobility, stealth, and speed. Manhunters are designed to be assassins and spies by the swarm, much in the same way as changelings, but manhunters are often far deadlier. These creatures thrive in darkness and shadows, and practice using their long limbs to tear apart their victims in quick and agonizing twists of their claws.

New Mutations

This section contains new mutations available to infested terran characters. Each of these mutations has multiple tiers, and directly ties into one of the new directives in this resource.

Overgrown Arm

Enhanced/ Mastered Mutation (requires Hand of the Swarm directive)
Tier 1 Description: The infested's mutated arm is even larger and more dangerous. The natural weapon gains +1 reach, +4 penetration, and the Cleaving (1) weapon trait.
Tier 2 Description: The infested's arm is even more dangerous. Instead of the tier 1 benefits, the natural weapon gains +2 reach, +8 penetration, and the Cleaving (1) and Stun weapon traits.

Parasite Emissions

Enhanced/ Mastered Mutation (requires Living Plague directive)
Tier 1 Description: The infested's living plague is empowered from all of the parasitic microorganisms emitted from their body. Their disease aura effects all enemies within 4 squares of them, and now deals 3xlevel poison damage on a failed endurance check.
Tier 2 Description: The infested produces even more dangerous organisms from their body, which wafe from their body in a thick cloud. They now produce an area of concealment with 4 squares of them. The infested and their zerg allies are unaffected by the penalties of this concealment. Moreover, their disease aura DC increases by +4.

Shadow Predator

Enhanced/ Mastered Mutation (requires Mahunter directive)
Tier 1 Description: The infested has perfected the killing strike, and has learned to quickly rip unaware targets apart. When attacking an unaware or flat-footed target with a natural melee weapon, the attack gains +2 rending and +10 damage.
Tier 2 Description: The infested has perfected the art of the perfect kill. Their bonus against unaware target and flat-footed targets increases to +5 rending and +20 damage.

Vile Pustules

Enhanced/ Mastered Mutation (requires Bulbous Bile-Bringer directive)
Tier 1 Description: The infested has more dangerous and efficient acid within their pustules. They gain +5 penetration with their pustules and, when thrown, have a base range of medium.
Tier 2 Description: The infested has even more dangerous pustules. In addition to all previous bonuses, they gain an additional +5 penetration with their pustules. Their pustules also gain a Burst (1) area. When pustules are used defensively, the area is centered on the attacker. Allied targets are emitted from the area of effect when used defensively.

Infested Terran NPCs

These are a variety of new, infested terran NPCS to include in your StarCraft adventures. These infested terrans make use of the new directives and mutations available in this resource. They are deadly agents of the swarm and would make excellent 'boss' enemies for a group of terran or protoss heroes that are trying to fight back the devastation of the zerg.

Malformed Vilespawn Description

Malformed Vilespawn are infested designed to break enemy defenses. A vilespawn is a bloated terran that is covered with large, green, pulsating pustules the size of a human's head. These pustules are attached onto their body by many thin membranes that can be easily cut away. Their necks and torso are bloated with gas, and their eyes appear dead and lifeless. They shamble forwards on thick, trunk like legs, and have fat tentacles instead of hands.

Tactics

Malformed vilespawn are not infested designed for subterfuge or complicated operations. They are sent to escort packs of lesser infested in assault operations on enemy strongholds. Vilespawn allow the lesser minions to draw the initial fire, so they can close in for the kill.

Before they reach melee range, vilespawn will throw pustules and use Creeping Infection to weaken key personnel, such as commanders or psychics. Once the enemy is substantially weakened, they will dive into melee and tear at their foes with heavy strike fang attacks.

When it is commanded by a higher strain, the vilespawn will sometimes chose to perform a suicide explosion as a last-ditch attempt to break the enemies ranks. While this effect is sometimes devastating, the blast is very predictable to dodge, making it inaccurate, and its damage is based on how much biomass the vilespawn has left over. If a vilespawn has used most of its biomass on its evolution powers, its explosion is significantly less dangerous (5x current amount of biomass).

Malformed Vilespawn's Favored Evolution Powers: Biomass 19

-Creeping Infection; 2 biomass; power useable as a standard action; +5 attack versus toughness at medium range, target struck by the power must make a DC 15 Endurance test every round or loses 1 strength. Power ends once player succeeds 3 subsequent tests. Anti-toxins give +1 to endurance test per potency.

Malformed Vilespawn

Level 6 Infested Terran Heroic Character (Bulbous Bile-Bringer), Medium Threat

Skill Purchases: 14	**Talent Purchases:** 4	**Ability Score Purchases:** 5
Hit Points: 139	**Healing Threshold**: NA	**Damage Threshold:** 30
Defense: 16	**Toughness:** 20	**Resolve:** 16
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 8	**Psionic Resistance**: 10	
Regeneration: 5	**Biomass**: 19	

-Smash 1d20+5 accuracy, 32 damage, 1 strike maximum; *Special Traits*: Penetration 10
-Ripping Fangs 1d20+6 accuracy, 28 damage, 1 strike maximum; *Special Traits*: Penetration 8
-Pustule 1d20+4 accuracy, 28 damage, 1 strike maximum, 4 shots at medium range; *Special Traits*: Penetration 5, Acid Damage, Corrosion, Stun
-Suicide Explosion 1d20+4 accuracy, 95 damage, 1 strike maximum; *Special Traits*: Penetration 5, Burst 4, Acid Damage, Corrosion

Skills: Athletics 4, Defensive Training 4, Durability 6, Endurance 4, Melee 4, Mental Training 4, Perception 4, Psionics 4, Ranged 4, Survival 4
Skill Focuses: Durability +3
Mutations: Clubs, Hungering Maw, Enhanced Health, Immune to Pain, Explosive, Enhanced Bone Structure, Vile Pustules, Thick Legs

Talents: Jaded, Cynic, Zerg Skill Focus (stamina), Resistant III, Weapon Mastery (melee), Bulwark
Evolution Powers: *Creeping Infection*
Strength: 6 **Instinct**: 1 **Agility**: 2 **Fortitude:** 7
Intelligence: 2 **Willpower**: 3
Gear: Smash, Ripping Fangs, Zerg Light Carapace

Special Ability (Pustules): The vilespawn's body is riddled with pustules of acid that are growing across its flesh. The vilespawn starts with 4 of these pustules. These pustules can be used on the offensively or defensively to harm enemies. When used offensively, they can be launched up to medium range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.

Special Ability (Suicide Explosion): The infested is filled with volatile bio-plasma and can set itself off as a bomb. This attack kills the infested but deals a great number of damage to enemy's around it. This attack, used as a standard action, uses the infested's ranged attack bonus, and deals an amount of damage equal to 5x their biomass in an area centered on them (normally 85). This attack has the Burst 4, Penetration 5, Acid Damage, and Corrosion weapon traits.

Special Ability (Evolution Powers): The vilespawn can use Zerg evolution powers and has access to Advanced Pestilence.

Special Ability (Master of Pestilence): The vilespawn is very proficient in using Pestilence evolution powers, and they cost half as much biomass to manifest and all ranged powers effect at a larger range increment.

Special Ability (Zerg Psychic): The malformed vilespawn has a Psi Level of 1 and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Fear and Disgust): The vilespawn suffers suffer disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receives advantage on all checks to terrorize, taunt, or intimidate other races.

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

Creature in the Dark Description

The Creature in the Dark is the common name for an assassin strain of infested first used by the Queen of Blades at the onset of the Second Great War. The creature is horridly mutated beast designed to hunt and kill vulnerable and important personnel related to a world's defense. During the Dominion siege of Char during that war, Creatures in the Dark boarded enemy battlecruisers and lurked aboard the ships, killing terran officers and engineers to send the ship's command structure into chaos.

A Creature in the Dark appears to be an infested terran, with long legs with multiple joints and extended arms almost as long as the creature is tall. The claws on its hands are similarly extended, and each finger can wrap around a human skull. The infested have an extended lower jaw, a long lashing tongue, and yellow eyes. Their bodies are thin, covered with a narrow layer of chitin. They are often deep purple in coloration, almost black. Their shoulder blades have biological growths coming from them like exhaust ports that exude a violet fog that is toxic to breathe.

A creature in the dark usually works on its own, but sometimes fights in kill squads of 3-6 of its own kind.

Tactics

A Creature in the Dark does not fight in open conflicts. As an assassin, it hides in dark places and ambushes its foes. If it is caught in the open, its first instinct is to retreat to find somewhere to hide. Its Shadow Hunter ability allows it to automatically hide within concealment and ambush its unwary foes.

When attacking from the shadows, a Creature in the Dark always tries to pounce an unaware foe. When pouncing a flat-footed foe, the creature gains +24 damage, +4 rending, and Cleaving (1). This is enough to quickly kill most foes. If, after its initial attack, its foes are too much for it to fight the creature will retreat back into the shadows to prepare another ambush. If it cannot escape, it will stand its ground and fight.

When fighting in the open, the creature uses Bob and Weave behavior to improve its considerable defense. It prefers its scything claw attacks, where it makes so many strikes it is essentially impossible to avoid. In the meantime, it stays as close to as many living foes as possible to weaken them with its disease aura. If several targets are weakened by the aura, it will unleash *Corruption* on elite foes.

The Creature in the Dark prefers to live whenever possible. If its foes are certain to kill it, it flees for the shadows if possible. Otherwise, it will fight to the death.

Creature in the Dark's Favored Evolution Powers: Biomass 16

-Corruption; 2 biomass; power useable as a standard action; +5 attack at medium range, struck targets gains -6 damage resistance and -3 damage threshold for 2 rounds

Creature in the Dark

Level 13 Infested Terran Heroic Character (Manhunter/Living Plague), Medium Threat

Skill Purchases: 22	**Talent Purchases:** 6	**Ability Score Purchases:** 11
Hit Points: 135	**Healing Threshold**: NA	**Damage Threshold:** 29
Defense: 31	**Toughness:** 25	**Resolve:** 16
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 13	**Psionic Resistance**: 9	
Regeneration: 2	**Biomass**: 16	

-Scything Claws 1d20+11 accuracy, 26 damage, +6 strikes maximum; *Special Traits*: Penetration 16, Rending 4
-Ripping Fangs 1d20+11 accuracy, 33 damage, +3 strikes maximum; *Special Traits*: Penetration 16, Rending 8

Skills: Athletics 7, Acrobatics 7, Defensive Training 7, Durability 7, Endurance 5, Melee 8, Mental Training 4, Perception 6, Ranged 3, Stealth 8, Survival 4
Skill Focuses: Melee +2, Ranged +2, Stealth +2

Mutations: Hungering Maw, Monstrous Claw x2, Zerg Fury III, Warrior Breed II, Enhanced Bone Structure II, Shadow Predator, Improved Natural Plating, Enhanced Health, Dexterous Legs, Enhanced Natural Attributes
Talents: Jaded, Cynic, Stalker, Leap, Zerg Skill Focus (brutality), Weapon Mastery (melee), Defensive Fighting, Sneak Attack II, Swift Strikes
Evolution Powers: *Corruption*
Strength: 8 **Instinct**: 2 **Agility**: 9 **Fortitude:** 6
Intelligence: 2 **Willpower**: 2
Gear: Tier 2 Scything Claw, Tier 2 Ripping Fangs, Tier 2 Zerg Reinforced Carapace

Special Ability (Killer in the Dark): When the creature is attacking flat-footed or unaware target, their attack gains +14 damage, +4 rending, and causes the target to take 5 bleed damage every turn. Targets of bleed damage take the damage at the start of every turn until they are healed of at least 1 hit point. This includes the benefits from the sneak attack talents, the shadow hunter mutation, and the Manhunter directive.

Special Ability (Disease Aura): At the start of every one of the creature's turns, every living enemy within 2 squares of them must make a DC 16 Endurance check. If they fail the check, they suffer 26 damage. This damage ignores armor bonus to damage resistance. In addition, each time they fail the check, they gain a stack of the Weakened Immunity condition. Enemies suffering from Weakened Immunity suffer -1 to endurance checks for every stack that they have been inflicted with. Every time they succeed an Endurance check from the disease aura, they lose 1 stack of Weakened Immunity. Otherwise, one stack of weakened immunity is lost every 10 minutes.

Special Ability (Shadow Hunter): The creature in the dark always gain the benefit of sneaking at the beginning of its turn as long as they are within an area of dim light, darkness, or concealment. In addition, it can attempt to hide while being observed by making a DC 20 stealth test as a move action.

Special Ability (Vicious Pounce): When the creature uses the Leap talent, they can leap 9 squares (equal to agility). In addition, their leap attack gains +10 damage and Cleaving (1).

Special Ability (Evolution Powers): The creature in the dark is capable of using Zerg evolution powers, and has access to Advanced Infestation.

Special Ability (Infested Node): The creature in the dark is very proficient in using Infestation evolution powers, and gain +2 their DCs.

Special Ability (Spider Grasp): The creature can climb sheer surfaces, including ceilings, without having to make an athletics check.

Special Ability (Zerg Psychic): The creature in the dark has a Psi Level of 1, and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Fear and Disgust): The creature in the dark suffers suffer disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, the infested receive advantage on all checks to terrorize, taunt, or intimidate other races.

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

Proto-Aberrant Description

The aberration is a zerg monster derived from terran DNA. The first aberrations were terrans so wholly mutated that they have no humanity left in them and were solely monsters to be used by the swarm as living siege weapons. The proto-aberrant was once a terran on its way to transform into an aberration, but a command strain stopped the process. Instead, the unlucky subject was transformed into a four-legged carrier of disease and plague. While not as strong and hardy as a full aberration, the proto-aberrant has greater intelligence and unique abilities that make it equally dangerous.

Proto-Aberrants are often found escorting pure aberrations or packs of lesser infested minions.

Tactics

A Proto-Aberrant is very fast, and usually seeks to close distance with its enemies as quickly as possible. As it advances on it foes, it bombards foes with *Creeping Infection*. Once in close combat, it swipes at its foes with its gigantic mutated arm. When facing melee focused enemies, such as zerg or protoss, it uses its pustules on the defense, punishing enemies for attacking it. Otherwise, it will use its pustules to fire open retreating foes.

On the off chance the proto-aberrant gets to ambush its foes, it will enter its lurking arm stance. It will strike its quarry with lurking arm until it is engaged in combat and required to defend itself.

Proto-Aberrant's Favored Evolution Powers: Biomass 27

-Creeping Infection; 2 biomass; power useable as a standard action; +9 attack versus toughness at medium range, target struck by the power must make a DC 17 Endurance test every round or loses 1 strength. Power ends once player succeeds 3 subsequent tests. Anti-toxins give +1 to endurance test per potency.
-Devour; 0 biomass; power used as a full-round action; consumes 1 willing minion or specialist strain allied zerg with reach; recovers biomass equal to twice target's level

Proto-Aberrant

Level 20 Large-sized Infested Terran Advanced Heroic Character (Metamorph/ Hand of the Swarm/ Bulbous Bile Bringer), High Threat

Skill Purchases: 27	**Talent Purchases:** 16	**Ability Score Purchases:** 20
Hit Points: 376	**Healing Threshold**: NA	**Damage Threshold:** 41
Defense: 26	**Toughness:** 34	**Resolve:** 23
Speed: 11	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 27	**Psionic Resistance**: 20	
Regeneration: 3	**Biomass**: 27	

-Smash 1d20+18 accuracy, 51 damage, +2 strikes maximum; *Special Traits*: Penetration 17, Rending 5, Devastating Cripple
-Mutated Arm 1d20+18 accuracy, 67 damage, 1 strike maximum; *Special Traits*: Penetration 31, Rending 5, Cleaving 1, Reach 3, Devastating Cripple
-Ripping Fangs 1d20+19 accuracy, 51 damage, +2 strikes maximum; *Special Traits*: Penetration 17, Rending 9, Devastating Cripple
-Pustule 1d20+7 accuracy, 70 damage, 1 strike maximum, 11 shots at medium range; *Special Traits*: Penetration 5, Acid Damage, Corrosion, Stun

Skills: Acrobatics 7, Athletics 8, Defensive Training 8, Durability 11, Endurance 8, Melee 11, Mental Training 8, Perception 8, Ranged 6, Survival 6
Skill Focuses: Athletics +2, Durability +2, Melee +3
Mutations: Clubs, Hungering Maw, Warrior Breed IV, Immune to Pain IV, Zerg Fury IV, Enhanced Health IV, Evolution Mastery (basic and advanced biomancy), Slavish Devotion II, Improved Natural Plating II, Evolutionary Perfection, Predatory Instincts, Enhanced Natural Attributes II, Strengthened Metabolism, Enhanced Bone Structure II, Sensory Nodes, Overgrown Arm, Vile Pustules, Crawler, Gigantism
Talents: Jaded, Cynic, Emotionless, Zerg Skill Focus (brutality), Weapon Mastery (melee II), Hardened Survivalist, Enhanced Regeneration II, Evolution Powers, Devastating Cripple (melee), Resilience, Power Strike II, Swift Strikes, Cleaving II, Defensive Fighting, Unstoppable Movement
Evolution Powers: *Creeping Infection, Blinding Cloud, Devour, Consumption, Corrosive Bolt*
Strength: 12 **Instinct**: 2 **Agility**: 6 **Fortitude:** 10

Intelligence: 2 **Willpower**: 5
Gear: Large-sized Tier 3 Smash, Large-sized Tier 3 Mutated Arm, Large-sized Tier 3 Ripping Fangs, Tier 3 Zerg Plated Carapace

Special Ability (Lurking Arm): The proto-aberrant can enter special assault mode as a full-round action. In this phase, it sticks its mutated arm deep underground and has it burst through the ground to attack enemies. While in this phase, it cannot move or perform any actions other than lurking arm attacks. It performs a free detector action at the start of its turn against every target that is in contact with the ground within 30 squares. The aberrant can only target enemies that are on the ground within long range, even outside line of sight. Even if this attack is outside line of sight, it suffers no penalties from concealment or cover. This attack is identical to a standard mutated arm attack, except the target is denied their agility bonus to defense. The attack gains +10 damage and Stun weapon traits. While they are in the Lurking Arm stance, the aberrant do not gain their agility bonus to defense (-6 defense). The aberrant can leave this stance as a full-round action.

Special Ability (Pustules): The proto-aberrant's body is riddled with pustules of acid that are growing across its flesh. The aberrant starts with 11 of these pustules. These pustules can be used on the offensively or defensively to harm enemies. When used offensively, they can be launched up to medium range. When used defensively, they can be used in response to take damage from a melee attack. In this case, you expend the pustule upon take damage to instantly making a pustule attack against those that harmed them. A pustule can be regrown by spending 1 biomass and a minor action to regrow each pustule.

Special Ability (Evolution Powers): The proto-aberrant is capable of using Zerg evolution powers and has access to Basic Infestation and Advanced Biomancy.

Special Ability (Master of Pestilence): The proto-aberrant is very proficient in using Pestilence evolution powers, and they cost half as much biomass to manifest and all ranged powers effect at a larger range increment.

Special Ability (Zerg Psychic): The proto aberrant has a Psi Level of 1, and can draw powers from the Augmentation discipline. The infested also possesses Psionic Detection and an Instinctive Telepathic Link with Zerg.

Special Ability (Fear and Disgust): The creature in the dark suffers suffer disadvantage penalty on all leadership checks as well as influence tests to befriend or persuade when dealing with non-zerg. However, it gains advantage on all checks to terrorize, taunt, or intimidate other races.

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

Special Thanks

This project has been a labor of love for me, and I'd like to thanks everyone who helped me bring it to completion.

My family, Nick, Susan, and Jeff, who have always supported me on my crazy projects.

I have had a team of dedicated play testers who have helped me, and continue to help me, hammer out the mechanics of this system. Thanks to Enrico, Andrew, Nick, Jeremy L, Shawn, Tiffany, Collin, Justin, Matt, Robert, Guinn, Jordan, Jeremy, Christopher, Becca and Tim.

I'd like to thank all the fans of StarCraft out there who contributed to the StarCraft Wiki, which was an essential tool in the creation of this game. I'd also like to thank all of the artists who created StarCraft fan art, many of which I have used in this book.

Lastly, but not least, I'd like to thank Blizzard Entertainment, which has inspired my creativity for my entire life. They are true creative geniuses, and this project is a testament of everything they have done to build the StarCraft Universe.

I'd also like to thank all my supporters on Patreon, who are the reasons I can continue to produce this work.

Nick Skuda	Jeff Skuda	Andrew Merriman	Jordan Weiler	Aaron Vetovitz
Christopher Piper	Preston Brooks	Justin Carlisle	Josh McNatt	Marco Nass
Dirk Jan Somsen	Nuzak	Yelnar Duissenov	Jeremy J Lang	Guinevere Palubicki
Shroud	Robert Vancel	Bink	Pascal Kessler	Noah Kirtley
Daniel Jenkins	Ulrik Vander			

*StarCraft is a trademark of Blizzard Entertainment, who hold all creative rights to their intellectual property. Leovaunt's StarCraft Roleplaying Game is a fan-made project, and I am by no means a representative of Blizzard.